

Volleyball - Rules

Revised Fall 2024

2. Substitutes must report to the down official prior to entering the game. All subs must be beckoned onto the playing court by an official.
 - a. Substitutes **MUST** enter at the server position
 - b. Once a substitute enters the game, they must remain for a full rotation and exit prior to serving again.
 - c. Teams have unlimited substitutions using this procedure

Injured Player

1. An injured player must be removed until the next opportunity to substitute if a coach, teammate(s) or a Competitive Sports Supervisor is beckoned for the purpose of providing assistance.
2. Any player who is bleeding, oozing bodily fluids, has an open wound or has an excessive amount of blood on their uniform shall be considered an injured player. Such player may not return to the game until the situation is corrected.

Playing the Ball

1. Each team is allowed a maximum of 3 successive contacts of the ball in order to return the ball to the opponent's area.
 - a. ***A block is not considered one of the 3 contacts.***
2. One player cannot contact the ball more than 1 time in succession
3. Balls that land touching the boundaries lines are considered in

Illegal Plays

1. Players cannot hold, throw, catch, lift, push, or have any other prolonged contact with the ball. Prolonged contact occurs when the ball visibly comes to rest with the individual making contact
2. Balls that hit the ceiling or rafters, and:
 - a. Remain in play and lands ***on the side of team that hit the ball, the ball will still be in play.***
 - b. Remain in play and lands on the side of the team that ***did not*** hit the ball, ***the ball will be out***

Net Play

1. Only the 3 players that begin the rally in front of the attacking line may play the ball above the net
2. The defense may attempt to block the ball when:
 - a. Attacking team has completed their three allowable hits.
 - b. Attacking team has had the opportunity to spike the ball or, in the official's judgment, directs the ball with the intent to return it to the opponent's court.
 - c. Ball is falling near the net on the attacking team's side and in the official's judgment; no member of the attacking team could make a play on the ball.
3. If a player's footsteps completely over the center line into the opponent's court, the side is out, with a point being award to the other team.
 - a. If the player's foot is in contact with the center line, that player is in until the only point of contact remaining is with the opponent's side of the court
4. If a player interferes the match by either touching the net or antennae, the side is out, with a point being awarded to the other team.