

INDOOR VOLLEYBALL

Tournament Rules



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1. FACILITIES AND EQUIPMENT

The SSC rents all indoor facilities and gymnasiums from private facilities or the [Edmonton/Calgary/Red Deer](#) City Recreation Department. As tenants, players must respect the standards and rules of each facility:

- Alcohol is strictly forbidden inside facilities or in parking lots.
- Caretakers must always be treated with respect.
- **Doors should never be propped open.**
- Any player who causes a complaint regarding a facility rented by the SSC will face a \$100 fine and may be removed from the tournament and ejected from the league.
- The Event Coordinator(s) will provide all necessary equipment for game play.
- Players must wear clean, non-marking running shoes. All players must bring an extra set of shoes to change into once they arrive in the facility.
- Players may choose to wear protective equipment such as knee pads.

Facility Complaint Policy: Any player who causes the SSC to receive an official complaint regarding a facility is subject to a \$100 fine and possible suspension from the tournament and leagues.

2. EVENT COORDINATORS

An Event Coordinator (EC) is a registered tournament player who has agreed to coordinate the games and manage the facility within a specific division(s).

ROLES OF THE EC

- Arrive early, and act as the onsite contact for the facility.
- Bring all required equipment and permits to the facility.
- Update players with pre-game announcements.
- Ensure that games start and end on time.
- Ensure that Team Captains record their scores throughout the day.
- Calculate the standings and seed teams for their playoff games.
- Submit the final scores to the SSC office.

ROLES OF PLAYERS IN AN EC'D TOURNAMENT

- Record the game results on the score sheet after each game/match.
- Help the EC set-up and take-down the equipment before and after the games are played.

3. SPORTSMANSHIP

The SSC encourages a ‘fun-first, winning-second’ attitude in all tournaments. All players are expected to abide by the SSC sportsmanship policies, including:

- Controlling emotions and actions at all times.
- Treating the facility, equipment, staff, other players, and coordinators with courtesy and respect.
- Avoiding retaliation under any circumstance.
- Providing feedback in a constructive manner to the EC and being open to feedback from the EC.

ZERO TOLERANCE POLICY

SSC Staff (including Games/Event/Beach Volleyball Coordinators) reserve the right to remove players immediately from a facility and/or league, tournament, or event if they are involved with any of the following acts toward a coordinator, facility staff, player, or spectator:

- Using racial, ethnic, homophobic, fatphobic, gendered, transphobic, sexist, sexual, disability or other slurs
- Swearing directly at another person
- Intentionally pushing, shoving, or making physical contact with another person
- Instigating and/or retaliating in an altercation
- Displaying disrespectful or threatening behavior

If a player is ejected due to unsportsmanlike play, they must vacate the facility immediately, inclusive of the parking lot.

In addition to being dismissed from the game, the player(s) or team may be removed from the tournament with no refund and future league suspensions may be issued.

REPORTING SPORTSMANSHIP CONCERNS

- If during the game there is a concern with the other team, the issue should be addressed respectfully with the opposing team captain at the appropriate time (during play on the sidelines or breaks in the game).
- If the issue still seems unresolved at the end of the game, captains should further discuss the issue with the Event Coordinator and opposing team captain.

4. ROSTERS

Format	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 SSC 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).

- All players on the roster must have accepted their MySSC invite prior to the tournament.
- If playing with only one female player on the court, teams cannot replace the second female player spot and must play one player short.
- When competing in semi-finals and finals, all players on the court must have played at least 1 game with the team during the round robin.

DEFAULT MINIMUMS

Format	Minimum Players to Avoid Default
6's	4 (1 Female Player)

