

League Rules

- A team must have four eligible players to begin and finish a game. If four players are not present within five minutes after the beginning of the match, the team will forfeit one game. If four team members are not present within 10 minutes, forfeit of match will be called.
- Teams can only have six people on the court at a time. Teams are able to substitute players during rotation at center back or by following normal USVBA substitution procedures. Must have equal numbers of males & females.
- The registration fee is \$120.00 for Ballard residents/\$135.00 for Non-Ballard residents. Five players on the team must have a Ballard address for the team to qualify for the Ballard resident fee. There will be a maximum of 9 players/team.
- An equal number of men and women must be on the court at one time. If a team has five players, all may play (extra male or female) following the same rule for contacts on a side. Serving order and position shall alternate male/female.
- Teams playing short players (i.e., two females and three males) must play as though the third female is on the court. (A back row male cannot play the front row in place of the missing female prior to serve.) There is no side-out for scoring.
- When the ball is played more than ONCE by a team, a female player must make one of the contacts. A contact during blocking shall not constitute as 1 of the 3 contacts.
- Rally scoring will be used for all three games. This means you do not need to serve to score; you can receive a point for side-out or for serving.
- Teams will be scheduled to play 3 games. All matches will have a 45-minute time limit. When a time limit is used, the supervisor will announce "five minutes to play."
- Games will be played to 21 points (with a 25-point cap). Teams must win by 2 points or reach the point cap. If the time limit is up the team with the most points wins that game, if the game is tied 1 more serve will be made to determine the winner.
- A ball, which hits any overhead obstacle above the court, is playable as long as it does not cross the plane of the net.
- No line judges are being used, if a call cannot be made or agreed upon, the point will be replayed.
- No contact with the net is permitted.
- Players must be completely behind the serving line when contacting the ball on a serve
- A served ball that contacts the net and remains in play will be considered playable.
- All players must be in their respective positions until the ball is served. Players may qualify as front-line spikers only when they are in the front row. Back-line players may spike only if they leave the court behind the attack line. Under no circumstances, may back-line players block.
- On the first hit for each team an overhead contact is legal.
- The defensive team may not block or spike a serve.
- Two timeouts will be allowed per game.
- The offensive team must always have the opportunity to play their three hits, unless the ball breaks the plane of the net.
- Remember this is for **FUN**. Be honest and play clean. Foul language will **NOT** be allowed.