

Roanoke Valley Volleyball Association

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League Rules

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The rules established by the USAV organization are to be used for the RVVA at all of the levels of play except as noted in the rules below. Should an issue of rule interpretation be required that is not listed here refer the current USAV rules book. Questions and/or concerns on the rules can be directed to any RVVA Board Member or any Referee.

PURPOSE:

To promote volleyball and to improve basic volleyball skills.

TEAMS:

1. It is the RVVA's desire that each individual play at his/her own skill level.

Levels:

1. The following levels of competition are established:

BB If "A" League exists, then a limit of three (3) USAV men, unlimited USAV and college women per roster; otherwise limited to four (4) USAV men on the roster, unlimited USAV and college women on the roster.

B1 If 'A' league exists, a limit of two (2) USAV Men and unlimited USAV Women are allowed. If no "A" League, then a limit of three (3) USAV Men and unlimited USAV Women are allowed on the roster

B2 No USAV players allowed on roster

B3 No USAV players allowed on roster

2. Any current card carrying USAV player is considered a USAV player for the RVVA season.
3. A player can be on a maximum of two (2) rosters that must be adjacent divisions. (for example: B1 and B2 rosters, or B2 and B3 rosters).

4. A player must play in four (4) matches during the regular season to be eligible for the playoffs. Prior to each match, each team rep must meet with the referee to check off each playing member present and actually playing in the match. The only exceptions to this are injuries or a player officiating another match in an emergency situation. Failure to comply could make a player ineligible for the playoffs.
5. A team roster must consist of not less than five (5) players of which at least two (2) men and two (2) women are required.
6. Players may be added to the roster on or before the match of the season. You can add players to your roster by putting that person's name on the roster and having him or her sign the roster before they play. Once a player signs the roster that player is committed to play with that team. A participant must be at least 13 years of age. Anyone between the ages of 13 and 17 must have the signature of a parent or guardian prior to playing.
7. Each game of a match must be started with a minimum of five (5) eligible players per team, of which at least two (2) men and two (2) women are required. If an injury occurs, a substitution needs to be made. If a sub cannot be made, the team will forfeit this game and all remaining games of the match unless a minimum of five (5) eligible players of which at least two (2) men and two (2) women are required, are present to play.
8. A team that does not have five (5) eligible players at the scheduled starting time of any game, will be forced to forfeit that game. There is a five (5) minute wait before a team forfeits the first game. There is another five (5) minute wait prior to forfeiting the second game. There is another five (5) minute wait prior to forfeiting the third game.
9. Each team must have an on-court captain who is responsible for the following:
 - a. Organizational matters.
 - b. Substitutions.
 - c. Approaching / communicating with the game referees.
 - d. Handling of protests.
 - e. Calling time-outs.

REFEREES:

1. The referee has the FINAL WORD.
2. The referee has the following power:
3. If anyone, besides the on-court captain, speaks to or about the referee, the following shall occur (in priority sequence):
 - a. That player shall be warned.
 - b. Opposite team will be awarded either a point or a side-out
 - c. That player will be ejected from the match.
 - d. If the player in question refuses to leave, the team in reference shall forfeit the entire match.
4. All participants and spectators are expected to display good sportsmanship and conduct at all times on and off the court. This includes the use of profanity. If a player is warned and the profanity continues a player may be asked to leave.
5. Any clothing (including team jerseys) shall not contain any profanity or sexually explicit material.

6. Any player(s) not exhibiting good sportsmanship or behavior will receive the following sanctions:
 - a. Warned (yellow card) once.
 - b. The second offense draws a side-out or point.
 - c. If a third offense occurs the individual(s) will be instructed to leave the gym. If the individual(s) involved are not playing in a match, they will be asked to leave at once.

