

# BSD Volleyball Rules

## REFEREE EXPECTATIONS

The essence of a good referee lies in the concept of fairness and consistency:

- To be fair to every participant.
- To be viewed as fair by the spectators.

This demands a huge element of trust – the referee must be trusted to officiate a fair match:

- by being accurate in his/her judgment;
- by understanding why the rule is written;
- by being an efficient organizer;
- by allowing the competition to flow and by directing it to a conclusion;
- by being an educator – using the rules to penalize the unfair or admonish the impolite;
- by promoting the game – that is, by allowing the spectacular elements in the game to shine and good players to do what they do best: play the game.

Finally, we can say that a good referee will use the rules to make the competition a fulfilling experience for all concerned.

### Get involved!

Keep the ball flying!

## SPECTATOR/PLAYER CODE OF CONDUCT

### I WILL:

1. I WILL abide by the official rules of BSD Volleyball.
2. I WILL display good sportsmanship at all times.
3. I WILL educate myself on the unique rules of this facility and abide by them.
4. I WILL generate goodwill by being polite and respectful to those around me at this event.
5. I WILL immediately notify a League Director and/or Facilities personnel in the event that I witness any illegal activity.
6. I WILL acknowledge that the benches are for the players primarily and spectators will not sit there if there is not enough room.
7. I WILL acknowledge that spectators may rightfully choose to remain in a seat for an entire match without switching sides of the court when the teams switch.
8. I WILL ensure my children who attend as spectators are not on any court surface and instead remain in the seating area above the courts or on the opposite side of the netting if the court is not in use.

### I WILL NOT

1. I WILL NOT harass or intimidate the officials, including line judges and scorers.
2. I WILL NOT participate in any game or game-like activities unless I have filled out the waiver for the BSD league.
3. I WILL NOT bring and/or carry any firearms.
4. I WILL NOT bring, purchase, or consume alcohol at the Discovery Center or any part of South Germantown Park.

### WARNING!

Injury from flying objects incidental to the sport of volleyball may occur at this event. Attend at your own risk. Please pay close attention to your surroundings and be alert at all times, especially during active play.

## BSD OVERALL INFORMATION

### 1. Facility Information

The Bump Set Drink league usually reserves only 4 volleyball courts at the Discovery Sports Center. Any other volleyball courts which may be open are for walk-in volleyball. The Discovery Sports Center charges \$5 per person to play on the walk-in courts. Courts reserved for BumpSetDrink league play will be open for "free" pickup (league members only) on a schedule designated on the website for each season.

Please remember that the Discovery Sports Center is a county-operated facility. It is prohibited to possess alcohol in the Discovery Sports Center or in the parking lots.

### 2. Registration

All registrations are final. No refunds will be offered for any reason. If a player chooses to not to play in the league after they are selected for a team, for a reason other than a change in situation (e.g. injury or work), the league directors reserve the right to ban the person from future registration.

3. **Conduct**

Rude behavior or offensive conduct is not permissible. Such behavior will lead to immediate match suspension by the referee. Suspension from the league, due to repeated poor conduct, will be recommended by the league officials on a case by case basis. Multiple suspensions can lead to a permanent ban from the league.

4. **Rule Changes**

Any of the rules contained herein, as well as rules covering items not explicitly stated within these rules, may be modified as deemed appropriate by the league officials.

5. **Commissioner Time-out**

When team captains require the assistance of a league official who is actively playing in a match, those captains must approach the referee who is officiating the game in which the league official is playing. When the ball is not in play, they may request to speak with the official. The referee should then call an official's time-out for this purpose. The time-out will NOT be charged against either team.

Note: Please do not disturb the league officials during their scheduled matches unless it is absolutely necessary. Before disturbing a scheduled match, please try to find another league official who is not playing.

6. **Team Composition**

Each team will have a roster with a maximum of 8 players. All eligible players present at a match play in all games in that match. Teams with more than 6 players present must rotate players on and off the court, with the rotation occurring off either (or both) side of the court when a side out is granted.

A team shall consist of a minimum of 5 players and a maximum of 6 players on the court.

If a team roster has only 3 players of 1 sex on it, then they must have a minimum of 2 people of that sex in the rotation if they are present and are able to play (i.e. 4-2 or 3-3).

If a team roster has only 2 players of 1 sex on it, then they must have a minimum of 1 person of that sex in the rotation if they are present and are able to play (i.e. 5-1 or 4-2).

If the team cannot field the appropriate number of players, and does not want to utilize the substitution rule, they may play with 'a ghost player' that rotates in the position of the player that the ghost position is representing. This ghost player should start in the 6th service position ('center back' if starting with service or 'server position' if starting with receive of service) position and rotate as the team rotates. The ghost position does rotate off the court. The team will lose the serve when the ghost player rotates to the service position.