5. TOURNAMENT SPECIFIC RULES

GAME FORMAT AND SCORING

- **Round Robin Matches:** Games 1 and 2 are rally-point scoring to 25 points, the first team to 25 wins. There is no Game 3 in round robin games. Teams do not need to win by 2 points to win the game.
- **Playoff Matches:** Games 1 and 2 are rally-point scoring to 25 points, the first team to 25 wins. Game 3 (if needed and time is permitted) is to 15 points. Teams do not need to win by 2 points to win the game.
- Ties are allowed in round robin matches. If each team wins a game in the match, the match winner is determined by who has the higher total points 'for'. Should the total points 'for' for both teams be the same, the match is considered a tie.
- Teams should 'rock, paper, scissors' or use any other suitable means to determine who gets first serve or chooses a side. First service alternates between teams for the start of the games (if Team 1 serves first in Game 1, Team 2 would serve first in Game 2) and teams will switch sides between Game 1 and Game 2.
 - In semi-final and final matches that go to a third game, teams should again 'rock, paper, scissors' or use any other suitable means to determine who gets the serve first or chooses a side. Teams will switch sides in Game 3 once a team has reached 7 points.

GENERAL 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 in the playoffs, teams need to re-determine who gets to serve first or pick a side
 - In the third game, if there are any court obstructions that are considered a hinderance to play, teams will switch sides once a team has reached 7 points
- Only one toss or release of the ball is allowed per serve

- In facilities where the back-court line is within 3 feet of the wall, servers may step into the court to complete their serve
- If a serve touches the net on the way over, the ball is in play

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.x. 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 not permitted to step **over** the center line while the ball is in play, although stepping on the center line is permitted.
- 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
- A fault occurs if a player contacts the net between the antennae or the antennae itself while playing the ball. This includes:
 - Taking off, hitting (including fake attacks), blocking, setting, or landing.
 - Players near the ball and actively attempting to play it are considered in the action of playing, even without ball contact.
- Contact with posts, ropes, or objects outside the antennae, including the net, is allowed if it does not interfere with play.
- No fault is committed if the ball drives the net into an opponent.

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. Generally, teams should NOT call faults against their opponents.

- 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/RECREATIONAL PLUS

- 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.
- Jump serving is not permitted.
- Back row attacks are not permitted.
- Liberos are not permitted.
- Hard-smashing is not permitted.
- If teams are finding that their opponent is playing in a reckless or dangerous manner, please have your Team Captain talk to the other Team Captain to come up with a resolution.

INTERMEDIATE

- 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.
- Jump serving is not permitted.
- Back row attacks are not permitted.
- Liberos are not permitted.
- Hard-smashing is permitted in a controlled manner, but please remember that you are only one division up from Recreational. This means that all teams should expect some of the players in Intermediate to be a little more inexperienced. If you have the skill level that allows hard-smashing, please abide by the following guidelines:
 - Respect the other team and keep it fun for them.
 - You must be able to control where you are spiking the ball.
 - Use discretion: in where you spike the ball, in whose direction, and with what force.
 - Do not spike the ball in an unsafe manner.
 - If teams are finding that their opponent is playing in a reckless or dangerous manner, please have your Team Captain talk to the other Team Captain to come up with a resolution.

INTERMEDIATE PLUS AND COMPETITIVE

- There is no limit to the number of consecutive serves per player.
- Jump serving is permitted.
- Back row attacks are permitted.
- Liberos are allowed, but not mandatory.
 - A female libero does not count towards the minimum female requirement on the court.
 - The libero must be easily identifiable (e.g. wearing a different colour of jersey/shirt, creating an 'L' on the front of their shirt, wearing a unique colored head band, etc.).
 - The libero is restricted to performing as back-row player; no serving, blocking, or completing an attack when the ball is above the plane of the net.
 - The libero can replace any back-row player following a rally
 - A team may exercise only one replacement per dead ball
- Hard-smashing is permitted.

6. REPORTING AND STANDINGS

After each game/match, both captains must ensure that the scores are written on the appropriate standings print-outs provided by the SSC. Teams that do not report scores will receive a zero for that game/match.

HOW TEAMS ARE RANKED

At the end of the round robin, teams will be ranked based on the criteria below:

1. Matches won (2 pts.), lost (0 pts.) or tied (1 pt.).
2. Number of games (sets) won.
3. Point differential (total points for minus total points against).
4. Results in the match versus the team you are tied with (if applicable).
5. The Event Coordinator will flip a coin to determine who places higher.

7. WEATHER

The SSC does not cancel any indoor games due to inclement weather. The only time that games would be cancelled is if the facility is closed. Teams would be contacted in that scenario.