



## Reverse Coed Quads Volleyball Tournament

## Game Rules

### I. Team, player and requirements:

1. Each team can have 4 starting players and 2 reserved players.
2. Two women and two men players must be on the court at all time.
3. Only one 6-foot-plus player is allowed on a team.
4. A team will earn a loss by default if they do not have 4 qualified players on the court at start of match.
5. A player can only play for one team in the entire tournament.
6. Matching color uniform is preferred but not required.
7. A photo of your team and a photo of every teams will be taken before the first match of the day.

### II. Hitting and blocking:

1. Players can only open-hand on a hard-driven ball.

#### **What constitutes a hard-driven ball?**

A hard-driven ball is a spike that is hit above the height of the net without a rainbow trajectory. If a hard-driven ball deflects upwards off the net or block and has a rainbow trajectory, it is no longer considered a hard-driven ball; therefore a player cannot open-hand pass it.

2. A full blocking motion by a blocker does not count as one of the three hits.
3. Reaching over the net to block the ball while it's being set or passed is a lost of play.
4. When executing a spike, a player may cross the middle line as long as he does not interfere with the opponent player. If he interferes with the opponent, it is a lost of play.
5. Players can hit the ball with any part of the body and it still count as one of the 3 hits.
6. Men can only jump and hit behind the 10-foot line. Women can hit anywhere on the court.
7. Men cannot attempt to block at the net by raising their arm up or pretending to jump block.
8. Women one-touch-rule: If it takes two or three hits to get the ball over the net, the ball must be touched once by a woman player.

### III. Receiving and serving:

1. A player cannot not block or hit a serving ball.
2. Service before referee's signal is a lost of play.
3. Foot touching any part of the back line while serving is a loss of play.
4. Service touch of net is in play.
5. Players cannot open-hand pass the ball from a serve or a free ball.

### IV. Rotation and substitution:

1. Players can be anywhere at any time on the court as long as they rotate service.
2. Substitution is allowed with referee's acknowledgement.

### V. Scoring:

1. All score will be rally scoring system. Every side out is a point.
2. When the score reach half way by either team, both teams switch side.
3. Two 30-second time outs and one 5-minute injury time out are allowed per team per set.
4. Playoff ranked is determined first by win-loss record, head-to-head then point differential.
5. Matches won by default will have a default score of "21-to-15" or "25-to-18" unless the forfeiting team already had more than 15 or 18 points respectively.

### VI. Game play and refereeing:

1. There is a 3 minute break between sets and a 5 minute warm-up between matches.
2. Refereeing team is responsible for bringing score sheet back to the table and calling the next match.
3. Only team captain is allowed to speak to the referee about game rules and concerns.
4. SPORTSMANSHIP-LIKE-CONDUCT IS REQUIRED. Absolutely NO PROFANITY.
5. REFEREE'S CALL IS FINAL. A replay is granted only if the referee accidently made a mistake in calling a fault that is allowed in the tournament game rules.