7. **Substitutes**

A substitute list will be maintained by the league commissioner(s) and will be available to captains for help with suggestions. Captains may choose a substitute to play from this list or any other person if a regular player from the team will be missing AND the opposing captain agrees.

No team may choose as a substitute any regular player currently in the league if that player is scheduled to play in a match at the same time (i.e. a lower division player may not abandon his/her team to substitute for another team at a higher level.)

Team captains must notify opposing captains, at the beginning of a match, of any substitute players who are participating in the match.

8. **Permanent Substitutes**

If a player is unable to participate on the team for the remainder of the season, a permanent substitute may be obtained. The permanent substitute will assume the position of the player that is being replaced on the team's roster.

A permanent substitute may be added to a team's roster, prior to the beginning of the playoffs, either by unanimous approval of the remaining team captains or by approval of a majority of the remaining team captains and either the league commissioner or the league director. The permanent substitute may not be a player on another roster in the current season.

Once the playoffs begin, no changes may be made to a team's roster except as provided below in playoff rules.

9. **Grace Periods**

For the first match of the evening, a grace period of 10 minutes after the scheduled start time of the match will be allowed before the first game will be forfeited. Each subsequent game will be forfeited every 5 minutes. Play will start as soon as each team has at least 5 players.

For matches other than the first match of the evening, the first game will forfeit at game time. Each subsequent game will be forfeited every 5 minutes. Play will start as soon as each team has at least 5 players.

The score of each forfeited game will be recorded as 25-0.

If a team forfeits, the games may still be played. The score, however, will still be recorded as stated above. The referees may choose not to officiate a forfeited game. It is the league officials view that a forfeit should be avoided as much as reasonably possible. If anyone is available to substitute, all attempts should be made to play the match as scheduled.

#### 10. Length of Game

Rally scoring will be in effect for all games. There will be a 6 minute warm-up period before the start of the games. Please prepare as much as possible before the previous match ends. In general, games will be 25 points with a 27 point cap. Note, the 1st game of the 7pm match should start at 7pm, therefore warm-ups should take place before 7pm if possible within the constraints of the Discovery Center rental usage. If, however, time becomes short, the games will be abbreviated to 19 points with a 21 point cap. The start of the match is defined as the end of the previous match or 7pm, if it is the 1st match of the night. Time is defined as becoming short if the 1st game ends later than 25 minutes past the start of the match. If the cumulative time at the end of the 2nd game is longer than 40 minutes from the start of the match, than the 3rd game will also be shortened.

Due to the league's contractual obligations with the Discovery Center, there is no discretion on the referee's part to change these parameters.

#### 11. Standings

Standings will be determined by game win/loss records from each match. If two or more teams are tied for a position, positions will be resolved by the following criteria, applied one at a time, in order:

- The team with the best game record against the teams with which it is tied.
- The team with the best point differential (points scored minus points given up) against the team(s) with which it is tied.
- The team with the best overall point differential.
- The team with the most points scored against the teams with which it is tied.
- The team with the most points scored overall.
- A coin toss between the involved captains.

#### 12. Court Setup/Takedown

In general, the courts should already be set up and ready for play before the first match. If they are not, it is the responsibility of the teams playing in the first match to contact the Discovery Center personnel to set them up.

#### 13. Attire

Uniforms (or shirts with numbers) are not required for players. All players should dress appropriately. Players must abide by all dress code requirements required for play at the Discovery Center, including non-marking footwear

### BSD OVERALL INFORMATION - PLAYOFFS

#### 1. Team Eligibility

All teams are eligible to play in the playoffs.

#### 2. Player Eligibility

All players currently on the team at the start of the playoffs are eligible for the entire playoffs. Once the playoffs start, only changes outlined below may be made to the team rosters.

- Players listed on the team's roster are automatically eligible to play for that team during playoffs. See the *Permanent Substitutes* section above for more information on replacing players during the regular season.
- As during the regular season, teams may play with only 5 players. A "hole" (empty spot) will be maintained for the missing 6th player; when that "hole" reaches the serving position after a rotation, an automatic sideout will be awarded the opposing team. NOTE: At least one player of each sex must be on the court even when playing with only 5 players.
- Substitutes may be arranged only if a team would have to forfeit the match (e.g., have fewer than 5 players that night) or would have to play with a "hole" (e.g., have only 1 woman available that night on a 5-men/3-women team). **ALL playoff substitutes must be approved unanimously by the remaining captains prior to 5pm on the day of a playoff match.** If any substitute player is from a team that is still in the playoffs, that player MUST rejoin his/her team immediately when their match is ready to start. The team for which he/she was subbing may NOT request an exceptional sub (see below) to replace him/her; they will be required to continue their match with the remaining players or forfeit if fewer than 5 players remain.

