



BSSC VOLLEYBALL GAME RULES

SEC. 1 - TEAM SIZE

- A. A maximum of six players are allowed on the court during play (standard, 3 men - 3 women).
- B. To start a game, a team must have a minimum of four players, two of whom must be women.
- C. There are no limits to the number of women allowed on the court at one time (e.g., 6 women - 0 men).
- D. When starting the game with two women, a team is allowed to place three men on the court.
- E. There may never be more than three men on the court under any circumstances.
- F. When teams start the game with the minimum # of players, the other two spots will be considered "ghost players" (see below).

SEC. 2 - GHOST PLAYER

A. Teams that are short players must designate a spot in their serving rotation for a "ghost player(s)" (the space where the player would play in the rotation if present).

NOTE: If a team is two players short, they will play with two "ghost players."

- B. When the "ghost player" rotates to the serving position, the team will automatically lose their serve.
- C. Players arriving late may automatically take over the "ghost player's" position once the official has called time out.

SEC. 3 - START OF GAME

- A. The home team will be listed first on the schedule and serves first during the first and third games of the match in the court closest to the bleachers. Teams will rotate sides after the completion of each game.
- B. Each match will consist of the best of three games to 15 points (**see Social & Tastes Great league exception**).
- C. Play continues until a two-point advantage is reached or until a team scores 17 points with a one point advantage (**see Social & Tastes Great league exception**).
- D. The team that wins two games first shall be declared the winner of the match.
- E. Teams may play a third consolation game if the winner has already been declared and as time allows. BSSC staff will officiate consolation games until the end of play buzzer sounds.

SEC. 4 - FORFEIT NOTICE

Forfeiting coach/representative must contact the BSSC by NOON on the day prior to the scheduled game. This deadline allows the BSSC to contact the coach and players of the opposing team.

SEC. 5 - FORFEIT EXTENSION TIME

- A. If a team does not have enough players to start the match, the opposing team will receive a win for the first game of the match. Teams will combine players so the first game can be started on time.
- B. If the team does not have enough players by the beginning of the second game OR 15 minutes after the start of game one, a forfeit fine will be assessed. Teams may continue to finish out the games but the opposing team will still receive the match win.

SEC. 6 - GAME CLOCK

- A. Each venue's clock will be the official game clock. The clock will start at the scheduled game time and will not be delayed for courts that have teams who are not "ready for play."
- B. A two-minute warning buzzer will sound before the start of the first game indicating that all nets should be "ready for play." Players should be on the court and the home team's server should be ready to serve.
- C. All nets will start their games on the next buzzer after the two-minute warning, even if teams are not ready.
- D. A buzzer will sound after the conclusion of the 45 minute game clock and rally time will be added if necessary.
 - 5 minutes will be added during the regular season.
 - 10 minutes will be added during postseason play.



- 15 minutes will be added during Championship Games.

E. If any match is still tied at the end of the rally scoring time limit, the match will continue until one point is scored.

SEC. 7 - ROTATION SCORING RULE

A. After each side out, a player from the team serving on the bleacher side of the court will rotate from the right front corner to the scorer's table. Their job will be to keep score by using the "flip-a-score" on the table.

B. After the next side out, a new player from the right front corner will take their place at the scorer's table.

C. If a team (serving from the bleacher side of the court) does not have sufficient players to rotate out, BSSC staff will keep score.

SEC. 8 – SOCIAL & TASTES GREAT LEAGUE RALLY SCORING

A. ALL games/matches in the Tastes Great league will be played using "rally game" scoring.

B. In the rally game, points will be awarded on both the service and receiving side.

Examples:

1- Server hits ball into the net, the point is awarded to the opposite team and there is a loss of serve.

2- On a volley, if a team hits a ball out of bounds, the point is awarded to the opposing team.

C. On a service, there will be continuation of play if a served ball touches the net and then crosses the net into the opponent's court.

