



Coed 6s Volleyball Tournament

Game Rules

I. Team, player and requirements:

1. Each team can have 6 starting players and 4 reserved players.
2. A minimum of 2 female players must be on the court at all times.
3. Only two 6-foot-plus male players are allowed on the court at a time.
4. A team will earn a loss by default if they do not have 6 qualified players on the court at start of match.
5. A player can only play for one team in the entire tournament.
6. Matching color uniforms are encouraged but not required.
7. Photos of your team and all participants will be taken before the first match of the day.

II. Hitting and blocking:

1. A full blocking motion by a blocker does not count as one of the three hits.
2. Reaching over the net to block the ball while it is set or passed is a loss of play.
3. Player's entire foot or hand cannot cross the center line.
4. Players can contact the ball with any part of the body.
5. Back row players can only hit from behind the 10-foot line.

III. Receiving and serving:

1. A player cannot block or hit a serve.
2. A player can momentarily lift or double a hard-driven ball.
3. Service before referee's signal is a loss of play.
4. Service touch of net is in play.
5. If a player chases a ball into the adjacent court, it will be a loss of play.

IV. Rotation and substitution:

1. Players cannot overlap their positions before a serve.
2. Substitution is allowed with referee's acknowledgement.

V. Libero (Optional):

1. One libero per team and will remain a libero for the entire match.
2. The libero must wear a different colored shirt from the other members of the team.
3. The libero may not serve, block or attempt to block.
4. The libero must rotate out every four rotations and be a designated substitute for two players on the team for the entire match.
5. The libero cannot overhand hit the ball if the ball, when contacted, is above the height of the net.
6. If a libero overhand sets the ball, the ball can only be spiked from behind the 10-foot line. If the libero's set is hit by a front row player, the ball must be contacted below the height of the net.

VI. Scoring and Time Out:

1. All games will use the rally scoring system. Every side out is a point.
2. When the score reaches half way by either team, both teams switch sides.
3. Two 1-minute time outs and one 5-minute injury time out are allowed per team per set.
4. Playoff rank is determined first by win-loss record, head-to-head, then point differential.
5. Matches won by default will have a default score of "21-to-15" or "25-to-18" unless the forfeiting team already had more than 15 or 18 points respectively.

VII. Game play and refereeing:

1. There is a 2-minute break between sets and a 5-minute warm-up between matches.
2. Refereeing team is responsible for bringing scoresheets back to the table and calling the next referee.
3. Losing teams must stay one more round to ref the semifinal or final matches.
3. Only the designated team captain is allowed to speak to the referee about calls and game rules.
4. SPORTSMANSHIP-LIKE-CONDUCT IS REQUIRED. Absolutely NO PROFANITY.
5. REFEREE'S CALL IS FINAL. A replay is granted only if the referee accidentally made a mistake in calling a fault that is allowed in the tournament game rules.