- Opposing captains are encouraged to support teams needing subs during playoffs but can object to a substitute for ANY reason. As practical guidance, substitute players from lower divisions are nearly always approved; substitute players from the same division can be considered but might not be approved.
- If a player is injured during a playoff match and cannot play further, and if that would cause the team to forfeit the remainder of the match, the captain may seek an exceptional sub. That substitute player must be approved by all captains currently at the facility AND the division commissioner.

### 3. **Playoff Structure**

A double elimination playoff will be used to determine the winner for each division. All teams will be seeded according to the standings at the end of the regular season.

### 4. **Match Format**

Playoff matches will consist of the best 2 out of 3 games. The first team to win 2 games wins the match. Games 1 and 2 will be to 25 points with a 27 point cap. If a third, deciding game is required, it will be to 19 points with no cap. During this third game, teams will change sides at 10 points.

### 5. **Work Teams**

During the playoffs, captains will be required to provide work teams for certain matches in which their team will not be participating. Work teams will be assigned based on a schedule drawn up by the league commissioner.

A work team consists of 4 players: one to keep score, two to call lines and a 2nd (or down) referee. All teams in the league will be required to provide a 2nd (or down) referee except the lowest level division. The lowest level division will only be required to provide a work team of 3 players.

A team that fails to provide sufficient players to work an assigned match will be penalized **3 points** in their own next match for each player missing in the games that they are to work. For example, if a team does not show up *at all* to work an assigned match, 12 points would be awarded to the opposing team at the start of each game of the team's next match. It is the team's responsibility to be aware of when they are the assigned work team for a match. There is no grace period for the work team. A team of 8 players should be able to have 4 persons present for the beginning of their work match (including 7pm starts).

## **PARTICIPANTS**

### **TEAM COMPOSITION**

All players present shall be considered playing in the match unless injured even if they are waiting to rotate in.

### **LOCATION OF THE TEAM**

All players waiting to rotate in shall be behind the black line indicating the end of the playable area.

### **CAPTAIN**

Unless otherwise communicated to the referee, each person who participates in the pre-match coin toss will be considered the **game captain** for their respective team. During the match, when the ball is out of play, only the game captain is authorized to speak to the referees: to ask for an explanation on the application or interpretation of the Rules, and also to submit the requests or questions of his/her teammates. If the game captain does not agree with the explanation of the 1<sup>st</sup> referee, he/ she may choose to protest against such decision and immediately indicates to the referee that he/she wishes to call over a league official to protest. The league officials will rule on the referee's application or interpretation of the Rules but not the referee's judgment.

### **PLAYING FORMAT**

BSD follows rally scoring for all games. A game is won by the team which first scores 25 points with a minimum lead of two points. In the case of a 24-24 tie, play is continued until a two-point lead is achieved (26-24; 27-25; ...) with a cap at 27 points.

If a team refuses to play after being summoned to do so, it is declared in default and forfeits the first game with a score of 0-25. It then has 10 minutes to start the next game or same score for game 2, then 10 minutes to start the 3rd game or same score for game 3. BSD encourages teams to make every effort not to forfeit and therefore encourages opponents to be lenient with the allowance of subs if a forfeit is imminent.

Before the match, the referee carries out a coin toss to decide upon the first service and the sides of the court in the first game. There is an additional coin toss for game 3 of the match. The winner of the toss chooses: EITHER the right to serve or to receive the service, OR the side of the court. The loser of the toss takes the remaining choice.

### **GAME TIMES**

Starting team scores for the second and third games in each match depend on how long the previous game(s) took. If the first game takes longer than 20 minutes to play, the teams will start at 6-6 in game 2. If the first two games combined take longer than 40 minutes to play, the teams will start at 6-6 in game 3.

## TEAM STARTING LINE-UP

If a referee believes there are changes in a line up being made due to the lineup of the other team, he/she has the right to request written lineups from both teams prior to the start of a game.

## POSITIONS

At the moment the ball is hit by the server, each team must be positioned within its own court in the rotational order (except the server). The positions of the players are numbered as follows: The three players along the net are front-row players and occupy positions 4 (front-left), 3 (front-center) and 2 (front-right); the other three are back-row players occupying positions 5 (back-left), 6 (back-center) and 1 (back-right).

