



Indiana Sports Corp Corporate Challenge Event Rules - Volleyball

TEAM CHECK-IN:

1. Teams must check in with event staff no later than five (5) minutes to their schedule match time.
2. All rostered players must be present and ready to play at the start of the tournament. Teams must meet minimum roster requirements at the scheduled start time or risk forfeiture.
3. Teams must be prepared to begin play when their match is called. A grace period of five (5) minutes will be allowed for a team's first scheduled match only. After five (5) minutes, the team will forfeit the first game of the match.

PLAYERS:

1. Each team will field four (4) players on the court. Teams may play with a minimum of three (3) players.
2. Teams must maintain an equal number of male and female players on the court when playing with four (4) players
3. If a team is short a female player, that position may not be filled by a male player. If a team is short a male player, that position may be filled by a female player.
 - a. When a team is short a female player, the team must forfeit the serve in the rotation position assigned to the missing female player (automatic side out).

4. Teams may roster up to two (2) substitutes. Substitutes are permitted and must rotate into play following the proper service rotation. Substitutions may only occur between games or in the case of injury, with approval from event staff.
5. All players must rotate in a clockwise fashion after each side out.
6. Teams must maintain the proper service rotation throughout the game.

SERVING:

1. The teams will play rock, paper, scissors (1, 2, 3, shoot) to determine the serve.
2. Players must rotate who is serving after every side out.
3. Every player on the court must serve before any player may serve a second time, and the team must maintain the same serving rotation.
 - a. Should a team violate this rule, the opposing team will be awarded one (1) point and service.
4. While serving, a player gets one fault (does not hit the ball due to bad toss). This does not mean if a player misses their serve that they get another serve.
5. A player's foot may not cross or touch the back line until after the player has contacted the ball.
6. If the ball contacts the net and goes over the net at anytime, it is a playable ball.

BLOCKING:

1. A block does not count as a team's first touch.
2. A blocker may not interfere with a member of the opposite team's attempt to hit the ball
3. A blocker may hit the ball twice in a row if the first hit came in attempt to block the ball.

PASSING:

1. A player can not use open hands below shoulder level to pass the ball.
2. A player may not touch the ball two times in a row, unless blocking touch.
3. A player may use any body part to keep the ball up in play.

4. If two players from the same team contact the ball at the same time, it counts as TWO hits and either player MAY play the third ball.

TIPS:

1. OPEN HAND TIPS ARE ILLEGAL IN 4'S PLAY
2. The proper tip in quads play is with knuckles or a semi closed hand
3. A player may not "throw" the ball. (This is considered a carry)

SETTING:

1. The ball may not be thrown or caught.
2. An individual can receive any ball with a set, but cannot send it over the net with that touch.
3. If a ball is set with open hands and excessive spin, it will be considered a double contact and result in a point for the opposing team.

ATTACKS:

1. A player from back row may not attack at the net.
2. Open hand tips are not allowed in 4's
3. A player may not interfere with a member of the other team's attempt to hit the ball when it is on the other team's side of the net

COURT RULES:

1. If any part of the ball touches the line, the ball is considered in.
2. A player may not contact the net at any time.
3. A player may cross under the net as long as it does not interfere with play.

SCORING:

1. Round Robin
 - a. Each team plays 3 or 4 matches, in the round robin
 - i. Matches consist of one (1) game to 15 rally points, win by two (2), with 18 points as the cap.

- ii. During round-robin play, teams will switch sides of the court when the combined score reaches fifteen (15) total points.
2. Bracket Play
 - a. The top eight (8) teams will advance to a single-elimination bracket
 - b. Matches are best two (2) out of three (3) games.
 - c. Games are played to 11 rally points, win by two (2), with 15 points as the cap.
 - d. During bracket play, teams will switch sides of the court after each game for the first two (2) games.
 - e. If a third game is necessary, teams will switch sides when the combined score reaches fifteen (15) total points.
3. Seedings are determined by the following tiebreakers:
 - a. Record (weighted based on number of games played)
 - b. Points conceded
 - c. Point differential
 - d. Timed length of game
4. Teams must play within five (5) minutes of their first scheduled game. After five (5) minutes if team isn't ready to play, they forfeit their first game. Forfeits are recorded as 15-5 and will count as four (4) minutes of match time.
5. Teams must enter their score with the court official (volunteer) after each game. If scores are not reported the game will be recorded as a double forfeit.
6. Round-robin games are subject to a 15-minute time limit. Bracket matches are subject to a 20-minute time limit.

DISPUTES:

1. If teams dispute a call and cannot reach an agreement, the point will be replayed.
2. Volunteers are at each court to record scores and keep the games moving, they will not make any calls but will encourage replays for any dispute.