

Women's Volleyball Rules

1. The rally point scoring system will be used in every game (this is scoring where someone receives a point every time the ball hits the floor).
2. Each match will be best of "3" format. First "2" games played to 21 (must win by 2). If a third game is necessary the game will be played to 15 (must win by 2).
3. If the serve hits the net and goes over the ball is live and in play. There is no side out or point awarded simply because the ball touched the net during the service - unless of course it does not clear the net.
4. Each match will begin with a coin flip to decide first serve. The loser of the first game will serve to start the second game. A coin flip will decide first serve in the third game.
5. Women's teams MUST have a minimum of four (4) players to START a match with a maximum of six (6) but may play with less than four (4). If a team cannot field at least four (4) the match will be forfeited.
6. Each team is allowed one time-out per game.
7. All rules not outlined on this page will revert to TSSAA rules.
8. We encourage proper play at all times. Illegal hits will be called at the officials' discretion. If an illegal hit gives one team an advantage it will be called. We understand that we have all skill levels of competitors where some have developed better volleyball skills than others. We will take this into consideration.
9. A ball hitting the ceiling, etc. will still be in play as long as it does not cross the net. If it hits on the serve it will be a side-out. **LET SERVED BALLS MUST BE PLAYED!**
10. A player may not contact the net at any time during play. A violation of this will result in a side-out. *EXCEPTION:* when the ball is hit into the net causing the net to touch the player.
11. Reaching under or over the net is a violation. A player may, however, follow through over the net providing the ball is contacted on their side of the net. A blocker may reach across the net providing the opponent makes contact to return the ball over the net.
12. A player may touch the centerline as long as the foot does not go over the line.
13. Only a front row player may spike at the net. A back row player may spike as long as they begin their jump behind the 10-foot line.
14. A player serving the ball must wait for the officials' whistle before serving. Violation of this will result in a side-out.
15. There will be a five (5) minute grace period before a game is forfeited. The grace period begins at the scheduled start time of the match whether the previous match is completed or not. After another 10 minutes the second game as well as the match will be forfeited.
16. **Participants MAY NOT wear metal jewelry of any kind while playing.**