

# Alabama Tamil Sangam

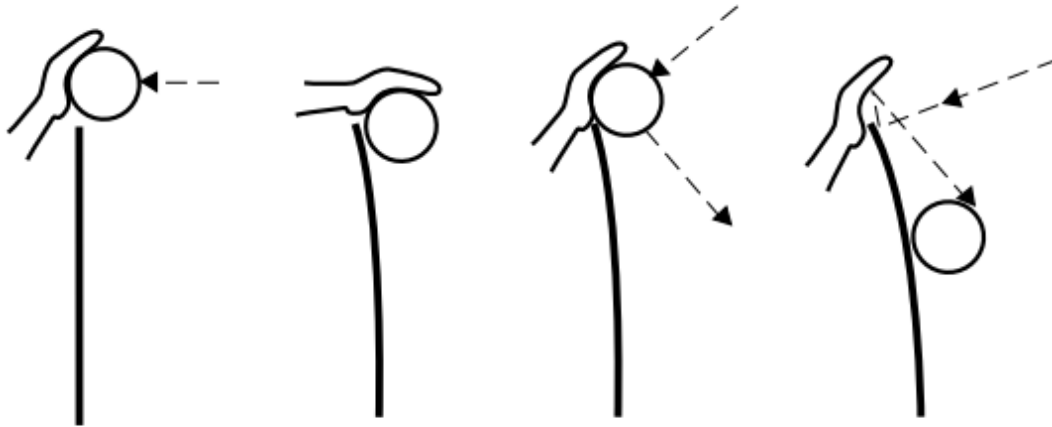
## Volleyball Rules

Team Captains are responsible for the conduct and discipline of their team members

- 1) A team scores a point
  - a. By successfully landing the ball on the opponent's court
  - b. When the opponent team commits a fault
  - c. When the opponent team receives a penalty
- 2) If the service team wins a rally, it scores a point and continues to serve
- 3) If the receiving team wins a rally, it scores a point and it must serve next
- 4) A set is won by the team which first scores 21 points with a minimum lead of 2 points.
- 5) League matches are 1 set and playoffs/finals are 3 sets.
- 6) The 3<sup>rd</sup> set for playoffs/finals will be played for 15 points with a minimum lead of 2 points.
- 7) If a team refuses to play after being summoned to do so, it is declared in default and forfeits the match with a result of 0-1 for league match and 0-3 for playoffs/finals.
- 8) A team that, without justifiable reason, does not appear on the playing court on time is declared in default with the same result as in (8).
- 9) Referee carries out the toss to decide upon the first service or side of the court for team captains.
- 10) There must always be six players per team in a play.
- 11) The team's starting line up indicates the rotational order of the players on the court. This order must be maintained throughout the set.
- 12) The service will be placed by the back right player, placed in the service zone, and must cross the vertical plane of the net for a rally.
- 13) Regular substitutions can be done and should be informed to the referee before the ball is on play. If there is a discrepancy in the lineup, the team at fault must revert to their correct positions and opponent's points remain valid. All points scored by the fault team from the exact moment of fault to the discovery of the fault are cancelled.
- 14) When a player is found to be on court but not registered for the team, the opponent's points remain valid and in addition they gain a point and service. All points scored by the fault team from the exact moment of fault to the discovery of the fault are cancelled.
- 15) At the moment the ball is hit by the server, each team must be positioned within its own court in a rotational order.
- 16) The three players along the net are front row players and occupy front left, front-center and front-right. The other three players are back row players and occupy back left, back-center and back-right.
- 17) Each back row player must be positioned further back from the center line than the corresponding front row player. Front row players must be closer to the center line.
- 18) After the service hit, the players may move around and occupy any position on their court.

