

| | |
|------------------|--|
| Contacting Lords | For general enquiries, please contact Danielle Campbell (p: 08 6229 6600 e: daniellec@subiaco.wa.gov.au) |
| Game structure | Teams have 25 minutes to complete their matches. When time expires, play is to continue until the ball becomes 'dead'. Winner will be best of 3 within the time limit. |
| Sets and points | Each set will be played to 15 points. To win, the team must clear by 2 points. |

1. GENERALLY APPLICABLE RULES

- a. Umpires will endeavour to apply the official FIVB volleyball rules found [online](#) but these rules may be modified as appropriate for the venue and in the discretion of Lords for the enjoyment of the game
- b. If there is any discrepancy between these Social Rules and the official rules, these Social Rules will prevail.

2. PLAYERS

- a. The maximum number of players on the court at any given time is 6.
- b. Teams need a minimum of 4 players on court to avoid a forfeit.

3. SUBSTITUTION OF PLAYERS

- a. Teams may substitute players either when they have won possession of the ball or at the start of each set. There is no limit to the number of times a player may interchange.
- b. Players who arrive late for a game may enter the court immediately, providing their team does not have the requisite players already on court.

4. BASIC RULES

- a. The server must serve the ball from behind the baseline. Both underarm and over arm serves are permitted. A serve cannot be one where the ball is thrown or carried over the net.
- b. If the serve hits the net and falls into the opposition side it is play on. If the ball hits the net and goes out or does not go over the net a point will be awarded to the opposition.
- c. The ball must be hit with one hand or any part of the arm after being tossed or released, before it touches the playing surface.
- d. The team winning a rally scores a point. When the receiving team wins a rally, it gains a point and the right to serve, and its players rotate one position clockwise.
- e. Each team is entitled to a maximum of 3 hits to return the ball over the net to the other team.
- f. A player may not contact the top tape of the net during any action that may affect the play.

- g. In blocking, a blocker may touch the ball beyond the net, provided that he/she does not interfere with the opponent's play, before or during the latter's attack-hit
- h. A blocking contact is not counted as a team hit. The blocking team will still have only three more hits after a blocking contact.
- i. Contact with the net by a player is not a fault, unless it is made during the action of playing the ball, or it interferes with the play. Accidental contact of the net is not a fault.
- j. Players cannot "carry" the ball. If the umpire rules a carry the point will be awarded to the opposition.
- k. The ball must be hit over the net when returning the ball and not around. If the ball hits or goes around the antenna poles then the point will be awarded to the opposition.
- l. The ball will be ruled out if it contacts the roof inside or outside of the playable area.
- m. Penetration under the net into the opponent's space is permitted provided it doesn't interfere with the opponent's play. Penetration beyond the centre line is permitted provided the penetrating foot (feet) remains in contact with or directly above the centre line.

5. SCORING

- a. Teams play best of 3 sets.
- b. The first 2 sets shall be played under a point per rally format with the first team to 15 with an advantage of 2 points (no limit), winning each set.
- c. The third set shall be played under a point per rally format with the first team to 15 or with the highest score upon the time limit being reached.
- d. The first team to win 2 sets is declared the winner. If time expires before any team wins 2 sets, the score in the current set at cessation of play will stand unless less than 10 points have been played in that set. If 10 points have not been played the umpire will award the teams a draw.
- e. A team does not have to serve to win a point.

6. FORFEITS

- a. If a team forfeits their match, the opposing team will be awarded a win of 3-0.

7. UMPIRE AND LORDS DISCRETION

- a. If a situation arises which is not covered by these Social Rules, the umpire and/or Sports Officer will use their discretion in making a decision.