

CPFAA Volleyball Rules **Coed rules apply**

The current USAV Volleyball rules will govern play with the following modifications. CPFAA rules supersede all other rules.

Host Agency Coordinator and State Director:

will have complete authority over the entire event and his/her decision concerning league matters will be final.

Team Rosters:

No player will be allowed to play without being on the team roster prior to the start of the games. Any team caught with illegal players on the floor will forfeit the game(s) in which that player has played.

A player may be added up to the start of the volleyball event, this must be done at the host hotel in the registration area.

No person may play or substitute for more than one team in the games.

All players must be 18 years of age, and meet the eligibility requirements. All competitors must be able to provide eligibility identification at any time during the event.

Teams must start the game with the following:

2 men 2 women

In the event of an injury, the ratio of men to women on the court can never exceed 50%.

There is no "Ghost" rule.

Game Points:

Each match consists of three games, rally scoring to 21 points. Play will continue until one team scores 21 points, winning by two points, with a cap at 25 points. There will be a 50 minute time limit for the match. When the time expires, the team with the most points wins that game. If there is a tie when time expires, the team scoring the next point wins.

A serve may touch the net while crossing the plane of the net into the opponents' court.

When the receiving team has gained the right to serve, its players rotate one position clockwise, including the first serve.

Two 30 second time-outs are allowed per game.

Game time is forfeit time. A 15 minute grace period will be given before the start of the second game should game one be a forfeit. If games 1 & 2 are forfeited, the entire match is forfeited.

Each team must start & continue play with 2 men & 2 women,

Free substitution may be used on a side-out into the center back position. (Men replace men, women replace women)

Protest Procedures:

Only the designated captain of the team may make a protest.

No protest will be allowed for judgment calls.

Rule Book call protest must be made to the State Director prior to the serve following the infraction.

The State Directors ruling is final.

Players Conduct:

All players are expected to conduct themselves in a sportsman like manner.

Any player displaying unsportsmanlike conduct will be warned with a yellow card.

A second yellow card will cause the player to be ejected from the game.

A single serious offense will be signaled with a red card and the player will be ejected from the entire match and must immediately leave the gym.

CPFAA Rules:

It is illegal to block or attack a served ball.

A serve may be set as long as it is not lifted or carried.

If multiple contacts of the ball are made by a team one contact must be by a female player.

A back row male player may move forward to the front line at service for the purpose of blocking when only one male player is in the front line at the time of service. No female back line player may participate in a block.

Playing Format:

To Score a Point

By successfully grounding the ball on the opponent's court

When opponent team commits a fault

When the opponent team receives a penalty

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Fault

A team commits a fault by making a playing action contrary to the rules. The referee will determine the consequences according to the rules.

If two or more faults are committed successively, only the first one is counted.

If two or more faults committed by opponents simultaneously, a DOUBLE FAULT is called and the rally is replayed.

Consequences of Winning a Rally

A rally is the sequence of playing actions from the moment of the service hit by the server until the ball is out of play.

If the serving team wins a rally, it scores a point and continues to serve.

If the receiving team wins a rally, it scores a point and it must serve next.

To Win a Set

A set is won by the team which first scores 21 points with a minimum lead of two points with a cap at 25. In the case of a 24-24 tie, play is continued until a two point lead is achieved.

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.

If the server commits a serving fault at the moment of the service hit, the server's fault is counted before a positional fault.

If the service becomes faulty after the service hit, it is the positional fault that will be counted.

A positional fault leads to the following consequences.

1. The team is sanctioned with loss of rally.
2. Players positions are rectified.

Note: The winning point in any game can only be scored on a legitimate side-out, not on a ghost rotation or missed serve.