Relative positions between players: Each back-row player must be positioned further back from the net than the corresponding front-row player; the front-row players and the back-row players, respectively, must be positioned laterally so that the outside players are closer to the sidelines than the middle players. The positions of players are determined and controlled according to the positions of their feet contacting the ground as follows: each front-row player must have at least a part of his/her foot closer to the center line than the feet of the corresponding back-row player; each right- (left-) side player must have at least a part of his/her foot closer to the right (left) side line than the feet of the center player in that row.

## POSITIONAL FAULT

The team commits a positional fault, if any player is not in his/her correct position at the moment the ball is hit by the server. A positional fault leads to the following consequences: the team is sanctioned with a point and service to the opponent; and players' positions must be rectified.

## ROTATION

Rotational order is determined by the team's starting line-up, and controlled with the service order and players' positions throughout the game. When the receiving team has gained the right to serve, its players rotate one position clockwise including off the courts if there are more than 6 players participating (*this approach is specific to BSD*).

## ROTATIONAL FAULT

A rotational fault is committed when the SERVICE is not made according to the rotational order. It leads to the following consequences: the team is sanctioned with a point and service to the opponent; the players' rotational order must be rectified.

Additionally, the referee should determine the exact moment when the fault was committed and all points scored subsequently by the team at fault must be cancelled. The opponent's points remain valid. If that moment cannot be determined, no point(s) cancellation takes place, and a point and service to the opponent is the only sanction.

## PLAYING ACTIONS

### BALL "IN"

The ball is "in" when it touches the floor of the playing court including the boundary lines.

### BALL "OUT"

The ball is "out" (out of play) when one of the following occurs:

- The part of the ball which contacts the floor is completely outside the boundary lines.
- The ball crosses completely the lower space under the net.
- The ball touches the antennae, ropes, posts or the net itself outside the side bands.
- The ball crosses the vertical plane of the net either partially or totally outside the crossing space (*see "pursuit rule" exception below*).
- The ball makes contact with the ceiling or obstruction above the opponent's playing area.
- The ball contacts the ceiling or obstruction above the team's playing area and crosses the plane of the net into the opponent's court.
- The ball contacts the ceiling or overhead objects, regardless of height, over non-playing areas.
- The ball touches an object outside the court, the ceiling or a person out of play (*If benches, bleachers, low-hanging baskets or other floor obstructions are fewer than 2 m (6'6 3/4") from the court and interfere with play of the ball, the ball becomes out of play and a playover may be directed at the referee's discretion*)

A ball is out of play *and a playover is directed* when one of the following occurs:

- The ball comes to rest on an overhead object above the team's playing area and is still a playable ball.
- An official, media equipment or personnel or spectator interferes with a player's legal attempt to play the ball.

Pursuit Rule: The Pursuit Rule allows for play of what might otherwise seem an unplayable ball. It is allowed only if the referee has indicated that the rule is in effect prior to the match (i.e., if sufficient space exists on the sides of the net to allow players to safely chase down balls). This rule provides that a ball is still playable when it has crossed the net plane to the opponent's free zone totally or partly through the *external space*. In this case, the ball may be played back within the team hits, provided that the opponent's court is not touched by the player, and the ball, when played back, crosses the net plane again totally or partly through the external space on the same side of the court. The opponent team may not prevent or interfere with a team pursuing a ball in this manner.

## **PLAYING THE BALL**

Each team must play within its own playing area and space. The ball may, however, be retrieved from beyond the free zone when the area is free of obstructions. If obstructions or other safety concerns prohibit retrieval from beyond the free zone, the player retrieving a ball over a non-playing area must be in contact with the playing surface when contact with the ball is made. Non-playing areas are defined as the: (1) walls, bleachers or other spectator seating areas; (2) team benches and any area behind the team benches; (3) area between the scorer's table and the team benches; (4) any other area outlined in the pre-match conference by the referee. If nets are used to separate courts, only the player attempting to play the ball may move the net to play the ball. When competition is scheduled or is occurring on adjacent court(s), it is a fault for a player to enter the adjacent court(s) to play a ball or after playing a ball. The free zone, including the service zone on an adjacent court, is a playing area.

## **TEAM HITS**

A hit is any contact with the ball by a player in play except for a block. The team is entitled to a maximum of three hits (in addition to blocking), for returning the ball. If more are used, the team commits the fault of: "FOUR HITS."

CONSECUTIVE CONTACTS: A player may not hit the ball two times consecutively unless it is the first touch on a side and the contact is one singular motion.

ACTS: When two or more teammates touch the ball simultaneously, it is counted as one hit. If teammates collide, no fault is committed. Any player may play the ball next if the simultaneous hit is not the third team hit. If they reach for the ball, but only one of them touches it, one hit is counted. When two opponents touch the ball simultaneously over the net and the ball remains in play, the team receiving the ball is entitled to another three hits. If such a ball goes "out," it is the fault of the team on the opposite side if the referee cannot determine the last contact. If simultaneous hits by two opponents over the net lead to extended contact with the ball, play continues.

