Jingle Jam 4v4 Volleyball Rules:

Our indoor volleyball events are recreational and follow the USA Volleyball standard rules of play, unless noted below:

1. Players and Substitutions

1A. The team captain must complete registration, which includes filling out a league waiver for the whole team to be eligible to play.
1B. Roster limit is 6.
1C. Team requirement - A team consists of 4 players but may start with a minimum 2 players, one must be a female player. **A team must have at least one (1) female on the court at all times.** There is no maximum number of females that can be on the court.
1D. In order to receive a forfeit win, a team must have its 4 (or minimum of 2 with 1 female) players on the court. - if neither team can field a team, it is a double forfeit
1E. It is highly recommended that players NOT wear jewelry (i.e. chains, rings and earrings).
1F. Players must wear athletic shoes.
1G. Liberos will not be utilized in 4v4.

2. Rosters

2A. All roster additions must be approved and turned in before the tournament.
2B. All players in the adult division must be high school and older.
2C. A team will forfeit any game in which it is determined that a player has participated who is not listed on the team roster or is not of legal age for this league.

3. Pre-game Preparation

3A. FORFEIT TIME IS 10 MINUTES AFTER SCHEDULED STARTING TIME
3B. At the beginning of the game, a team will paper/rock/scissor to choose to either (1) select to serve or receive first ball OR (2) which side they want to start on. The team losing will take the remaining choice.

4. Length of Matches and Games

4A. We will begin with pool play matches and then enter into bracket play afterwards.
4B. The point amount for each set will be determined once we know our final number of teams.
4C. Rally Scoring Format is used for all games.
4E. Each team gets one time out of 30 seconds duration per game.
4F. Intermissions between games will be a maximum of 1-minute.
4G. Teams should switch sides after each game.

5. Hit Characteristics

5A. The ball may touch any part of the body (kicking IS allowed).
5B. The ball must be hit, not caught, lifted, or thrown.

6. Faults

6A. Four hits - a team hits the ball 4 times before returning it
6B. Assisted hit - taking support of teammate or any structure/object in order to reach the ball
6C. Held ball - player does not hit the ball (unless when in defense of a hard-driven ball or when simultaneous contact by two opponents over the net leads to a momentary held ball)

6D. Double Contact - a player hits the ball twice in succession or the ball touches two different parts of his/her body
6E. Back row spiking or blocking in front of the attack line.

7. Other Playing Rules
7A. Ball may contact any part of the body during a block.
7B. Blocking does NOT constitute a team contact, and any player may make the second contact of the ball after the block. The blocking team will have 3 contacts after the blocking contact.
7C. Any front row player can block.
7D. Players, including their clothing, cannot touch the net during play. It is NOT a fault if a ball driven into the net causes the net to touch the player.
7E. For safety reasons, players can touch the center line, but they cannot cross over the center line at any time in the game.
7F. If a serve hits the net and goes over, it is in play. ("let serve rule")
7G. Players may not block or attack-hit a serve when the ball is entirely above the top of the net.
7H. If any foreign object enters the court during play, the ball becomes dead. Replay the point.
7I. The site supervisor shall call violations involving unsportsmanlike conduct.
7J. A ball may be played out of the net.
7K. A player may go outside the court to play the ball.
7L. Balls in the rafters are still in play when over a team's own court and falls back into team's own court, provided they still have any hits left to get it across. Balls may NOT be played off of the side walls and/or curtain.

8. Substitutions
8A. Teams may utilize a traditional substitution format or a continuous rotation, as long as each player does not occupy more than one position in the service order in a single game.
8B. Rotation order must stay the same throughout the game but can be changed between games in the same match.
8C. Players must start in their rotational positions but may switch right after the serve.

9. Divisions
9A. Two divisions will be utilized during the adult tournament. A-Division and B-Division.
9B. A-Division is for the highest level of competitive play while B-Division is more recreational play.
9C. No more than two semi A-level players will be allowed to play in B-Division. If you have A level players on your roster, please play in the A-Division.
9D. Net height for adult divisions will be set to Adult Co-Ed height at 7’ 8”.

10. Miscellaneous
10A. Profanity and unsportsmanlike conduct can result in ejection and/or disqualification from future matches.
10B. Refunds will NOT be issued for ejections or suspensions for unsportsmanlike conduct.