**imagesCARGZDZT**

**Co-ed Grass Volleyball Rules**

**1. General**

1.1 All games will be played on the outdoor grass volleyball court located in Dayton Park

1.2 Teams must not field more than 4 players.

1.3 The combination of the four players must always be 2 women and 2 men or 3 women and 1 man.

1.4 A team may only start with 3 players (2 women and 1 man or 1 woman and 2 men) if the opposing captain gives consent; otherwise, the game is a forfeit and a win given to the team that fielded the correct number/gender of players.

1.5 The team captain must be present prior to the start of the first game for a coin toss. The visiting team will call the coin flip (team listed on the left side of the schedule). The winner of the coin toss will choose whether to:

(a) serve

(b) receive

(c) defend side of the net

1.6 Teams will switch sides of the net after the completion of each completed game.

1.7 The loser of the first game will serve first at the start of the second game. The loser of the second game will serve first at the start of the third and final game of the match (if necessary).

1.8 No jewelry may be worn on the hands, arms, ears, face or around the neck.

1.9 Three, 30-second time outs shall be awarded to each team per match.

1.10 A regular season match shall last no longer than one hour. If the match has not been completed during the one hour time limit during the regular season, the team with the highest number of points shall win the game in progress. (Example: Team #1 wins game 1 by a score of 25-15; Team #2 wins game 2 by a score of 25-21; Game #3 ends after an hour with the score, Team #1 – 18, Team #2 – 9; therefore, Team #1 wins the third game and is declared the winner of the match).

1.11 During the playoffs, time constraints shall be removed and all matches are to be played in their entirety.

**2. Scoring and Rotation**

2.1 A best 2 out of 3 game match will decide the winner of the contest.

2.2 A complete game shall be the first team to score 21 points using rally scoring. Rally scoring allows either the serving team or the receiving team to score a point at the completion of a play.

2.3 The team that scores the point, during the previous play, shall serve the next ball.

2.4 A team must win by at least two points to win a game; otherwise, play continues until a winner of the game is decided.

2.5 Players must rotate in a clockwise fashion if they are the team that scored the point but did not serve the last point (see diagram on next page).

2.6 Rotation Illustration.

**3. Game Play**

3.1 The serving box is behind the serving team's end-line, between either sideline. The server has 5 seconds to put the ball in play after the official signals the ball ready to play. ***Penalty – side out.***

3.2 A foot fault shall be declared when the server steps over or onto the serving line (end line). ***Penalty – side out.***

3.3 Substitutions: may enter the game at any time during a dead ball. Substitutions have no limit on how many times they enter the game.

3.4 If the volleyball hits a light pole, fence, or other inanimate object besides the net on the opposing side, play is dead. ***Penalty – side out.***

3.5 At no time may a player touch the net unless the ball forcibly pushes the net into an opposing player. ***Penalty – side out.***

3.6 A player may not cross over the center of the court. ***Penalty – side out.***

3.7 Contact of the ball with any part of the body is legal and counts as a hit.

3.8 No player may touch the ball unless it is on his side of the net. ***Penalty: side out***.

3.9 A carry is a silent hit or a grab of the ball. ***Penalty – side out.***

3.10 Three hits of the ball are allowed on one side of the net. Any more than 3 hits results in a penalty. ***Penalty – side out.***

3.11 A double hit shall be called when the same player hits the ball twice in succession. Note: a player may block and hit consecutively. ***Penalty – side out.***

3.12 Unsportsmanlike conduct is defined as any (a) abusive or insulting language to other players and/or officials (b) any deliberate or flagrant act; ***Penalty – side out;*** ***disqualification of player(s) from the current game and minimum 1 game*** ***suspension.***

3.13 Judgment calls cannot be disputed; only incidents concerning rule interpretation may be brought to the head official. The Team Captain is the only member of the team who may approach the head official if a situation arises.

3.14 The league Supervisor in charge reserves the right to rule on any situation not specifically covered in these rules.