ASSISTED HIT: Within the playing area, a player is not permitted to take support from a teammate or any structure/object in order to hit the ball. However, a player who is about to commit a fault (touch the net or cross the center line, etc.) may be stopped or held back by a teammate.

## **CHARACTERISTICS OF THE HIT**

The ball may touch any part of the body. The ball must not be caught and/or thrown. It can rebound in any direction. The ball may touch various parts of the body, provided that the contacts take place simultaneously for the second and third team hits. Exceptions: at blocking, consecutive contacts may be made by one or more player(s) provided that the contacts occur during one action; at the first hit of the team, the ball may contact various parts of the body consecutively provided that the contacts occur during one action.

## **FAULTS IN PLAYING THE BALL**

FOUR HITS: a team hits the ball four times consecutively.

ASSISTED HIT: a player takes support from a teammate or any structure/object in order to hit the ball within the playing area.

CATCH: the ball is caught and/or thrown; it does not rebound from the hit.

DOUBLE CONTACT: a player hits the ball twice in succession or the ball contacts various parts of his/ her body in succession, for second and third team hits.

## **BALL CROSSING THE NET**

The ball sent to the opponent's court must go over the net within the crossing space. The crossing space is the part of the vertical plane of the net limited as follows: by the top of the net; at the sides, by the antennae, and their imaginary extension; above, by the ceiling. The ball that is heading towards the opponent's court through the lower space is in play until the moment it has completely crossed the vertical plane of the net.

## **BALL TOUCHING THE NET**

While crossing the net, the ball may touch it.

## **BALL IN THE NET**

A ball driven into the net may be recovered within the limits of the three team hits. If the ball rips the mesh of the net or tears it down, the rally is cancelled and replayed.

## **PLAYER AT THE NET**

### **REACHING BEYOND THE NET**

In blocking, a player may touch the ball beyond the net, provided that he/she does not interfere with the opponent's play before or during the latter's attack hit. After an attack hit, a player is permitted to pass his/her hand beyond the net, provided that the contact has been made within his/her own playing space.

### **PENETRATION UNDER THE NET**

It is permitted to penetrate into the opponent's space under the net, provided that this does not interfere with the opponent's play. Penetration into the opponent's court, beyond the center line: To touch the opponent's court with a foot (feet) or hand(s) is permitted, provided that some part of the penetrating foot (feet) or hand(s) remains either in contact with or directly above the center line; A player may enter the opponent's court after the ball goes out of play. Players may penetrate into the opponent's free zone provided that they do not interfere with the opponent's play.

### **CONTACT WITH THE NET**

Contact with the net by a player is a fault, unless it is incidental or is hair. Players may touch the post, ropes, or any other object outside the antennae, including the net itself, provided that it does not interfere with play. When the ball is driven into the net, causing it to touch an opponent, no fault is committed.

### **PLAYER'S FAULTS AT THE NET**

- A player touches the ball or an opponent in the opponent's space before or during the opponent's attack hit.
- A player interferes with the opponent's play while penetrating into the opponent's space under the net.
- A player's foot (feet) or hand(s) penetrates completely into the opponent's court.
- A player interferes with the opponent's play by (amongst others): touching the net or the antenna during his/her action of playing the ball; taking support from the net simultaneously with playing the ball; or making actions which hinder an opponent's legitimate attempt to play the ball such as moving toward the net to attempt to deflect a ball being driven into the net by the opponent.

## **SERVICE**

### **SERVICE**

The service is the act of putting the ball into play, by the back right player, placed in the service zone.

### **FIRST SERVICE IN A GAME**

The service of game 2 will started with the service of the team that did not serve first in the previous game.

### **SERVICE ORDER**

The players must follow the service order by rotating around the court and on the side (if more than 6 players present) in a clockwise manner. After the first service in a game, the player to serve is determined as follows: when the serving team wins the rally, the player who served before serves again; when the receiving team wins the rally, it gains the right to serve and rotates before actually serving.

### **AUTHORIZATION OF THE SERVICE**

The referee authorizes the service, after having checked that the two teams are ready to play and that the server is in possession of the ball.

### **EXECUTION OF THE SERVICE**

The ball shall be hit with one hand or any part of the arm after being tossed or released from the hand(s). Only one toss or release of the ball is allowed. Dribbling or moving the ball in the hands is permitted. At the moment of the service hit or takeoff for a jump service, the server must not touch the court (the end line included) or the floor outside the service zone. After the hit, he/she may step or land outside the service zone, or inside the court. The entire service action must take place on the playing area. The server must hit the ball within 8 seconds after the referee whistles for service. If the ball, after having been tossed or released by the server, lands without touching the player, it is considered a service tossing error. A service tossing error is a sideout and point for the other team. A service executed before the referee's whistle is cancelled and repeated. After the whistle for the service, no other actions (requests for line-up check, time-out, substitution, etc.) may be considered until after the ball has been served and the rally completed.

