



6 versus 6 Volleyball Rules

Overview - The Basics

- Each team consists of no more than 6 players on the court at one time.
 - Teams must have 2 of each gender on the court at all times.
 - 1 match is 3 total games to 25 points.
 - A team must win by 2 or first team to 27 points.
 - All games will be played using rally scoring. (USA-rally scoring rules)
 - Net height for CLUBWAKA volleyball is 7' 11 ⁵/₈".
 - Court dimensions
 - Sand - 26.2 feet squares on either side of the net.
 - Indoor - 29.5 feet squares on either side of the net.
 - 10 foot line designates back row from front row.
 - Line runs parallel to net and back line.
 - 10 feet is measured from the net.
 - Players get up to 3 hits before ball must cross over the net.
 - Ball must cross over the net to be in play.
 - Balls coming over the wire that connects the net to the pole, the pole, or outside of the pole are considered out.
 - Play will be stopped and replayed for any outside ball that enters the court.
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Beginning of Game

- Each game will start with a Captain's Meeting with the head referee.
 - The winning captain of a best of one of Rock, Paper, Scissors can choose to serve first or which side of the court to play on.
 - The losing captain gets the opposite choice.
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Games

- Matches will be played within the allotted timeslot.
- All games will be played using rally scoring.
- One time-out per game, per team is allowed.
- Playoff games:
 - Play-in games will be played as best of three to 13; win by 2 or first to 15 points.
 - Sweet 16 games will be played as best of three to 13; win by 2 or first to 15 points.
 - Quarterfinals will be played as best of three to 13; win by 2 or first to 15.

- Semifinals will be played as best of three games to 25; win by 2 or first to 27.
- Championship Game will be played as best of three games to 25; win by 2 or first to 27.

Reffing

- CLUBWAKA Volleyball Leagues are player-refed leagues. This means over the course of a season, a team will be given 4-5 reffing assignments, including playoffs.
- When a team is assigned to ref, it is required to provide 3 players to ref:
 - 1 head ref.
 - 2 line refs.
 - Line refs should stand on opposite corners of the court.
- First missed reffing assignment will result in a paper forfeit.
 - Two violations of missed reffing assignments will result in the team being excluded from playoffs.
- First time a team is late for their reffing assignment, there will be a grace period.
 - Second time will result in a paper forfeit.
 - Third time will result in the team being excluded from playoffs.
- A team that misses playoff reffing assignments will be eliminated from playing in playoffs.
 - If a team misses a reffing assignment after being eliminated, the CLUBWAKA staff will penalize the Captain's team the following season.
- The head ref is responsible to blow their whistle to notify both teams that the team with possession is set to serve.
 - The server is responsible for making sure the opposing team is ready.

Team and Rotation

- A team roster consists of a minimum of 9 players and a maximum of 14.
- Each roster must have at least 4 male and 4 females.
- A game can be played with a minimum 4 players and a maximum of 6 players on the court.
 - There must be 2 players of each gender on the court at all times.
 - **If a team does not have more than 2 of a given gender, than those 2 players must be on the court at all times to satisfy the previous rule.**
- If the team does not meet the minimum requirements, first game will be forfeited 10 minutes after the start time. The entire match will be forfeited 15 minutes after start time.
- If a player arrives late, they can enter the current game **only** if their team hasn't completed a full rotation. **A full rotation is when each player on the team has rotated fully through the court and are in the position that they started the game in.** The player may enter that game on the next rotation.
 - If the team has already completed a full rotation, the player cannot enter play until the next game.

- Each team can only play with a maximum of 6 players on the court at a time. If a team has more than 6 players at a game, they must rotate in when the team wins possession of the ball.
 - Players that arrive on time must play in every game unless injured.
- Rotations must run clockwise. However, captains may chose where players rotate in, and may rotate in and out from up to 2 spots.
 - These spots must make a continuous circle and cannot be changed during a game but may be changed between games.
- Every player must rotate one position every time the team gains possession of the ball.
 - No player is exempt from rotating.
- Teams must only use a normal rotation. This means one player will rotate off the court and player that has been out the longest, regardless of gender, will rotate onto the court.
 - Teams can not skip players in the rotation based on gender, unless to abide by the overlying rule that 2 players of each gender must be on the court at all times.
- Once the rotation is set, it can not be changed for that game. It can be modified in between games.
 - If a rotation is set that does not follow the 2 player of each gender rule, the team in violation must fix it; this will automatically use the team's time out for that game.
 - A second violation of this rule in a match will result in forfeiting that game.
- If a player is injured and has to be removed, the team will rotate one position from the sub spot.
 - The player that was removed is out for that game.
 - Players must keep their original rotation minus the injured player.
- Players must start each serve in their correct rotation order. Once the ball has been served players may move to other positions on the court.
 - Players that start in the back row may move forward but cannot block and must follow 10 foot line rule in regards to jumping and hitting.

