

2012 ASCE PACIFIC SOUTH WEST CONFERENCE: Volleyball

OBJECTIVE:

To test the teams' volleyball and teamwork skills.

PARTICIPANTS:

- Each school may enter one team only.
- Each team must consist of at least 6 members and no more than 12 members.
- Each team member must be a registered participant of the PSWC2012.
- Each team must have at least one underclassman.
- Each team must have at least one female (1 female must play at all times).

EVENT DESCRIPTION:

An indoor volleyball tournament where teams will be randomly placed into a 19-team, single elimination bracket.

DRESS CODE:

All players must be dressed in accordance with the following rules:

1. Closed-toed and non-marking shoes must be worn.
2. No hats, jewelry, do-rags, or bandanas are to be worn during the competition (except for religious or health purposes).

GENERAL RULES:

Playing Format:

TO SCORE A POINT

1. Point - A team scores 1 point by successfully grounding the ball on the opponent's court, when the opponent team commits a fault, or when the opponent team receives a penalty.
2. Fault - A team commits a fault by making a playing action contrary to the rules (or by violating them in some other way). The referees judge the faults and determine the consequences according to the following rules:
 - a. If two or more faults are committed successively, only the first one is counted.
 - b. If two or more faults are committed by opponents simultaneously, a DOUBLE FAULT is called and the rally is replayed.
3. Rally and Completed 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. A completed rally is the sequence of playing actions which results in the award of a point.
 - a. If the serving team wins a rally, it scores a point and continues to serve.
 - b. If the serving team loses

TO WIN A SET

1. A set (except the deciding, third set) 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; etc).
2. A set is given a time limit of 30 minutes wherein the team currently in the lead wins (If there is no team in the lead at this point, the set goes to sudden death and the first to score wins).

TO WIN A MATCH

1. The match is won by the team that wins two sets.
2. In the case of a 1-1 tie, the deciding set (3rd) is played to 15 points with a minimum lead of 2 points.

DEFAULT AND INCOMPLETE TEAM

1. If a team refuses to play after being summoned to do so, it is declared in default and forfeits the match with the result 0-3 for the match and 0-25 for each set.
2. A team that, without justifiable reason, does not appear on the playing court on time is declared in default with the same result as stated above.
3. A team that is declared INCOMPLETE for the set or for the match loses the set or the match.

Structure Of Play:

THE TOSS

1. Before the match, the first referee carries out a toss to decide upon the first service and the sides of the court in the first set. If a deciding set is to be played, a new toss will be carried out.
 - a. The toss is taken in the presence of the two team captains.
 - b. The winner of the toss chooses: EITHER the right to serve or to receive the service, OR the side of the court.
 - c. The loser takes the remaining choice.

TEAM STARTING LINE-UP

1. There must always be six players per team in play. The team's starting line-up indicates the rotational order of the players on the court. This order must be maintained throughout the set.

POSITIONS

1. 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).
2. The positions of the players are numbered as follows:
 - a. The three players along the net are front-row players and occupy positions 4 (front-left), 3 (front-center) and 2 (front-right).
 - b. The other three are back-row players occupying positions 5 (back-left), 6 (back-center) and 1 (back-right).
 - c. Relative positions between players:
 - i. Each back-row player must be positioned further back from the net than the corresponding front-row player.

- ii. The front-row players and the back-row players, respectively, must be positioned laterally in the order coherent with the starting order.
3. The positions of players are determined and controlled according to the positions of their feet contacting the ground as follows:
 - a. 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
 - b. Each right- (left-) side player must have at least a part of his/her foot closer to the right (left) sideline than the feet of the center player in that row.
4. After the service hit, the players may move around and occupy any position on their court, and the free zone.

POSITIONAL FAULT

1. 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.
2. IF the server commits a serving fault at the moment of the service hit, the server's fault is counted before a positional fault.
3. If the service becomes faulty after the service hit, it is the positional fault that will be counted.
4. A positional fault leads to the following consequences:
 - a. The team is sanctioned with a point and service to the opponent.
 - b. Players' positions are rectified.