### **SCREENING**

The players of the serving team must not prevent their opponents, through individual or collective screening, from seeing the server and the flight path of the ball. A player, or group of players, of the serving team make(s) a screen by waving arms, jumping or moving sideways, during the execution of the service, or by standing grouped to hide the server and the flight path of the ball.

### **FAULTS MADE DURING THE SERVICE**

The following serving faults lead to a change of service even if the opponent is out of position:

- The server violates the service order.
- The server does not execute the service properly.
- The toss touches a foreign object before being touched by the server.

After the service has been correctly hit, the following serving faults also lead to a change of service but only if the opponent is not out of position:

- The ball touches a player of the serving team.
- The ball fails to cross the vertical plane of the net completely through the crossing space.
- The ball lands "out" on the opponent's side.
- The ball passes over a player screen.
- The ball touches any overhead obstruction.

### **SERVING FAULTS AND POSITIONAL FAULTS**

If the server makes a fault at the moment of the service hit (improper execution, wrong rotational order, etc.) and the opponent is out of position, it is the serving fault which is sanctioned. Instead, if the execution of the service has been correct, but the service

subsequently becomes faulty (goes out, goes over a screen, etc.), positional faults of either team have taken place first and are sanctioned.

## **ATTACK HIT**

### **CHARACTERISTICS OF THE ATTACK HIT**

All actions which direct the ball toward the opponents, with the exception of service and block, are considered as attack hits. During an attack hit, tipping is permitted only if the ball is cleanly hit, and not caught or thrown. An attack hit is completed at the moment the ball completely crosses the vertical plane of the net or is touched by an opponent.

### **RESTRICTIONS OF THE ATTACK HIT**

A front-row player may complete an attack hit at any height, provided that the contact with the ball has been made within the player's own playing space. A back-row player may complete an attack hit at any height starting from behind the front zone: at take-off, the player's feet must neither have touched nor crossed over the attack line; after his/her hit, the player may land within the front zone. A back-row player may also complete an attack hit from the front zone if, at the moment of the contact, part of the ball is lower than the top of the net. No player is permitted to complete an attack hit on the OPPONENT'S service, when the ball is in the front zone and entirely higher than the top of the net.

### **FAULTS OF THE ATTACK HIT**

- A player first contacts the ball within the playing space of the opposing team.
- A player hits the ball "out" on either side.
- A back-row player completes an attack hit from the front zone if, at the moment of contact the ball is entirely higher than the top of the net.
- A player completes an attack hit on the opponent's service, when the ball is in the front zone and entirely higher than the top of the net.
- NOTE: If an attack-hit fault occurs simultaneously with a blocking fault by the opponents, a double fault is committed and a replay is called.

## **BLOCKING**

### **BLOCKING**

Blocking is the action of players close to the net to intercept the ball coming from the opponent by reaching higher than the top of the net, regardless of the height of the ball contact. Only front-row players are permitted to complete a block, but at the moment of contact with the ball, a part of the body must be higher than the top of the net.

- Block Attempt: A block attempt is the action of blocking without touching the ball.
- Completed Block: A block is completed whenever the ball is touched by a blocker.
- Collective Block: A collective block is executed by two or three players close to each other and is completed when one of them touches the ball.

### **BLOCK CONTACT**

Consecutive (quick and continuous) contacts with the ball may occur by one or more blockers, provided that the contacts are made during one action. Accordingly, it is a double contact fault if a player has successive contacts while using a blocking action when directing a ball toward the opponent's space.

### **BLOCKING WITHIN THE OPPONENT'S SPACE**

In blocking, the player may place his/her hands and arms beyond the net provided that this action does not interfere with the opponent's play. Thus, it is not permitted to touch the ball beyond the net until an opponent has executed an attack hit. Blocking the ball beyond the net above the opponent's team area shall be permitted, provided: (a) the block contact occurs after the opponents have hit the ball in such a manner that the ball would, in the referee's judgment, clearly cross the net if not touched by a player, and no member of the attacking team is in a position to make a play on the ball; or (b) the ball is falling near the net, and no member of the attacking team could, in the 1<sup>st</sup> referee's judgment, make a play on the ball.

### **BLOCK AND TEAM HITS**

A block contact is not counted as a team hit. Consequently, after a block contact, a team is entitled to three hits to return the ball. The first hit after the block may be executed by any player, including the one who has touched the ball during the block.