- 19) When the receiving team has gained the right to serve, its players rotate one position clock-wise.
- 20) The ball is in play from the moment of the hit of the service authorized by the referee and out of play, when whistled by the referee.
- 21) The ball is IN at any moment it contacts with the floor inside the court, including the boundary lines.
- 22) The Ball is OUT at any moment it contacts the floor outside the court, it touches the antennae, ropes, posts or the net itself outside the side bands.
- 23) The Ball is OUT if it crosses partially or totally outside the crossing space.
- 24) The team is entitled to maximum of three hits for returning the ball.
- 25) A player may not hit the ball two times consecutively. Two or three players may touch the ball at the same moment.
- 26) When two opponents touch the ball simultaneously over the net and the ball remains in play, the team receiving the ball is entitled to three hits.
- 27) The ball may touch any part of the body provided the contacts take place simultaneously (not in succession).
- 28) Each team must play with in its own playing area and space. Except, when the ball that has crossed the net plane to the opponent's free zone can be played back to the team's court without touching the opponents court or player. The opponent team may not prevent the action.
- 29) The ball can touch the net.
- 30) In blocking, player may touch the ball beyond the net if it does not interfere with the opponents play before or during the latter's attack hit.
- 31) After an attack hit, a player is permitted to pass his hand beyond the net, provided the contact has been made with in his own playing space.
- 32) Penetration to the opponent court is permitted, provided some part of the penetrating foot remains either in contact with or directly above the center line. Should not interfere with Opponents play.
- 33) Contact with the net by any player when the ball is in play is a fault.
- 34) When the ball is driven to the net, causing it to touch an opponent, no fault is committed.
- 35) Fault – A player touches the ball or an opponent in the opponent's space before or during the opponent's attack hit.
- 36) A back row player may complete the attack hit from behind the front zone (center line). After the hit the back row player can cross the center line.
- 37) No player is permitted to complete an attack hit or block on the opponent's service when the ball is in front zone and entirely higher than the top of the net.
- 38) Each team may request for a maximum of two-time outs and six substitutions per set.
- 39) Substitutions can happen anywhere except the libero position (except injury) and A player of the starting line up may leave the game, but only once in a set and re-enter, only to his previous position in the line-up.
- 40) A substitution player may enter the game in place of a player of the starting line-up, but only once per set, and he can only be substituted by the same starting player.
- 41) If the substitution rules are not followed, the opponent's team will gain a point and serve.
- 42) Change of court when either of the team gets to the 11 points.

**Completed Block :**



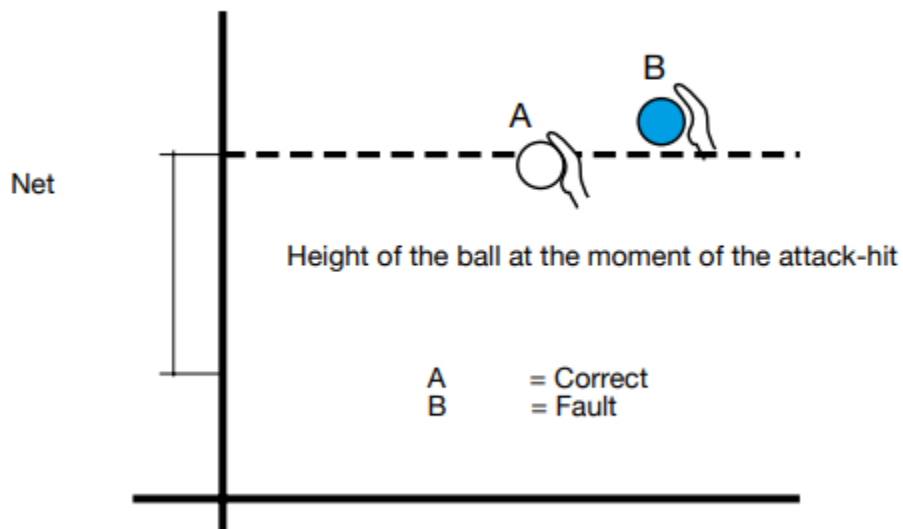
Ball above the net

Ball lower than the top of the net

Ball touches the net

Ball bounces off the net

**Back Row Attack hit:**



Net

Height of the ball at the moment of the attack-hit

A = Correct  
B = Fault