ROTATION

1. Rotational order is determined by the team's starting line-up, and controlled with the service order, and players' positions, throughout the set.
2. When the receiving team has gained the right to serve, its players rotate one position clockwise: the player in position 2 rotates to position 1 to serve, the player in position 1 rotates to position 6, etc.

ROTATIONAL FAULT

1. A rotational fault is committed when the SERVICE is not made according to the rotational order. It leads to the following consequences:
 - a. The team is sanctioned with a point and service to the opponent
 - b. The players' rotational order is rectified.
2. Additionally, the scorer 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.
 - a. 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:

STATES OF PLAY

BALL IN PLAY

The ball is in play from the moment of the hit of the service authorized by the first referee.

BALL OUT OF PLAY

The ball is out of play at the moment of the fault which is whistled by one of the referees; on the absence of a fault, at the moment of the whistle.

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" when:

1. the part of the ball which contacts the floor is completely outside the boundary lines;
2. it touches an object outside the court, the ceiling (the ball can touch the ceiling as long as it does not touch on the third hit, or on a hit that goes over the net to the opponents court), or a person out of play.
3. it touches the antennae, ropes, posts or the net itself outside the side bands; it crosses the vertical plane of the net either partially or totally outside the antennae.
4. it crosses completely the lower space under the net.

PLAYING THE BALL

1. Each team must play within its own playing area and space.
2. 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 playable area.

TEAM HITS

1. A hit is any contact with the ball by a player in play. 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

1. A player may not hit the ball two times consecutively (except as stated in these rules under CHARACTERISTICS OF THE HIT).

SIMULTANEOUS CONTACTS

1. Two or three players may touch the ball at the same moment.
2. When two (three) teammates touch the ball simultaneously, it is counted as two (three) hits (with the exception of blocking). If they reach for the ball, but only one of them touches it, one hit is counted. A collision of players does not constitute a fault.
3. 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.
4. If simultaneous hits by two opponents above the net lead to extended contact with the ball, play continues.

ASSISTED HIT

1. 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

1. The ball may touch any part of the body.
2. The ball must be hit, not caught and/or thrown. It can rebound in any direction.
3. The ball may touch various parts of the body, provided that the contacts take place simultaneously.
4. Exceptions:
 - a. At blocking, consecutive contacts may be made by one or more blocker(s), provided that the contacts occur during one action.
 - b. 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

1. **FOUR HITS:** a team hits the ball four times before returning it.
2. **ASSISTED HIT:** a player takes support from a teammate or any structure/object in order to hit the ball within the playing area.
3. **CATCH:** the ball is caught and/or thrown; it does not rebound from the hit
4. **DOUBLE CONTACT:** a player hits the ball twice in succession or the ball contacts various parts of his/ her body in succession.

BALL AT THE NET

BALL CROSSING THE NET

1. 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:
 - a. Below, by the top of the net
 - b. At the sides, by the antennae, and their imaginary extension
 - c. Above, by the ceiling
2. The ball that has crossed the net plane to the opponent's free zone totally or partly through the external space may be played back within the team hits, provided that:
 - a. the opponent's court is not touched by the player;
 - b. 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 such action.
3. 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

1. While crossing the net, the ball may touch it.

BALL IN THE NET

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

PLAYER AT THE NET

PLAYERS' FAULTS AT THE NET

1. A player touches the ball or an opponent in the opponents' space before or during the opponents' attack hit.
2. A player interferes with the opponent's play while penetrating into the opponent's space under the net.
3. A player's foot (feet) penetrates completely into the opponent's court.
4. A player interferes with the opponent's play by (amongst others):
 - a. touching the top band of the net or the top 80 cm (2' 7.49") of the antenna during his/her action of playing the ball, or
 - b. taking support from the net simultaneously with playing the ball, or
 - c. creating an advantage over the opponent, or
 - d. making actions which hinder an opponent's legitimate attempt to play the ball.

SERVICE

1. 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 SET

1. The first service of the first set, as well as that of the deciding set (the 3rd) is executed by the team determined by the toss.
2. The other sets will be started with the service of the team that did not serve first in the previous set.