### **BLOCKING FAULTS**

- The blocker touches the ball in the OPPONENT'S space either before or simultaneously with the opponent's attack hit.
- A back-row player completes a block or participates in a completed block.
- The ball is sent "out" off the block.
- Blocking the ball in the opponent's space from outside the antenna.



## **INTERRUPTIONS, DELAYS AND INTERVALS**

### **INTERRUPTIONS**

An interruption is the time between one completed rally and the referee's whistle for the next service. The only regular game interruptions are TIME-OUTS and SUBSTITUTIONS.

### **NUMBER OF REGULAR GAME INTERRUPTIONS**

Each team may request a maximum of two time-outs per game.

### **SEQUENCE OF REGULAR GAME INTERRUPTIONS**

Request for one or two time-outs may follow one another, within the same interruption.

### **REQUEST FOR REGULAR GAME INTERRUPTIONS**

Regular game interruptions may only be requested by the game captain. A time-out before the start of a game is permitted.

### **TIME-OUTS**

Time-out requests must be made by showing the corresponding hand signal, when the ball is out of play and before the whistle for service. All requested time-outs are limited to 30 seconds; if both teams indicate readiness earlier, the referee may signal the end of the timeout sooner. The players may remain on the court or go to the free zone near their team bench.

### **INJURY**

When there is an injury to a player in play the following protocol will be followed. The referee will wait 30 seconds to see how the player is. If the player is still not recovered after 30 seconds, the referee will call a 3 minute time out to assess the magnitude of the injury. If after 3 minutes, the team is unable to determine the status of the injured player then they may use their remaining 30 second time outs. If an injured player is unable to continue to play then as much time is needed to safely remove the player from the playing area is taken. An injured player may return for a following game if able to do so.

After the loss of a player to injury, a team may either substitute a player who is currently rotated out or may rotate to fill the empty spot (*this approach is specific to BSD*). If the team is left with fewer than 5 players able to play, they may request an "exceptional sub", requiring approval of all division captains at the facility and the division commissioner.

### **LINE UP CHECKS**

A line-up check is not considered a regular game interruption and is permitted prior to reauthorizing the serve for a rally that was not completed. A line-up check may not be requested at any point after the service authorization, even if the referee must authorize the serve a second time due to external interference (i.e., a ball on the court, for example). Only captains may request a line-up check.

### **SUBSTITUTION FOR EXPULSION OR DISQUALIFICATION**

An EXPELLED or DISQUALIFIED player must leave the game immediately. If there are more than 6 players on the team than the team will rotate to the open position; the lineup stays the same (*this approach is specific to BSD*). If only 5 players remain, the team plays with a hole for the remainder of the game / match. If fewer than 5 players remain, than the team forfeits the rest of the game/match.

### **IMPROPER REQUESTS**

It is improper to request any regular game interruption: during a rally or at the moment of, or after the whistle to serve, by a non-authorized team member, after having exhausted the authorized number of time-outs. The first improper request by a team in the match that does not affect or delay the game shall be rejected. Any further improper request in the match by the same team constitutes a delay.

## **GAME DELAYS**

### **TYPES OF DELAYS**

An improper action of a team that defers resumption of the game is a delay and includes, among others: delaying regular game interruptions; prolonging interruptions, after having been instructed to resume the game; repeating an improper request; delaying the game by a team member.

### **DELAY SANCTIONS**

"Delay warning" and "delay penalty" are team sanctions. Delay sanctions remain in force for the entire match. All delay sanctions are recorded on the score sheet. The first delay in the match by a team member is sanctioned with a "DELAY WARNING." The second and subsequent delays of any type by any member of the same team in the same match constitute a fault and are sanctioned with a "DELAY PENALTY": a point and service to the opponent. Delay sanctions imposed before or between games are applied in the following game.

## EXCEPTIONAL GAME INTERRUPTIONS

### INJURY/ILLNESS

Should a serious accident occur while the ball is in play, the referee must stop the game immediately and permit medical assistance to enter the court. The rally is then replayed.

### EXTERNAL INTERFERENCE

If there is any external interference during the game, the play has to be stopped and the rally is replayed.

### PROLONGED INTERRUPTIONS

If unforeseen circumstances interrupt the match, the League Commissioners shall decide the measures to be taken to reestablish normal conditions. If the match is resumed on another playing court, the interrupted game will resume exactly where it was stopped on the previous court.

## INTERVALS AND CHANGE OF COURTS

### INTERVALS

An interval is the time between games. All intervals last a maximum of 3 minutes.

### CHANGE OF COURTS

After each game, the teams change courts.

