

GRASS VOLLEYBALL

League Rules



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1. COORDINATORS

An on-site Coordinator is hired by the CSSC to facilitate games and manage the facility on a nightly basis.

ROLES OF THE ON-SITE COORDINATOR

- Arrive early and ensure the courts are ready for play
- Set-up all of the required equipment and ensure that the equipment is in good working condition
- Update players with pre-game announcements
- Act as the on-site contact and ensure that the facility guidelines are being adhered to by the players
- Ensure that games start and end on time and submit the scores to the CSSC office

ROLES OF PLAYERS IN THE LEAGUE

- Arrive 15 minutes prior to game time and be ready to start on time
- Provide the Coordinator with their undivided attention during announcements
- Record the game results on the score sheet after each game/match
- **Assist the Coordinator with the take-down of the court before leaving**

2. COURT REQUIREMENTS

League	Total # of Players Required on the Court	Minimum # of F Players Required on the Court	Maximum # of M/X Players Allowed on the Court
6's	6	2	4

The CSSC welcomes people of all gender identity or expression. Minimum female player requirements are inclusive of anyone who identifies as a female (i.e. players who identify themselves as M and X will not count towards female player minimums).

3. DEFAULT MINIMUMS & SCORES

League	Minimum Players to Avoid Default	Default Score
6's	4 (1 Female Player)	0-25; 0-25

4. FORMAT & EQUIPMENT

GAME FORMAT

- Players should arrive 15 minutes prior to the scheduled game time
- Teams will play two matches per night against different opponents
- Each match will be a best-of-three games format

SCORING

- All games use a rally-point scoring system
- **Game 1** – first team to 25 points (do not have to win by 2 points)
- **Game 2** – first team to 25 points (do not have to win by 2 points)
- **Game 3** – first team to 15 points (do not have to win by 2 points)
- A total of 5 combined points must be played in a game for the result to count
 - If the Coordinator is required to call 'time' on a match, finish the current point
 - The score will stand as-is, unless the combined score in the current game has not reached a total of 5 points, in which case the game will not count
 - **Regular Season:** ties are allowed
 - **Playoffs:** ties are not allowed:
 - If each team has won a game, and a total of 5 points have not been played in the 3rd game, the team with the higher combined point differential in Game 1 and 2 is the winner
 - If still tied, one additional point must be played to determine the winner

EQUIPMENT

- Players may wear outdoor footwear, socks, or play in bare-feet
- Volleyballs and Scoreboards will be supplied by the Coordinator

5. GAME PLAY

SERVICE

- Teams can use any suitable means to determine who gets to serve first or pick a side
- Service alternates between teams for the start of each game
 - If a third game is played, teams need to re-determine who gets to serve first or pick a side
 - In the third game teams will switch sides once a team has reached 7 points
- Only one toss or release of the ball is allowed per serve
- If a serve touches the net on the way over, the ball is in play
- Sky-ball serves are permitted in CSSC Grass Volleyball Leagues
- Jump serving is not permitted
- There is a maximum of 5 consecutive points allowed per server
 - If the maximum is reached, the team will rotate to the next server and keep possession
- Player rotation is established at the start of each game
 - Players must be in the correct position prior to each serve

PLAYING THE BALL

- A maximum of three touches or hit per side is allowed (excluding any blocks)
- A single player may not touch the ball twice in succession (unless the first touch is a block)
- Players may contact the ball with any part of their body, including below the waist
- A ball that rolls along a player's body is deemed an illegal hit
- Players cannot block or spike a served ball
- A double-hit off the serve, or a hard spike is allowed
 - E.g. The serve hits the defender's arms then chest
 - Includes a ball hitting the defender and then the net, the player could hit the ball again

NET RULES

- Players are permitted to penetrate into the opponent's space under the net, as long as they do not interfere with the opponent's play, including the opponent's feet
- Players may not pass their hand over the net to interfere with an opponent's attack
- Players are permitted to pass their hand over the plane of the net when:
 - Blocking
 - Following-through on a spike
- Players may contact the net as long as it does not interfere with play
- Net contact resulting in interference is defined as:
 - **Touching the top band of the net or antennae** while playing the ball, including a fake attack
 - Taking support from the net while playing the ball, or pulling down on the net
 - Hindering the opponent's ability to play the ball
 - Purposely touching the net to change the direction of the ball

VIOLATIONS AND FAULTS

Players are to call their own faults. If an obvious fault is missed, a player on the opposing team may politely point this out, assuming that their opponent either does not know the rule or missed their own fault.

- Players are to call balls in or out of bounds
 - If there is a dispute, resume play by re-serving the ball with no point awarded
- Other faults include:
 - Carries, double-hits, touching the net, going under the net, and contacting another player

DIVISION SPECIFIC RULES

- **Recreational:** Hard-smashing is not permitted
- **Recreational Plus:** Hard-smashing is not permitted
- **Intermediate:** Hard-smashing is permitted in a controlled manner