

Cooper City League play and rules

## **U.S. OUTDOOR VOLLEYBALL RULEBOOK - Cooper City Crush version**

### **TEAMS**

**COMPOSITION** 4 players on the court per team, no more than 6 on the roster. U10 is the only division that requires 6 players on the court and no more than 10 on the roster.

**FORFEITS** Game time is forfeit time. However, teams can start match with a minimum of 2 players. U10 with 4 minimum. Adult division teams must still remain coed.

**CAPTAIN** The captain is the one player who represents their team in dealings with the officials.

### **PLAYERS' EQUIPMENT**

**EQUIPMENT** A player's clothing must be presentable and appropriate for the competition. Players may wear hats, visors or sunglasses at their own risk. Players may play barefoot, in socks or in booties.

**FORBIDDEN OBJECTS** It is forbidden to wear any objects that may cause an injury to a player, such as jewelry, pins, bracelets, casts, etc. Players may wear glasses or flat-band rings at their own risk.

### **RIGHTS AND RESPONSIBILITIES**

**PLAYERS** All participants must know the Official *USA Volleyball Outdoor Rules* and abide by them. Participants must behave respectfully and courteously in the spirit of fair play towards the refereeing corps, teammates, opponents and spectators. They must refrain from actions aimed at delaying the game or taking unfair advantage. Participants must accept referees' decisions with sportsmanlike conduct. In case of doubt, clarification may be requested. ***A captain may protest the referee's interpretation of a rule, but not the referee's judgement.***

### **SCORING SYSTEM**

**TO WIN A MATCH** Matches for U10, U14 & seniors consist of a best 2 out of 3 games. 25, 25, 21 no cap. Please see your coach or captain for clarification if needed. Matches for adults consist of a best 3 out of 5 games. 21, 21, 21, 21, 15 no cap.

### **PREPARATION OF THE MATCH**

**COIN TOSS** Before the warm-up in the first game and before each deciding game, the first referee conducts a coin toss in the presence of the team captains. The winner of the coin toss chooses either: to select to serve or receive service of the first ball or the side of the court on which to start the game. The other team takes the remaining alternative and, for the second game in a 2 out of 3 match, gets to select from the above choices. New coin toss IF 3rd game is needed.

### **TEAM LINE-UP**

**ROTATION ORDER** no rotation order is required. Unlimited substitutions are allowed and can only substitute to serve and occupy only one spot in the service order. Abnormal substitutions may be allowed in case of injury.

## **POSITIONS**

**PLAYERS' POSITIONS AT THE TIME OF SERVICE** Players may be anywhere within their court at the time of the serve.

## **PLAYING FAULTS**

**DEFINITION** Any playing action contrary to the rules is a fault. If two or more faults are committed successively, only the first one is counted. Once the ball hits the ground, everything else is ignored. If two or more faults are committed by two opponents simultaneously, the rally is replayed.

## **PLAYING THE BALL**

**TEAM CONTACTS** Each team is entitled to a maximum of three contacts to return the ball to the opponent. A player may not contact the ball two times consecutively except during or after blocking or at the team's first contact. Blocking does not constitute a team contact, and any player may make the first contact of the ball after the block.

**SIMULTANEOUS CONTACTS** If two opponents simultaneously and instantaneously contact the ball over the net, the ball remains in play and the team receiving the ball is entitled to another three hits. If such a ball lands out of bounds, it is the fault of the team on the opposite side of the net from where the ball lands.

