#Sports4Sewa Volleyball 2025

RULES

Waiver Form: MANDATORY

All Players need to complete the online waive/consent form (form link) prior to their initial game.

Due to the legal risks involved, we can't let you play if you haven't signed this. The organizers have the right to disqualify any team that violates this requirement

Please also carry your ID.

- A player is allowed to play only in one team after signing the waiver.
- A player must play at least 1 game (not set) in the leagues to qualify for playing in the knockouts

Punctuality

The courts have been reserved at a cost for a certain time and if we cannot complete our games in that time, we do not have the option to keep the lights on beyond the scheduled hours. So punctuality from all teams is very important to keep us on schedule. **This is an important task for the Team Captains.**

All teams are suggested to report at the field **15 minutes prior** to the start time of their game as this will allow time to go over rules and do the toss. Organizers and umpires have the right to penalize the late team by awarding points at their discretion to the team that is on the court and is on time.

The Umpire's decision will be final in all matters

TEAM SIZE

- There could be up to 8 registered players on a team. Up to 6 players can play the game at the same time.
- Teams will be divided into Advanced, Intermediate and TalentRich categories based on the League ranking. The winners of Quarter final games advance to the Semifinals in all the categories. The Quarter finals, Semifinals, and the Finals are the knockout rounds.
- Tie break rules at the last section of this document.

SCORING

- Rally scoring which means there will be a point awarded on every rally won.
- League games are best of 3 sets. All sets will be played for 21 pts and must win by 2 points. Women's division will play for 15 pts and must win by 2 points.
- Men's Quarters, Semis, and Finals are best of 3 sets. All sets will be played to 21. Must win by 2 points.
- Top 2 teams from Women's division will play Finals. All sets will be played to 21. Must win by 2 points.

THE SERVE

- Serving player must serve the ball without physically touching any part of the volleyball court. The lines are considered as part of the court.
- Ball may be served underhand or overhand.
- Served ball may touch the net and drop to the other side.
- A ball touching any part of the boundary line is considered in.
- Serve must be returned by a pass or set only. Serve cannot be blocked or attacked.
- First serve is determined by a coin toss. Set 2 will be served by the receiving team in Set 1 and so on.
- If a match goes to a decider set, a new coin toss will determine the serving team. No switching necessary during the set.

ROTATION

- Whole Team will rotate after each side-out. A side-out is when the team on serve wins the point to earn the right to serve.
- Players should rotate in a clockwise manner.

PLAYING THE GAME

- Maximum of three hits per side. A block is not considered a hit.
- Players may not hit the ball twice in succession. A block is not considered a hit.
- Ball may be played off the net during a volley and on serve.
- A legal hit is contact with the ball by any part of the player's body which does not allow the ball to visibly come to a rest.
- Hitting the ball illegally (Carrying, Palming, Throwing, etc.) is a foul. It is up to the referee (umpire) to call this a foul.
- Touching the net with any part of the body while the ball is in play is a foul. If the ball is
 driven into the net with such force that it causes the net to contact an opposing player,
 no foul will be called on the opposing player, and the ball shall continue to be in play.
- Failure to serve in the correct order is a foul, and the opposing team will be awarded the point.
- Wrong position/rotation while serving or receiving is a foul, and the opposing team will be awarded the point.

- Crossing the middle line/net on to the other side of the court and obstructing the opponent player is a foul before the ball is dead. **Umpire's decision is final**.
- A back row player cannot spike or block at the net. They have to be behind the 10 ft line to attack (Jumping and spiking the ball). It is legal for back row player to attack the ball from behind 10ft line and land anywhere on the court or outside.
- Players can switch places after the serve. Back row players cannot block or attack (Jump and hit) the ball within 10 ft line.

SUBSTITUTION

- Unlimited number of substitutions per game are allowed. A player that goes out can come in at the original rotation position or substitute with the same player.
- No Libero is allowed

TIE BREAK RULES

The following Tie Break rules are applied in the order they are mentioned below.

- Game % ranking will be determined by highest to lowest game %
- Set % ranking determined by highest to lowest set % (sets won / total sets played).
- Point % ranking is determined by having the highest to lowest point % earned.
- Coin toss decides the rankings if it is still a tie after applying the above sequence of tie break rules.

Important NOTE: Please keep in mind that we are playing this tournament to raise funds for a worthy cause. Please refrain from using foul language or arguing with umpires or organizers. Keep in mind that kids are participating in the tournament and around the courts. Please set a good example.

Umpire's call is FINAL. Arguing with the umpire or using foul language is a Punishable offense with -3 points per offense. Players or teams can be thrown out of the tournament for using offensive language, gestures, or unsportsmanlike behavior.