



Volleyball rules

Team Doogie's purpose is to invoke: Fun, people meeting new people and being proud of who they are. Our sports are not meant for elite players although they are welcome (and are very helpful when they share their knowledge with beginners). Our sports are meant for people who are looking for new friends and something to do. That said, cheers and let's get the party started!!!

SUBSTITUTION PLAYERS: Subs are allowed as long as they sign up on our registration (for free) as a substitute. A sub player must pay \$10 per game and this must be paid before game play takes place. They in turn get to play and a wristband entitling them to the discounts offered by our hosting partner.

See basic rules below

- 4 players on the court at any one time - 2 in the front row and 2 in the back row (variations allowed)
- Team rosters must be a minimum of 6 and a maximum of 8, exceptions will be allowed if Team Doogie cannot help with arranging for individual players to join a team.
- Players must rotate in a clockwise style.
- Someone coming in for rotation must serve
- Someone exiting out of rotation must be the forward right player
- Changes or manipulations in rotating must be approved by the scorekeeper
- Maximum of 3 hits per side. A block does not count as a hit
- Points are made on every serve for winning team of rally (rally-point scoring).
- Player may not hit the ball twice in succession. (A block is not considered a hit.)
- Ball may be played off the net during a volley and on a serve.
- A ball hitting a boundary line is in.
- A ball is out if it hits an antennae, the floor completely outside the court, any of the net or cables outside the antennae, the referee stand or pole, the ceiling above a non-playable area.
- It is legal to contact the ball with any part of a player's body.
- It is illegal to catch, hold or throw the ball.
- A player cannot block or attack a serve from on or inside the 10-foot line.
- After the serve, front-line players may switch positions at the net.
- Matches are made up of sets; the number depends on level of play. 3-set matches are 3 games to 21. Each set must be won by two points. The winner is the first team to win 2 of the three games.
- If time does not allow a game to 21 on the third game we will play to 15

BEHAVIOR

- Captains are responsible for getting their team to the designated court for their game on time. For every 15 minutes late one game of the three is forfeit. If a team is 30 minutes late then the entire match is forfeit.
- Fighting and arguing is not tolerated. If there is an issue the Score Keeper will issue a warning. If it happens again the player/players will be ejected from the game even if it disqualifies the team in the event they won't have enough players to keep playing. If there are further issues the player/players will be ejected from the league for the rest of the season without refund.
- Scorekeepers will be provided. Scorekeepers will track score and aid in determining line calls as well as perform the coin toss before the match. Players will be responsible for calling their own calls (net fouls, carries, lifts) If there is a dispute and the Scorekeeper cannot aid in the final call the play will be redone.
- Nothing less than respect will be given to the staff of TT's as well as any representative of Team Doogie including Scorekeepers. We are all here to give you a good time, please keep that in mind. Any issues should be brought up in private in a calm matter.