**CHARACTERISTICS OF CONTACT** Every first ball over your hands must be touching. A player may touch the ball with any part of the body. A player may have successive contacts with the ball during a single attempt to make the team's first contact with the ball, provided that the fingers are not used to direct the ball. The ball must be contacted cleanly and not held (including lifted, pushed, caught, carried or thrown). The ball cannot roll or come to rest on any part of a player's body. An exception is allowed during the defensive play of a hard-driven ball, which is an attack-hit or blocked ball traveling at a high rate of speed (as judged by the referee). In that case, the ball may be momentarily lifted or pushed, providing that the attempt is one continuous motion and the player does not change the direction of the motion while contacting the ball. A contact of the ball with two hands, using the fingers to direct the ball, is a set. A player may set the ball in any direction towards his/her team's court, provided that the ball is contacted simultaneously by both hands and does not visibly come to rest. Rotation of the ball after the set may indicate a held ball or multiple contacts during the set, but in itself is not a fault. A legal set directed towards a teammate that unintentionally crosses the net is not a fault, regardless of the player's body position. Intent is judged by the referee. If the ball is intentionally set into the opponent's court, the player must contact the ball above his/her shoulders and must direct the ball perpendicular to the direction his/her shoulders are facing. When contacting the ball with one hand, it must be cleanly hit with the heel or palm of the hand (a roll shot), with straight, locked fingertips (a cobra), knurled fingers (a camel toe) or the back of the hand from the wrist to the knuckles. One-handed placement or redirection of the ball with the fingers (a dink or open hand tip) is a fault.

NOTE-There will be further dialogue this inaugural season with the referees discretion regarding contacting the ball. Please check with the games referee with interpretation before the start of the game, not after the start.

## **BALL AT THE NET**

**BALL CROSSING THE NET** A ball crossing the net between antennae can happen only once for legality. You can play the ball in any place in the playing area. Playing area: see below

## **PLAYER AT THE NET**

**REACHING BEYOND THE NET** While blocking, a player may touch the ball beyond the net, provided they do not interfere with the opponents play, before or during the attack-hit. A player is permitted to pass his/her hand(s) beyond the net after an attack-hit, provided that the contact was made within his/her teams playing space. Within the limits of the three team contacts, a player may contact a ball that has crossed the net below the net (or outside the posts) in an attempt to recover a ball that has not been contacted by the opponents. The recovered ball must cross the net below the net (or outside the posts).

**PENETRATION INTO OPPONENT'S PLAYING AREA** Players may partially or completely cross the center line below the net or outside the poles, either before, during or after a legal play of the ball, provided that this does not interfere with the opponent's play. Incidental contact with an opponent is ignored, unless such contact interferes with the opponent's opportunity to play the ball. While opposing players are not required to avoid the ball or the player, they cannot intentionally interfere with any legal attempt to play the ball on their court. If a player crosses the center line and interferes with an opponent during the continuation of a play, it is a fault.

**CONTACT WITH THE NET OR POSTS** It is a fault for a player or a player's clothing to touch any part of the net. Exceptions are: Incidental contact of the net by a player's hair If a player's hat, visor or glasses fall off during play and then contacts the net When a ball is driven into the net or the wind blows the net and causes the net to touch a player, no fault is committed. Once a player has contacted the ball, the player may touch the posts, ropes or any other object outside the total length of the net, provided that it does not interfere with play by using the equipment as propulsion.

## **SERVICE**

**SERVICE ORDER** If the serving team wins the rally or a replay is directed, the player who served the previous rally serves again. If the serving team loses the rally, the next server on the receiving team serves the ball. Serving out of order is a fault resulting in a point for the other team / side out.

**AUTHORIZATION OF SERVICE** It is the responsibility of the server to assure that both teams are ready for service through the referees whistle. Upon whistle to serve, you will have 10 seconds to toss the ball.

**EXECUTION OF SERVICE** The server may move freely behind the end line. At the moment of the service or take-off for service, the server must not touch the ground outside the service zone. The player's foot may not go under a boundary line. After the service contact, the player may land on the court or outside the service zone.

**SERVICE ATTEMPT** If the server releases the ball for service but does not complete the service, the referee will allow one more attempt. One toss per serve. (U10 permitted up to 3 tosses for their attempt on their first serve. If the server cannot get it over the net from the 26-foot line, they are allowed to come up to the furthest point from the net that they can get it over and start their serve there. They get up to three attempts from there to get their serve over. If the first one goes over and they win the point, the referee is instructed to move them back a step and they get only one attempt for the rest of that service. If they get the second one over and win the point, they continue this process. taking another step back and serving until they miss their serve, or the other team wins the point. 5 point cap. Discretion should be used by the official. The purpose of this rule for 10-u is to help the kids that really need help to get their serve over. No one should serve overhanded unless they are behind the 26ft line.