D. Each match will consist of the best of three games to 25 points.

E. If tied, play will continue until a two-point advantage is reached or until a team has scored 27 points, with a 1-point advantage.

F. The team that wins two games first shall be declared the winner of the match.

G. If the final buzzer sounds during a rally game, the team with the most points at that time will win the game.

SEC. 9 - LESS FILLING/SUPER EXTREME RALLY GAME

A. If a game is in progress when the 45 minute buzzer sounds, a rally game will begin. Rally games will not exceed five minutes in length (regular season) and the winner will be determined by the score at the end of this period. If the game is a tie, then the game will continue until the next point is earned.

B. If teams are in the second game when this occurs, that game and the deciding game (if needed) will be a rally game.

C. In the rally game, points will be awarded on both the service and receiving side. (e.g., Server hits ball into the net, the point is awarded to the opposite team and there is a loss of serve. On a volley, if a team hits a ball out of bounds, the point is awarded to the opposing team.)

D. If the final buzzer sounds during a rally game, the team with the most points at this time will be awarded the win.

E. On rally game service, there will be continuation of play if a served ball touches the net and then crosses the net into the opponent's court

SEC. 10 - TIME OUTS

A. Games/Matches are on a time limit, therefore no time outs will be granted.

SEC. 11 - GENDER RULE

A. A woman must touch the ball before it is returned over the net, unless the ball goes over on the first touch. A gender fault will occur (side-out) if this does not happen.

B. Teams do not have to use an "every other gender" rotation before returning the ball.

SEC. 12 -SUBSTITUTIONS

A. After every side-out, players must rotate out from the front-right position to the scores table.

B. ALL team players that are present must be included into the rotation for every game. Teams may not play the same six player's one game and a different set of players the next game.



- C. If teams are short players of either gender, the rotation out may skip that gender.
- D. A new server will come into the game from substitutes standing behind the teams back service line. Substitutions can ONLY be made at this point in the rotation or a "Substitution Penalty" will be called.
- E. If teams have six players or less, then the front-right player will rotate into service.
- F. All substituting players and all equipment must be positioned behind the back service line and are not allowed on the sidelines or between any courts.

SEC. 13 - SUBSTITUTION PENALTY

- A. If a team illegally substitutes a player (not replaced from the right front position), that team will lose that player's position for one FULL rotation. All players must relocate to their original position.

SEC. 14 - BALL IN PLAY

- A. The ball is in play from the moment of the service authorized by the referee.
- B. Points earned on a service made before the referee's "ready for play signal" will not count.
- C. Server has 10 seconds to serve the ball after the "ready for play signal."
- D. Teams will lose serve if player holds balls longer than 10 seconds.

SEC. 15 - BALL "IN"

- A. The ball is "in" when it touches the floor of the playing court including the boundary lines.
- B. A ball that hits the ceiling and returns to the same side of the court is playable.

SEC. 16 - BALL "OUT"

- A. A ball is "out" when any part of the ball contacts the floor completely outside the court boundary lines, touches any object outside the court, touches the connecting cables, posts, etc.
- B. A ball is "out" when it hits the ceiling on one team's side then goes over to the opponent's side.
- C. A ball is "out" when it hits the wall/net behind the back court line.
- D. On courts 1 and 5, the ball is out if it hits the side net and goes over.

SEC. 17 - TEAM HITS

- A. Each team is entitled to a maximum of three touches (in addition to blocking) before sending the ball back over the net.

SEC. 18 - FAULTS WHILE PLAYING THE BALL (SIDE-OUT CALLED)

- A. If a team touches the ball more than three times. The touches include not only intentional hits, but unintentional hits as well.
- B. A player may not touch the ball two times consecutively.
- C. The ball must not be caught, thrown or kicked.
- D. The ball may touch various parts of the body only if the contact takes place simultaneously.
- E. Back row player spikes the ball in front of the 10 foot line.
- F. Not using a female on one of the three touches (unless ball travels over on first hit).
- G. Illegal rotation (substitutions made anywhere other than the front-right line or substitutions out of order).
- H. Hitting the ball from another court or having two feet in the neutral zone (see below).
- I. Also see "FAULTS AT THE NET" below.

