

2008 HOPE Volleyball SummerFest Official Tournament Rules

1) Teams

- Teams must be comprised of 6 to 10 players. Six players including at least two females must be on the court during the entire game. Teams not meeting this requirement will be subject to default. The opposing team may waive the minimum player requirement and have the match count as an official game. This determination must be made prior to the start of play.

2) Referees

- Referees will be assigned to the competitive and corporate divisions. The recreation and youth divisions are self-refereed divisions.
- All referees are volunteers, and they have the power and authority to make decisions on any matter involving the game. The court referee's decisions are final based on his/her understanding of the 2008 HOPE Volleyball Summerfest Official Tournament rules. If the team captain(s) protest a referee's call that has a game outcome, the dispute will be resolved as per Section 7.
- At the end of regular play, the referee shall determine the outcome for the game. Both team captains shall sign the score sheets at the completion of the game. This signifies that they are in agreement with the scores recorded. The referee will give the score sheet to the designated court runner who will be responsible for delivering it to the Convenor hut.

3) Misconduct

- For any misconduct by a player that warrants an immediate disciplinary sanction by the referee, players can be cautioned with a yellow card, and dismissed from the court with a red card.

4) Game Interruption

- If a ball wanders onto the playing field from an adjacent court during a rally, the game must be stopped and the serving team will re-serve.
- In the event of an accident during play, the game is stopped and the serving team will re-serve after a legal substitution has been made. No time-outs are permitted.

5) Game Format and Rules

- A game ends after 12 minutes of play (signaled by a radio announcement) or when the first team reaches 21 points or with a two-point advantage up to 23 points prior to the expiration of the allotted time. If time runs out in the middle of a game, whoever is winning the game at the moment is considered the winner.
- If the teams are tied at the end of play, a sudden death rally point determines the game winner. There are no tie games.
- There is a 3 minute interval time between games. During this time, teams exit or enter the court in a timely fashion, while the team captains and/or referee mark and sign the score sheet. A coin toss is made between team captains; winner chooses either (a) first serve, (b) preferred side or (c) receive serve.
- Points are scored according to the Rally Point System. Every rally, one team wins a point. If the serving team wins a rally, it continues to serve. If the receiving team wins a rally, it must rotate and serve next.
- The Let Serve Rule will be in effect. The ball can contact the net during serve. If the ball travels over the net and between the "antennas" without touching them and ends up in the opponent's court, it is legal.
- A server may serve the ball from anywhere along the baseline. Only one serve is allowed. There are no "re-serves", meaning that a player may not drop a bad toss without serving and then toss it again to serve.
- A "normal" overhead serve is permitted in all divisions. No jump spike serving allowed except in the Competitive and Youth B divisions.
- Balls must be clearly visible to opponents before serve. Screening is not allowed on a serve.
- There is a maximum of five serves per player, and then team players must rotate.
- A player may not block or spike a serve. Players can open-hand volley a serve.
- Spiking is only allowed in the Competitive and Youth 'B' Divisions. Any spiking in other divisions will result in an attack-hit fault and a point for the opposing team.

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- A team shall not have more than 3 hits and no more than 1 consecutive hit by the same person before the ball crosses the net. A block is not considered a hit.
- A ball touching a boundary line is good.
- The ball must be cleanly hit and not held, lifted, pushed, carried or thrown. The ball cannot roll or come to rest on any part of the body however the ball may touch various parts of the body, only if the contacts take place simultaneously. Players may use any part of their bodies, including feet, as long as the ball is cleanly hit at contact. To prevent injury, no kicking is allowed – except in the Competitive and Youth B Divisions.
- There is no centerline, a player may pass under the net as long as it does not interfere with the play. In other words, a blocker or hitter may land under net/cross the line, as long as it happens without stopping the play or hindering the opposition. Please avoid doing this where possible to eliminate the possibility of injury.
- Open handed tips are legal in all divisions.
- Players are not allowed to touch the net during play. However, the net is allowed to touch a player during play in a rebound shot.
- Players must rotate one position clockwise when the team receives the right to serve (side out).
- Gender substitutions are allowed, however there must be two (2) female players per team on the court at all times. Substitutions are made only when the rally is not in play. If a player is unable to continue, they must be legally substituted. If a legal substitution cannot be made, then the team is incomplete and is deemed to be in default, unless the team captain allows the ‘default team’ to play with fewer players.
- In case of a dispute that cannot be resolved by team captains or the game referee (if applicable), see section 7.
- Common volleyball rules will apply including the items noted above or with the noted exceptions.

6) Default Incomplete Games

- A team is deemed a “no-show” if the said team fails to report for play within 3 minutes after the start of play is announced. The team is then assigned a “default”. A team with insufficient number of players to start a game (i.e. including at least two females on the court at all times during play), is declared in default. Defaulting teams are credited with 0 points while the opposing team is credited 21 points. The opposing team may waive the default and have the match count as an official game. This determination must be made prior to the start of play.

7) Disputes and Other

The Official Tournament Referee and HOPE Referee Committee Members reserve the right to:

- Terminate any person(s) or team(s) play due to unfair play i.e. poor sportsperson-ship, excessive consumption of alcohol, fights, etc.....
- Postpone play due to adverse weather conditions or
- Resolve any disputes with the tournament in the following order: Division Convenor, Official Tournament referee, and finally if needed, the tournament Chairperson.

Play-offs - Competitive, Corporate and Youth Divisions

- There are no play-offs for the Recreational Division.
- To qualify for play-offs in the Competitive, Corporate and Youth Divisions, the team will need to be the pool winner. Pool winners are determined as follows:
 - pool winners are determined by the ratio of *matches won/matches lost* (entire pool play round); or
 - where two teams have equal matches won/matches lost, their rank in the pool will be determined by the results of the game played between such teams; or
 - for a three-way tie (i.e., three teams have equal matches won/matches lost within the pool), the points won vs points lost system will be applied to determine the winner of the pool. NOTE: all points for the five games played will be counted to determine the winner;
 - if a tie still exists, then the Divisional Convenor shall make the final decision.
 - One play-off game between pool winners determines the court winners.
- Play-offs are single elimination for the court winners. Depending on the number of teams in the competitive, corporate and youth divisions, there may be “wildcard spots” or “byes” in the play-offs “trees”. If so, the official divisional convenor will determine the “wildcard(s)”.

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