**DEFINITION** All actions to direct the ball towards the opponent's playing area, except in the act of serving and blocking, are considered to be attack-hits. An attack-hit is completed the moment the ball completely crosses the vertical plane of the net or is touched by a blocker. A player may contact an attack-hit at any height, provided that contact with the ball is made within the player's own playing space.

## **BLOCK**

**DEFINITION** Blocking is the action of player(s) close to the net to deflect the ball coming from the opponent by reaching above the height of the net.

**HITS BY THE BLOCKER** The first hit after the block may be executed by any player, including the player who touched the ball at the block. **BLOCK WITHIN THE OPPONENT'S SPACE** In blocking, the player may place his/her hands and arms beyond the net provided that action does not interfere with the opponent's play. The player is not permitted to touch the ball beyond the net until the opponent has made an attack-hit. **BLOCKING CONTACT** A blocking contact is not counted as a team hit. (except with doubles play).

## **TIME-OUTS**

**DEFINITION** A time-out is a regular game interruption. It lasts for 60 seconds. Each team is entitled to one time out per game. First whistle after the timeout whistle is the first 40 second warning. Next whistle is the service beckoned whistle, 20 seconds later (60 seconds).

## **MISCONDUCT**

**CATEGORIES** Incorrect conduct by a team member towards officials, opponents, teammates or spectators is classified in four categories according to the degree of the offense: Unsportsmanlike conduct: arguing, intimidating, taking unfair or inappropriate advantage of player privileges, etc. Rude conduct: acting contrary to good manners or moral principles, interfering with an opponent's ability to play, expressing contempt. Offensive conduct: defamatory or insulting words or gestures. Aggression: physical attack or intended aggression.

**SANCTIONS** Depending on the degree of the improper conduct, according to the judgment of the first referee, the sanctions to be applied are: Misconduct warning: For unsportsmanlike conduct, no penalty is given, but the team member concerned is warned against repetition in the same game. Misconduct penalty: For rude conduct, the team is penalized with the loss of one rally. Expulsion: Repeated rude conduct is sanctioned by expulsion and the player must leave the

playing area for the remainder of the game. Disqualification: for offensive conduct and aggression, the player is sanctioned by disqualification and must leave the playing area for the remainder of the match. Disqualified players may be subject to further sanctions by the League Commissioners.

Sanctions are not limited to players. Coaches and parents must adhere to sanctions and are subject to warnings and penalties alike. It is the coach's responsibility to communicate proper conduct to players and parents.

## **REFEREEING CORPS AND PROCEDURES**

**PROCEDURES** Hand signals are used to start a rally and voice commands used in all other situations. When used, whistles halt play, authorize service or accept or deny a request. The first referee authorizes service by giving the signal for service which begins the rally. The first referee halts play to end a rally provided that he/she is sure that a fault has been committed and has identified its nature.

### **FIRST REFEREE**

**AUTHORITY** The first referee directs the match from the start until the end. The first referee has authority over the refereeing corps and the team members. During the match the first referee's decisions are final. The first referee is authorized to overrule the decisions of other members of the refereeing corps and may replace any member of the refereeing corps who is not performing assigned functions properly. The first referee has the power to decide any matter involving the game, including those not provided for in the rules. The first referee does not permit any discussion about game decisions.

## **YOUTH / ADULTS NET HEIGHTS - USA VOLLEYBALL**

U10 – 6'6"

U12 – 6'6"

U14 – 7'4"

U16 and up – 7'11<sup>5</sup>/<sub>8</sub>

## **WEATHER PROCEDURES**

**RAIN** Play will continue until weather is deemed unsafe. Rain delays are at the discretion of the commissioner / referee.

**LIGHTNING** The outdoor facility must be cleared of all patrons. Park patrons need to seek a sheltered area such as vehicles or other enclosed structures. Patrons should not seek shelter in or near dugouts, trees, telephone / light poles or metal objects. All player and patrons must adhere to lightning protection system warnings. Thor Guard Lightning Prediction System sounds a 15 second horn blast. The all clear signal is 3 short blasts.