SEC. 19 - FAULTS AT THE NET: (SIDE-OUT CALLED)

- A. Contact with the net, even when a player's momentum causes him/her to contact the net (excessive net faults will result in that player being ejected from the game). Exception when a player not attempting to play the ball accidentally touches the net.
- B. Any part of player's body crosses completely over the centerline located under the bottom of the net. (A player's hands or feet may touch the line provided that some part of the hand/foot remains either in contact with or directly above the center line).
- C. A player touches the ball or an opponent in the opponent's space before or during the opponent's hit or



block.

D. No part of a player's body may break the plane of the net at any time (players are only allowed to jump straight up). The plane extends from the top of the net to the ceiling. This includes blocking or contact made after executing a hit on the attacking side of the court.

E. When the ball is driven into the net and causes it to touch an opponent, no fault is committed.

SEC. 20 - BOUNDARIES

A. When returning an errant ball on either side of the court, a player must keep one foot in the court at all times.

B. Players may go beyond the back service line to retrieve an errant ball at any time, but may not play it off of the back wall.

C. Players who enter another court to return a live ball will sit one service rotation. The team will lose that player's position for one FULL rotation (see Sec 21 – Neutral Zone).

D. A player retrieving a ball into another court for safety purposes will not be penalized.

SEC. 21 - NEUTRAL ZONE

A. The area that is located on either side of the courts will be called the "neutral zone." If a player has entered the neutral zone to return a ball, one foot must be inbounds (see "Boundary Rule").

B. If a player returns the ball and has two feet in the neutral zone, then a side out will be called.

C. If a player leaves their feet inbounds and returns the ball before landing in the neutral zone, play will continue.

D. If a player leaves their feet inbounds to return a ball and their momentum carries them into an adjacent court, they will sit one service rotation. The team will lose that player's position for one FULL rotation.

1. This player's spot in the rotation will be occupied by a ghost player for one full rotation – 6 side outs – before the team may replace the player on the court.
2. When the ghost player rotates to the service position, his team will lose the serve and service will be returned to the opposing team (and in rally scoring, the opposition will earn one point).
3. If a game ends while a team has a ghost player on the court, the team may rotate the ghost player one position on the end of the game. The end of the game will count as one and only one, of the 6 side outs needed for that team to replace the player on the court. If the ghost player has not completed one full rotation, the team will begin the new game with the ghost player on the court, and will only be allowed to replace the ghost after he completes one full rotation.

SEC. 22 - BALL AT THE NET

A. The ball sent to the opponent's court must go over the net. The ball may touch the net, except at the service. (Exception: Rally Scoring).

B. A ball driven into the net may be recovered within the limits of the three hits, except the service.

SEC. 23 - SERVICE

A. No player may attack hit the opponent's service, until the ball passes the front zone (10 foot line to net) and/or the entire ball is lower than the top of the net.

B. No JUMP SERVES are allowed in any league.

C. OVERHEAD SERVES **ARE** allowed in the SOCIAL and TASTES GREAT leagues.

D. OVERHEAD SERVES are **NOT** allowed in the LESS FILLING or SUPER X leagues.

E. When the receiving team wins a rally point, that team will rotate and serve. When the serving team wins a rally point, the player who served the point serves again.

F. After the end of the match (and teams switch sides), teams must rotate in a new server.

G. The server must not touch the end line or a "foot" fault will be called.



SEC. 24 -BLOCKING

- A. Blocking is the action of players close to the net trying to intercept the ball coming from the opponent's side.
- B. A block contact is not counted as a team touch, and a team is entitled to three touches to return the ball.
- C. The first touch after the block may be executed by any player, including the one who blocked the ball.
- D. No player's arm/body may break the plane of the net while blocking (SIDE-OUT).

