

## FIELD HOUSE Volleyball League Rules

The FIELD HOUSE Volleyball League (FHVBL) uses the Official USA Volleyball rules for all league play with some exceptions, which are listed below.

### Philosophy

The FHVBL is a self-officiated league. Players are expected to call their own faults (nets, lifts, etc.) and not those of the opposing team. If you think that the opposing team has committed a fault, continue playing until the ball is out of play. Then your team captain should discuss the perceived fault with the other team's captain. If the captains cannot agree, replay the point.

### Teams and Divisions

FHVBL is made up of three divisions, CO-ED, WOMEN'S, and GIRLS HIGH SCHOOL. Co-ed teams consists of: **4 players, at least 1 of whom must be female**, the Girls High School league regular season will consist of **4 players, all female 18 and under**, and Women's ages **18 years and older**. With 4 players, the server is considered the single back-row player. Players must be listed on the team roster in order to compete in FHVBL play. A legal team is required on the court for all games.

### Match

Teams play 1 match per night. A match consists of 3 games scored from 0 to 21. **RALLY SCORING FOR ALL DIVISIONS**. Teams must win by at least 2 points with a cap at 25 points. Winning Coin toss at beginning of match will determine whether to serve or receive. Choice of side and serve alternate in the second and third games. In the third game, the teams will change sides after 10 points are scored by either team.

### Play

Service: Service can take place anywhere behind the end line and between the two sidelines. **A serve contacting the net is NOT a fault**. Contact with the ball: A team has 3 contacts to return the ball to the opponents. A block does not count as a contact. The ball may be contacted multiple times on 1) a block, and 2) on the first contact, provided that the player makes only one attempt to play the ball. The ball may be contacted on any part of the body including the feet. Also, the ball must be hit cleanly, not be caught, lifted or thrown. Attack-hit: This means the ball is directed towards the opponent. On an attack-hit, the hitter's hand may pass beyond the net, provided the attack-hit occurred within the playing space of the hitter or within the plane of the net. An attack-hit of the serve, unless it has completely passed the plane of the net, is illegal. Since outdoor nets do not have antennas, the ball must pass between the poles. Block: An action that deflects the ball coming from the opponent by (a) player(s) close to the net and reaching higher than the net. A blocking contact may occur with any part of the body. A blocker may contact the ball beyond the plane of the net, provided the blocker does not interfere with the opponent's play (i.e., does not block the set unless the ball has penetrated the plane of the net). Since the block does not count as a contact, the person who blocked the ball may make the first contact. Because the FHVBL is a self-officiated league, blockers are expected to call out touches of balls that are hit out of bounds, even if the contact is not obvious.

### Miscellaneous

It is illegal for a player to contact the net except for incidental contact by a player's hair and insignificant contact by a player not involved in the action of playing the ball. When the ball is driven into the net and causes it to touch an opponent, no fault is committed. Players must call their own net violations. If there is a disagreement on the fault, replay the point. FHVBL courts have no center line under the net. It is not a fault to cross under the net, but it is a fault to interfere with an opponent's play of the ball. It is also dangerous to cross under the net and therefore discouraged. The boundary lines are part of the court. The ball is considered "in" if it strikes a boundary line or causes the line to move. Note that a player's foot, and not the ball, may at times cause the line to move. If there is a disagreement, replay the point. A team may call 1 time-out per game.

Legal contact of the ball, particularly during a hand set, is probably the most difficult part of the game to self-officiate. The ball must be contacted cleanly (one contact on the second and third hit) and not held, lifted, pushed, caught, carried or thrown. The ball cannot roll or come to rest on any part of a player's body. Rotation

of a set ball may indicate a held ball or multiple contacts during the set, but in itself is not a fault. Since the FHVBL has different categories of skill, there are differences in how strictly this rule is applied. The stricter you are with your team, the more likely the team's skill will improve. If a captain feels that another team is constantly setting the ball illegally and not calling it, it is better for the captain to point out the fault early in the game and not wait until the score is 14-14. We want to reemphasize that a team calls its own faults. If the opposing team believes there was a fault, only the team captain may ask if one a fault has occurred. If there is a disagreement over the call, replay the point.

## **Forfeit**

Any team not in place and ready to play by game time will be given a 10 minute grace period. After the 10 minutes is up the team will forfeit the match. At that point if both teams agree a substitute player may be used to field a team and play a scrimmage match. They must exit the playing field at the cut off time so that the next match may begin on time.

## **Food & Drink**

***Absolutely no outside beverage or food is permitted on Field House property.*** All beverages purchased at the patio area must remain within patio area. No containers or food containers are permitted in the court areas.

## **Conduct**

All participants are expected to conduct themselves with a sportsman like attitude. Profanity is discouraged and will not be tolerated.

## **Season**

FHVBL women's will run from June to September (two eight week sessions). Girl's High School & Co-ed season begins in June and ends the first week in August. Each team playing weekly (weather permitting). Games will play rain or shine except when lighting is a factor. Games cancelled due to weather will be re-scheduled for first available Saturday. Schedules will be set after divisions and teams are registered.

## **Register a Team and fees**

Team forms and waivers will be provided or emailed upon request. Each team will be required to provide a roster with a maximum of 8 players. A team name shall also be provided. League fee will be \$25 per player per session. Players not paid up will not be permitted to play. A team playing with a unpaid player with forfeit.