HITS:

1. Hits are the bump (forearm pass not as in "hand-off" or throw), set (overhand pass), and spike.
2. The ball may be contacted with any part of the body.
3. The ball may not rest on any part of the body. If so, it is considered a held ball.
4. Scooping, lifting, pushing, or carrying the ball is considered a held ball.
5. The first ball over the net may be passed with a double contact, as long as the effort is one single attempt at playing the ball. A held or carried first ball is still considered a fault.
6. RVVA is not allowing the newest "Athletic Move" rule in dealing with setters and double contacts. Double contact on any ball other than the first ball over is considered as a fault.
7. Simultaneous hits by two (2) or more players will be considered as one (1) hit.
8. Blocking is allowed, except on the serve. The team affecting a block is still entitled to three (3) hits in order to return the ball. The block is not counted as a hit.
9. Reaching over the net is allowed only when following through during a hit or when blocking, except after the third team contact, then the defending team may reach over the net without contacting it to play the ball.
10. The server may serve from anywhere along the back line, inside the sidelines.
11. Insignificant net contact while NOT in the act of playing the ball will no longer result in a fault. Insignificant is defined as brushing the net but not hanging in it. Any contact with the net in the process of playing the ball is considered a fault.

FAULT:

1. A server stepping on the service line before the ball is served.
2. A player serving before the whistle will be warned. If he/she commits the same infraction again during the same serve, a side out will be awarded.
3. A player who releases or tosses the ball in a service action and either catches the ball or allows the ball to hit the floor. EXCEPTION: during summer season when playing outdoors all divisions are allowed one re-toss due to possible wind interference
4. The ball must clearly leave the hand on the serve, or be called a held ball.
5. A player taking more than five (5) seconds to serve the ball.
6. Blocking or attacking the serve is illegal.

7. All players except the server are not on the court when the ball is served.
8. A player stepping completely over the middle line into the opponent's court before the ball is called dead. There must be a space between the hand/foot and the centerline.
 - a. Any other body part contacting any part of the opponent's court is considered a fault.
9. A player interfering, either physically or verbally, with the play of the opposing team.
10. Harassment of the referee in any shape or form.
11. Player entering an adjacent court (whether there is a game going on or not) before, during, or after a play of the ball. (Unless the empty side courts have been designated as playable prior to the start of the match)
12. ANY contact with the net while playing or attempting to play the ball.
13. Players placing their hands up to the net in order to deflect a net ball will be considered as a net violation if the net contacts their hands in the process of playing the ball.
14. The server steps outside the court sidelines while in the act of serving.
15. Back row setters may attempt to save an over passed ball as long as no part of their body crosses the plane of the net and contacts the ball. i.e. The Setter cannot reach across the net and bring the ball back on an over pass.
16. Back row players attempting to save an overpass, that have any part of their body above the top plane of the net when the ball is blocked back into them (anywhere on their body) are considered as a back row block.

RESULTS OF FAULTS:

1. A side-out or point for all faults except for harassment of the referee. In this case, the referee will give one (1) warning. If harassment continues from the same player, the opposing team will be awarded either a point or a side-out. If harassment continues the player in question will be ejected from the match. If the player in question refuses to leave the court, his/her team shall forfeit the entire match.
2. If children continually disrupt play, the team of the parents will be warned. If the disruption continues, the opposing team can be awarded a side-out or point.

Substitutions:

1. RVVA allows teams to substitute any player for any other player as long as the following conditions are met:
 - a. At least one end of rally between substitutions
 - b. The team continues to have at least two women and two men on the court after the substitution
 - c. The substitution does not interfere with the established order of the service rotation. i.e. A player cannot serve and then rotate to the position where he/she would immediately serve again, or serve before the rest of the team has rotated through the service position.

REPLAYS:

1. Simultaneous faults by opposing players during play.
2. Referee calls "Ball On" the court and interferes with play
3. Any external interference with play.

MATCHES:

1. Match is three (3) games. Each game is a rally score game.
2. Each game will consist of twenty five (25) points or fifteen (15) minutes total time whichever comes first.
3. A team must win by at least two (2) points, except when the score is tied at twenty-nine (29) points. Then the first team to reach thirty (30) points is the winner by a score of 30 to 29.
4. Each team will be allowed two (2) time-outs per game, thirty (30) seconds each.
5. There will be two (2) minutes between games.
6. If a match is interrupted, the make-up game will resume at the point where the original game was called.
7. All of the above items apply to the play-offs except:
 - a. Play-off matches will be the best two (2) out of three (3) games.
 - b. If a third game is needed, it will not be timed, except during the summer league, due to available sunlight the third game will also be timed.