SEC. 25 -VOLLEYBALL TERMS FOR ATTACKING

- A. Attacker - A volleyball attacker is also called a hitter or spiker. An attacker is a player who attempts to hit a ball towards the opponent's court with the purpose of finishing the volley and scoring a point for his/her team.
- B. Attack Hit - An attack is any ball that is sent over the net to the opponent. An attack is an offensive action of hitting the ball, attempting to terminate the play by hitting the ball to the floor on the opponent's side or off the opponent's blockers.
- C. Back Row Attack Hit - A back row attack is when a back row player attacks the ball by jumping from beyond the attack line. If the back row player steps on or in front of attack line during take-off and the ball is contacted when the ball is completely above the height of the net, the attack is illegal as soon as it is completely crosses the net or is contacted by the opponent.
- D. Spike - Hitting the ball at a strong downward angle into the opponent's court is called a spike.

SEC. 26 - INJURIES

- A. Any player, who is injured during play, must sit out one full rotation before re-entering the game.
- B. For complete injury clarification see General Team Rules.

SEC. 27 - GAME FOOTWEAR

In order to participate in the BSSC, members must wear appropriate athletic footwear while playing in their game. Dress shoes, sandals, flip flops, bare feet, socks, etc., are not considered appropriate footwear. Wearing other types of footwear will be at discretion of the BSSC staff.

SEC. 28 -PLAYER(S) PENALTY

If a player's actions are considered by BSSC staff to be unsportsmanlike; they will be removed from the game. General unsportsmanlike conduct includes but is not specific to: yelling at opponent/referee, unfair or excessive general play, attack hit, abusing BSSC equipment, etc.



******* SPORTSMANSHIP *******

BSSC is an organization that encourages members not to take winning or losing too seriously, and stresses that the social aspects of the league are really more important than a win or a loss. We expect all participants to behave in a sportsmanlike manner, on and off of the field. We strive to ensure that each member "shows that he or she has qualities of fairness, courtesy, and grace in winning and in losing."

SEC. 29 - PENALTIES FOR UNSPORTSMANLIKE CONDUCT - COOLING OFF PERIOD/EJECTIONS/SUSPENSIONS

A. Cooling Off Period

1. BSSC staff has the right to have any player(s) sit-out for a series if necessary for a "cooling-off period."
 - a. Teams may replace the player on the field during a cooling-off period.

B. Ejection

1. Players shall be removed from the current game.
2. Teams may NOT replace the ejected player on the field.
3. Player(s) will be eligible to play in the next scheduled game.

C. Suspension

1. Players shall be removed from current game.
2. Teams will play a person short for the remaining of the game.
3. Suspended player(s) MUST leave the field/venue within five minutes from being suspended from the game. If this is not accomplished, the suspended player's team will forfeit the game.
4. The suspended player will NOT be eligible to play in the next scheduled game. If the next scheduled game is a forfeit, then the suspension will extend to the following week's game.
 - a. If that player is caught playing in the next scheduled game, the team will have a forfeit recorded and a forfeit fine assessed.
 - b. In addition, the coach of the team will sit out the next scheduled game.

NOTE: If the removal of this unsportsmanlike player results in the team not having enough players, the game will be forfeited (no fine will be assessed).

5. If a player that has been suspended is caught playing in a post season game, the team will forfeit the remainder of the post season.

D. Post Season Suspension

1. Any player suspended in the post season will NOT be eligible to participate in any post season game that his/her team may play.

SEC. 30 - REMOVAL FROM THE LEAGUE

A. Any player(s) who has been ejected or suspended two times during the season will be removed from the league.

1. If that player is caught playing, his/her team will forfeit all games for the rest of the season.

B. Any player(s) who engage in any physical contact as the result of an argument will be banned from the BSSC for LIFE..

1. If any contact resulting from anger occurs during a game, all players will be removed from the field and the game will be called. The team whose player(s) initiated the contact will receive a loss for that game.