## PARTICIPANTS' CONDUCT

### REQUIREMENTS OF CONDUCT

#### SPORTSMANLIKE CONDUCT

Participants must know the "Official BSD Volleyball Rules" and abide by them. Participants must accept referees' decisions with sportsmanlike conduct, without disputing them. In case of doubt, clarification may be requested only through the game captain. Participants must refrain from actions, verbal or non-verbal, aimed at influencing the decisions of the referees or covering up faults committed by their team.

#### FAIR PLAY

**Participants must behave respectfully and courteously in the spirit of FAIR PLAY, not only towards the referees, but also toward other officials, opponents, teammates, and spectators.** Communication between team members during the match is permitted.

## MISCONDUCT AND ITS SANCTIONS

### MINOR MISCONDUCT

Minor misconduct offenses are not subject to sanctions. It is the referee's duty to prevent the teams from approaching the sanctioning level. This is done by issuing a verbal warning through the game captain.

### MISCONDUCT LEADING TO SANCTIONS

Incorrect conduct by a team member towards officials, opponents, teammates, or spectators is classified in three categories according to the seriousness of the offense.

Rude conduct: action contrary to good manners or moral principles.

Offensive conduct: defamatory or insulting words or gestures or any action expressing contempt.

Aggression: actual physical attack or aggressive or threatening behavior.

### SANCTION SCALE

According to the judgment of the referee and depending on the seriousness of the offense, the sanctions to be applied and recorded on the score sheet are below:

- **Sideout**: The first rude conduct in the match by any team member is penalized with a point and service awarded to the opponent team.
- **Expulsion**: The first offensive conduct by a team member is sanctioned by expulsion, as is the second *rude* conduct in the same match by the same team member. A team member who is sanctioned by expulsion shall not play for the rest of the game, must immediately leave the court, and must remain seated on the bench area. **The opposing team is awarded a penalty point.** (*This is different than USAV*)

- **Disqualification:** Aggression is sanctioned by disqualification, as are the second offensive conduct in the same match by the same team member and the third *rude* conduct in the same match by the same team member. A team member who is sanctioned by disqualification must immediately leave the court and the facility. **The opposing team is awarded a penalty point.** (*This is different than USAV*)
- **NOTE:** Players sanctioned with Expulsion or Disqualification are subject to additional review beyond the match and may receive additional league-level sanctions (match suspensions, league disqualification, etc).

#### **APPLICATION OF MISCONDUCT SANCTIONS**

All misconduct sanctions are individual sanctions, remain in force for the entire match, and are recorded on the score sheet. The repetition of misconduct by the same team member in the same match is sanctioned progressively (the team member receives a heavier sanction for each successive offense). Expulsion or disqualification due to offensive conduct or aggression does not require a previous sanction.

#### **MISCONDUCT BEFORE AND BETWEEN GAMES**

Any misconduct occurring before or between games is sanctioned in the following game.

#### **MISCONDUCT AFTER THE MATCH HAS ENDED**

Any misconduct occurring after the match is sanctioned in the following match.

#### **SUMMARY OF MISCONDUCT AND CARDS USED**

Warning: no sanction – verbal warning

Sideout: signal Red card

Expulsion: signal Red+Yellow cards held together

Disqualification: signal Red+Yellow cards held apart

### **REFEREE RESPONSIBILITIES**

#### **REFEREE RESPONSIBILITIES**

Prior to the match, the referee: inspects the conditions of the playing area, the balls and other equipment, including the tightness of the net; performs the coin toss with the team captains; controls the teams' warming-up. During the match, he/she is authorized: to issue warnings to the teams; to sanction misconduct and delays; to decide upon: a) the faults of the server and of the positions of the serving team, including the screen; b) the faults in playing the ball; c) the faults above the net, and the faulty contact of the player with the net, primarily on the attacker's side; d) the attack hit faults of the back-row players; e) the ball crossing completely the lower space under the net; f) the completed block by back-row players. At the end of the match, he/she checks the score sheet and signs it. Whenever necessary, the referee checks that the actual positions of the players on the court correspond to those at the start of the game.

#### **OFFICIAL SIGNALS**

Please refer to the signal page on the website for the official signals. Referees are responsible for knowing all signals.

#### **GUIDELINES FOR DEALING WITH BLOOD**

If a player incurs an injury that causes bleeding, the referee shall immediately stop the game. The player shall leave the court for evaluation/treatment. If the player cannot continue play they must be replaced. If a player's clothes becomes saturated with blood, a change of clothes will be authorized. This change should be accomplished as quickly as possible to cause no additional delay of game. If the referee observes blood on the playing surface or equipment, the game shall be stopped immediately and measures taken to clean any contaminated area or equipment using universal precautions.