

## Volleyball – Recreational and Beach

1. Tournament format will be determined by the number of entries. Rally scoring will be used, best 2 out of 3 games. Games 1 and 2 will be played until 21 and if game 3 is needed will be played until 15. Winners will advance.
2. Each team must consist of 6 team members on the court at all times. Teams must consist of at least 50% female and at least 50% company employees. Four alternate team members may also be listed on the team roster. Teams are encouraged to include playing time for all team members on their roster.
3. Registration: Each Team Captain must check in and make all substitutions at least 30 minutes before their first scheduled match. Roster changes will not be allowed after that time.
4. This a self-officiated event.
5. If a team makes 2 or 3 hits, at least one hit must be made by a female player. The female player does not have to hit the ball in any specific order.
6. The following rules will be used during the Corporate Cup Volleyball Tournament:
  - a. Serve Rotation: Teams must maintain the same serve rotation throughout the match.
  - b. Serving Out of Order: If an opposing team serves out of order, they will lose the serve and any points gained while serving out of order if it is discovered before your team's next serve. A protest will not be allowed if the opposing team's service mistake is not noted prior to your next team's serve.
  - c. Timeout: Each tam is permitted 1 timeout lasting no longer than 30 seconds per match. In addition, each team may use 2 timeouts lasting no longer than 15 seconds per match.
  - d. Side-Out: A side-out occurs when the offensive team loses possession of the serve to the defensive team without obtaining a point.
  - e. Net Serve: The ball is live if it hits the net on the serve.
  - f. Substitutions: Alternates can be substituted in when the serve changes sides. When the offensive team initially receives the serve, the player in the right front position will go out and the substitute player will come in to serve. The sub will come in as an active server.
  - g. Ball On: If a ball from another court enters your court during play, immediately stop play and the service will be replayed.

- h. Back/Front Row Violations: Back row hitters may not pass front row hitters.
  - i. Center Line: The centerline will not be marked. The plane of the net serves as an invisible unmarked centerline dividing the court into two team areas: however, your body may pass under the net during play as long as your body does not touch the net or interfere with play.
  - j. Boundary Lines and Markings: If the ball during play hits on the boundary line, the point is considered good.
7. All final scores will be determined by the official score sheet.
  8. Format of tournament will determine number of games played.
  9. Recreational League: No spiking unless both teams agree.
  10. All Serves can be either bumped or set.