

Kewaskum Athletic Association (K.A.A.)

2013 Thursday Co-ed Volleyball

Starting a Match: Team captains will choose volley, rock-papers-scissors or coin toss for choosing side and serve for the first game. Switch sides and serve for second game. Third game is decided by second game losing team picking side or serve. You CAN defer the serve. So the team losing the second game and making this choice may say "I want to receive" then the other team chooses side.

Scoring: Matches consist of three games. Rally points to 25 with a cap at 27. Every serve will result in a point for the serving team or side out and a point for the receiving team.

Teams: Teams are allowed to have one more male on the court than females. The result could be three males and two female players. More female players are allowed. Players may not play on more than one team in league.

Rotation of Players: Players will rotate into the back-middle position.

States of Play:

*The ball is in play from the service contact until the ball is out of play. If any part of the ball touches the court boundary line it is considered in. The ball is out of play from the moment the ball lands or a fault is committed.

*The ball is out when its first contact with the ground is completely outside the playing court and it does not cause boundary lines to move or it completely crosses the net outside the posts or under the net after the attacking teams' third contact or it touches an object out of play.

*A player may go outside the court while the ball is in play. Going over the centerline extended from the bottom of the net is legal provided it does not interfere with the opponent's play.

Playing the Ball:

*A team receiving the serve may set the ball as the first contact. Each team is entitled to a maximum of three contacts to return the ball to the opponents. A player may not contact the ball two times consecutively except during or after blocking. If two players hit the ball simultaneously – either player may make the next contact.

*A female must hit the ball at least once unless it is returned back on the first hit.

*Blocking does not constitute a team contact, and a player may make the team's first contact of the ball after the block.

*A player is not permitted to take support from a teammate or any object in order to reach a ball, however a player who is about to commit a fault may be stopped or held back by a teammate.

*The ball must be contacted cleanly and not held (including lifted, pushed, caught or thrown). The ball cannot roll or come to rest on any part of a player's body. Spiking of the ball is allowed but not on the return of a serve.

Time outs: Each team is allowed one 30 second time out per game.

Delay of game: Any team called for a delay of game the opponent receives a point.

Equipment: Shoes may be worn, but they cannot have any cleats or spikes.

Service:

*Overhand, underhand and jump serves are allowed. Let serves are allowed. A let serve is defined as a serve that hits the net and then lands in play on the receiving side. Blocking or attacking the serve is not

permitted. If the serving team wins the volley or replay is directed, the player who served the previous volley shall serve again. It is the responsibility of the server to assure that both teams are ready for service. A player on the receiving team may stop play when not ready for service as long as no attempt to play the ball is made. The rally is then cancelled and replayed.

*The server is allowed one fault (release the ball for service but does not complete the service motion). Second miss results in a side out.

*The server's teammates must not prevent the opponents, through screening, from seeing the server or the path of the ball. On an opponent's request, a player must move sideways, bend over or bend down.

Player at the net:

*While blocking a player may touch the ball beyond the net provided they do not interfere with the opponent's play before or during the attack hit. A player is permitted to pass his hand(s) beyond the net after an attack hit provided that the contact was made within his team's playing space. Within the limits of the three team contacts a player may contact the ball that has crossed the net below the net (or outside the posts) in an attempt to recover the ball that has not been contacted by the opponents. Players may partially or completely cross the centerline under the net or outside the poles before, during or after a legal play of the ball provided that it does not interfere with the opponent's play. Incidental contact with an opponent is ignored unless such contact interferes with opponent's opportunity to play the ball. Opposing players are not required to avoid the ball or the player; they cannot intentionally interfere with any legal attempts to play the ball on their court. If a player crosses the centerline and interferes with an opponent during the continuation of play it is a fault. It is also a fault for a player or players clothing to touch any part of the net.

*Only two men are permitted in the front row. Three male blockers are never permitted.

Grace Period/Forfeits: 5 minute grace period before 1st game; all others will be forfeits and a \$25 penalty that must be paid before next game.

Suspended Play: Managers will be notified and responsible to contact their team members of any canceled games due to rain, lightening, field conditions or power failure.

Make ups: If there are many rainouts, make ups could potentially be made up on weekends, different night of the week or earlier/later game times during the season. Assume games are on schedule unless team managers hear otherwise. Usually by 5:30.

Playoffs: Double elimination tournament consisting of top 7 teams in league.

Ejections: If a player is ejected, they can NOT play the following week.