

Land Of Liberty Doubles Volleyball Rules

1. Player Requirements/Safety

- i. Each team consists of 2 players on the court at a time.
- ii. Should an injury occur, limited first aid supplies will be available.

2. Start Time

- i. The first set of games begins at 9:00am. Check in starts at 8:30am.
- ii. If a team does not meet the minimum requirement 5 minutes after the official match start, they will default that game by a score of 20-0 for pool play or 25-0 for playoffs.

3. Scoring

- i. You will play 1 sets to 21 for pool play and 1 set to 25 for playoffs. Tie breakers are 1 set to 15.
- ii. Each set is played with rally point scoring (i.e. a point is scored on every serve). A team must win by at least 2 points, with a 27 point cap.
- iii. Teams switch sides every 8 points played for every game.
- iv. It is the responsibility of both team captains to verify the scores to be reported.
- v. Any teams that tie in game win/loss record, will then go to point differential, if there is still a tie, a tie breaker match to 15 will be played to determine what place will be given.

4. Referees

- i. All games are refereed by one of the teams assigned in their pool. All players are expected to be honest and keep a high level of sportsmanship at all times. If you feel that your opponent is not being accountable, your team captain may politely intervene to discuss fouls called or uncalled. We rely on your spirit of sportsmanship and honesty to keep the matches pleasant for all. If there is a dispute, please re-serve the point.

5. Play – All players must use hand sanitizer **at the court** before the game is to begin. All game balls will be sanitized prior to the game and at the conclusion of the game. All players must use their hand sanitizers again **before leaving** the playing area and going back to their camp areas. Game balls are not for warm-ups, only for use during the game.

- i. A player may never block a serve.
- ii. A player may never use an open hand to volley a serve nor can a player execute an open-handed volley on first contact (every time the ball crosses the net, including free balls) with the ball unless it is hard-driven (the serve is never considered a hard-driven ball regardless of its velocity).
- iii. A hard driven ball is classified as a ball hit with a full swing and has very little arc.
- iv. "Sets" that drift over the net are permitted.

- v. Lifting, scooping the ball and double hits are not permitted.
- vi. A block is counted as a one of a team's 3 hits.
- vii. A ball may be volleyed over the net only if you are square to the direction of the ball.
- viii. Maximum of 3 hits per side.
- ix. If the ball lands on the line it is in.
- x. No "open-handed" tipping: players who contact the ball with one hand and are putting the ball over the net, must cleanly hit it with the heel or palm of the hand (a roll shot), with straight, locked fingers and a locked wrist (a cobra), knurled fingers (a camel toe) or with the back of the hand (locked wrist and locked fingers/knuckles). One-handed placement or redirection of the ball with the fingers (dink or open-handed tip) is a fault.
- xi. Each team is allowed one 30 second time-out per game.

6. Player Rotations

- i. Doubles do not have to rotate players around the court, but you must rotate your servers or this is a fault.

7. Playing the Ball

- i. Players may play the ball off any part of their body, including feet.

8. Contacting the Net and Center Line

- i. A player cannot touch the net at any time during the game (if you touch the net, it is the other team's ball). However, a player may cross the imaginary center line as long as they don't interfere with the play or get in the way of the opposition.

9. Serving

- i. Net serves are allowed (the ball is allowed to contact the net on the serve).
- ii. A player may only have one toss per serve attempt.
- iii. A server may serve the ball from anywhere along the baseline.
- iv. The same server continues to serve as long as his/her team successfully wins the point.
- v. Servers are not allow to step on or over the end line when serving.

10. Playoffs

- i. Championship games are played as a single elimination game to 25 switching sides every 8 points. Where you must win by at least 2 points with no point cap.

11. Weather Conditions

- i. In any conditions, teams will change sides after every 8 points scored.
- ii. Games are played rain or shine (but no lightning). Always show up to the game even if it's raining as the weather can change very quickly.
- iii. **LIGHTNING POLICY:** If thunder is heard within 30 seconds of seeing lightning, games will be postponed. All participants must leave the playing area and seek shelter in a building or an automobile. Never stand under trees, in an open field or under an umbrella. Games will resume 15 minutes after the thunder and lightning have moved away. If thunder and lightning are still present 15 minutes after, the game will be cancelled and the score counts as it was when the game was stopped. Halfway point of the game must be reached (13 points by one team) in order for the game to count towards the standings.

12. Abuse:

- i. Any abuse, whether it be physical, sexual, or mental is not acceptable in any manner. If any of these types of abuse are reported, the player or team will receive a verbal warning. If a second incident occurs, the player or team will be asked to leave the tournament without refund. Teams are responsible for other teammates' actions; as a teammate, please encourage good sportsmanship at all times. Liberty Elite VBC reserves the right to eject a player or team without a warning and without a refund. This Volleyball event is to be enjoyable and fun for everyone, let's keep it this way.