Rules

- A legal serve in CLUBWAKA play is one that crosses over the net and is either touched by an opposing player or lands within the opposing team's area of the court within the boundary lines.
 - A serve that makes contact with the net and carries over to the opponent's side of the net is a live serve and must be returned.
 - The server may not step on or over the end line until the ball has been contacted.
 - The width of the service area is from sideline to sideline.
 - The depth of the service area is infinite.
 - A player can serve the ball with any part of their body as long as the serve also meets the above criteria.

- Players may go under the net to save a ball that is out of bounds and did not cross over the net. (Sand volleyball **only**)
 - May not impede the play of opposing player.
 - Players may not cross the middle line (In or out of bounds) in indoor.
 - If the ball hits the roof or anything hanging from the roof it is still in play.
 - Exception to this rule is if it hits the roof and comes down on the other side of the net; this becomes a dead ball and point is awarded to the opposing team.
 - If the ball hits the wall, it is a dead ball and the point is awarded to the opposing team (indoor volleyball only).
 - If the ball hits a light post, it is a dead ball and the point is awarded to the opposing team (sand volleyball only).
 - If a ball from another court rolls onto the court during a live play, the play will be whistled dead and the point will be replayed.
 - A defensive block does not count as one of the allowable three contacts.
 - A player may reach over the net to block a ball if:
 - Any portion of the ball breaks the plane of the net.
 - After the offense has come in contact with the ball on the third hit.
 - Players can return the serve by:
 - Bump pass,
 - Clasping their hands together,
 - A closed fist,
 - A set (as long as the ball is not caught or carried).
 - No part of the body by any player making an active play on the ball (hitter, blocker or setter) may touch the net.
 - Unless a ball or person driven into the net causes the contact.
 - Player contact with the net in a manner not directly relating to or affecting the course of play is not a violation.
 - The ball may be spiked if it is on your side of the net or any part of the ball is in contact with the plane above the net.
 - Any part of the spiker's arm may cross the plane of the net as long as their follow through does not hit the net or an opposing player.
 - The ball must be cleanly hit when spiking with an open hand.
 - Guiding, dunking or carrying is illegal.
 - A carry is any use of an open hand(s) while making contact with the ball that is not in a firm manner.
 - The ball can contact any number of body parts down to, and including the foot.
 - This includes on serves.
 - Out of bounds is the area outside the designated court line.
 - The back row may not block, jump or attack with the ball from in front of the 10 foot line.
 - Players may jump forward from behind the 10ft line and play the ball in the air.
 - USA VOLLEYBALL rules apply unless stated otherwise.
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T-Shirts

- Every player must wear their CLUBWAKA volleyball shirt each week!
 - Repeated violations of not wearing the team issued CLUBWAKA shirt may result in a paper forfeit.
 - Players may make modifications to the league shirt as long as the CLUBWAKA logos are visible on the shirt.
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Weather

- Expect to play each week, even if it's raining.
- Games will only be cancelled if there is imminent danger due to the weather.
 - This includes but is not limited to lightning, hail, torrential downpour, or hurricane-like winds.
 - Games can be delayed for lightning
 - Games will stop for 20 minutes from last lightning seen in the area.
- Games are played if it snowing; league staff will take driving conditions into consideration before determining if games should be postponed.
- League staff will communicate any game cancellations via email by 5PM on gameday.
 - Staff can delay the start of a week's games up to 30 minutes to let poor weather pass. This will be communicated via email no later than 5PM on gameday.

****Note that staff for Sunday Volleyball will communicate any game cancellations via email by 3PM on gameday.****

- ****Please note that a given League's policies are expressed on each League's webpage, whether in the text of the page itself or any documents linked to from the page (such as FAQs and memos to Captains). There may be policies on the local level that expand on or even supersede the default policies herein - please check out your local League page and ask your CLUBWAKA Community Coordinator if you have questions.****