

St. Louis Volleyball Tournament Rules

Please note: there are no officials or referees for these games and we rely solely on the team captains to make decisions. Any disputes will be handled between the two captains and their decisions are final.

A tournament "Field Rep" will be available with rules, and may be referred to as needed.

Participants

- A team consists of at least 6 players.
- Only team members that begin the day may participate.
- A Captain for each team must be chosen.

Basic Responsibilities

- Players must know and abide by rules.
- Players must accept decisions with sportsmanlike conduct and without dispute.
- Captains are responsible for the conduct of their team members.

Captain

- Captains are responsible for discussing faults during play and only they can decide on a reasonable solution.
- Each captain is able to challenge a fault two times per game. The fault called will then be disputed between the two captains and a result formed. Challenges are not the same as a time out and should be resolved within 20 seconds. If an impasse is reached, you are to defer to a tournament field rep and not another playing team.

Points, Game and Match

- The tournament will be rally scoring.
- Each match consists of two games.
- Each serve will result in a score, with the point being awarded to the team without the fault.
- To win a game a team must reach 15 points, with at least a 2 point difference, or game continues till a 2 point difference is reached.
- At the end of the match, team captains are to confirm and initial game scores with the field rep.

Preparation before Matches

- Each match begins with a coin toss.
- Winner of toss chooses to serve or receive.
- Players must be in correct position before the serve or it is a fault.
- Players may change positions after serve.

States of Play

- Ball is in play from the service contact.
- Ball is out of play when a fault is called or the ball is not returned.
- Ball is "in" when it touches the court or the boundary lines.
- **If a serve touches the net and goes over it is counted as "in" and play should continue.**

Playing Ball

- Each team is allowed 3 hits (in addition to a block).
- Double hits are an automatic fault.
- When two players hit the ball at once it is counted as one hit.

Blocking

- Only the front row can block.
- A block is not counted as a hit.
- ***A serve can be blocked with feet on or off the ground.***
- Blocker can contact the ball beyond net provided the blocker does not interfere with the other opponent's play and the net is not touched.

Attack Hit

- Spiker's hand may cross over the net provided it does not interfere with other opponents play and does not touch the net.
- It is a fault to touch the net.
- A back row player may complete attack hit from front row, the only difference is after the attacker crosses half court the attacker's feet must stay on the ground.

Time Outs / Challenge

- Teams are allowed 1 time out per game. In semifinals two time outs per team are allowed.
- Time Outs may have a duration up to, and not to exceed, one minute.
- Should a challenge timeframe exceed 20 seconds and is deferred to a tournament field rep, the captain challenging the fault will be charged with a timeout.

Final Eight

- Top eight seeded games will advance to the Final Eight Playoff.
- Rally scoring till 15 will continue for first two rounds.
- In first two rounds, should a match be tied, the two teams will have a play-off. The first team to reach 15 points will advance. A 2 point difference will not be required.
- Rally scoring till 21 will be played for Championship Match only.
- Championship Match will best of three games.
- In the Championship match the leading team must win on their serve.