SERVICE ORDER

1. After the first service in a set, the player to serve is determined as follows:
 - a. When the serving team wins the rally, the player (or his/her substitute) who served before serves again.
 - b. When the receiving team wins the rally, it gains the right to serve and rotates before actually serving. The player who moves from the right-front position to the back-right position will serve.

AUTHORIZATION OF THE SERVICE

1. The first 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

1. The ball shall be hit with one hand or any part of the arm after being tossed or released from the hand(s).
2. Only one toss or release of the ball is allowed. Dribbling or moving the ball in the hands is permitted.
3. At the moment of the service hit or take-off for a jump service, the server must not touch the court (the end line included) or the ground outside the service zone. After the hit, he/she may step or land outside the service zone, or inside the court.
4. The server must hit the ball within 8 seconds after the first referee whistles for service.

5. A service executed before the referee's whistle is cancelled and repeated.

FAULTS MADE DURING THE SERVICE

1. Serving faults - The following faults lead to a change of service, even if the opponent is out of position. The server:
 - a. Violates the service order,
 - b. Does not execute the service properly.
2. Faults after the service hit - After the ball has been correctly hit, the service becomes a fault (unless a player is out of position) if the ball:
 - a. Touches a player of the serving team or fails to cross the vertical plane of the net completely through the crossing space,
 - b. Goes "out,"
 - c. Passes over a screen.

FAULTS OF THE ATTACK HIT

1. A player hits the ball within the playing space of the opposing team (When the ball is over the net already).
2. A player hits the ball "out."
3. A back-row player completes an attack hit from the front zone, if at the moment of the hit the ball is entirely higher than the top of the net.
4. 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.
5. A player holds, or throws the ball.

BLOCK

BLOCK CONTACT

1. Consecutive (quick and continuous) contacts with the ball may occur by one or more blockers, provided that the contacts are made during one action.

BLOCKING WITHIN THE OPPONENT'S SPACE

1. In blocking, the player may place his/her hands and arms beyond the net, provided that this action does not interfere with the opponents' play. Thus, it is not permitted to touch the ball beyond the net until an opponent has executed an attack hit.

BLOCK AND TEAM HITS

1. 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.
2. The first hit after the block may be executed by any player, including the one who touched the ball during the block.

BLOCKING THE SERVICE

1. To block an opponent's service is forbidden.

BLOCKING FAULTS

1. The blocker touches the ball in the opponents' space either before or simultaneously with the opponents' attack hit.

2. A back-row player blocks or participates in a completed block.
3. Blocking the opponents' service.
4. The ball is sent "out" off the block.
5. Blocking the ball in the opponent's space from outside the antenna.

INTERRUPTIONS AND DELAYS

REGULAR GAME INTERRUPTIONS

1. There will be no regular game interruptions. (No time-outs except for medical reasons)

SUBSTITUTION OF PLAYERS

1. A substitution is the act by which a player enters the set to occupy the position of another player who must leave the court. Substitution requires the referee's authorization.

LIMITATION OF SUBSTITUTIONS

1. A player of the starting line-up may leave the set, but only once in a set, and re-enter, but only once in a set, and only to his/her previous position in the line-up.
2. A substitute player may enter the set in place of a player of the starting line-up, but only once per set, and he/she can only be substituted by the same starting player.
3. Each team will be granted an unlimited number of substitutions as long as they follow the fore mentioned rules.
4. Substitutions may break the above rules if a player must leave due to injury.

EXTERNAL INTERFERENCE

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

MINOR MISCONDUCT

1. Minor misconduct offenses are not subject to sanctions. It is the first referee's duty to prevent the teams from approaching the sanctioning level by issuing a verbal or hand signal warning to a team member or to the team through the game captain.
2. This warning is not a sanction and has no immediate consequences. It should not be recorded on the scoresheet.

SANCTION SCALE

1. According to the judgment of the first referee and depending on the seriousness of the offense, the sanctions to be applied are: Penalty or Disqualification.
 - a. Penalty - The first rude conduct in the match by any team member is penalized with a point and service to the opponent.
 - b. Disqualification - The second rude conduct in the match will result in disqualification, unless the first conduct is deemed serious enough for disqualification.
2. Rude conduct can be defined as rude behavior, language, fighting, or anything deemed unacceptable or unsportsmanlike by the referee.