



Behind The Ball Volleyball League follows USA Volleyball rules unless stated otherwise below.

GAME TIME

The schedule will be released at least one (1) week prior to the season begin date. Each team is expected to be ready to play by listed game time.

TOURNAMENT PLAY

Season Play

Every team will have 2 matches each week.

- Teams will play the first 2 games to 25 with a cap at 27 (rally score). Teams must win by 2 points.
- The 3rd game will be played to 15 with no cap (rally score). Teams must win by 2 points.

Tournament Play

The tournament will be single elimination and each team will be placed in the bracket based on their record during the season. All teams will be ranked based on number of wins and losses. For tie-breakers, the team with the least sets lost will receive the higher ranking. The second tie-breaker will be the team that accumulated the most points. Each team will play at minimum one match in this bracket. A match in the tournament will be best of 5 sets.

- Teams will play the first 4 games to 21 with a cap at 23 (rally score). Teams must win by 2 points.
- The 5th game will be played to 15 with no cap (rally score). Teams must win by 2 points.

“Rally Score” means that every time a point is finished, one team will be awarded a point, whether they served or not.

Switching Sides

Due to certain conditions in the gym, teams switch sides after each set.

Time Outs

Each team is allowed two thirty second (:30) timeouts per match. Time outs may be called at any dead ball.

Deciding Serve or Receive

The home team will get the first serve. The second set will be served by the opposite team who did not start the match with serving. The third serve will go back to the home team. For tournament play, this will continue on set 4 and 5.

Serves and Rotation

- Team members do not have to rotate position on the court but must rotate service.
- Server rotation is required. Teams may not attack a serve. The service line is the back-end line on both sides of the court and runs the length of the end line. No screening is allowed, (blocking path of vision to the server). The ball may touch the net on serve as long as it goes over the net.
- 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.
- Serves may be returned on the first hit. The serve may not be blocked or spiked.

Ball in Play

- Each team has up to three contacts of the ball before the ball returns to opposing team's side of the court; blocks do not count as a contact.
- A player may not contact the ball two times in a row even if non-intentional.
- Two players may contact the ball at the same time; however, it is considered two hits.
- Tips are allowed but may not be done with an open hand.
- The ball may be played off of any body part.
- No one may carry or lift the ball. A carry or lift will be determined by the visible intention to hold or catch and lower the ball.
- Throwing the ball is not allowed.
- Players can't interfere with opponent's movements when blocking.
- Hand(s) may pass beyond the net after an attack-hit, as long as the contact was made within the team's playing space.
- A set over is allowed only when the ball is perpendicular to your shoulders, whether it be in front of them or behind them. Accidental set overs will be deemed a fault. Set overs must be clean (no double contact).

Referees

All games are officiated by a referee. No calls will be made by any team and all rulings made by a scoring official is final. Many of the referees are part of the league and have volunteered their time, please keep this in mind and be respectful.

Sportsmanship

The idea of Behind the Ball Volleyball League is to have fun. We hope that all participants keep that in mind when becoming involved. Although the games may become intense, you

still can be competitive while maintaining good sportsmanship. With this said, any behavior deemed unacceptable by staff may result in suspension and/or ejection from a game or the league.

Forfeits

Teams must be present for their game by the listed scheduled time. If more than two players are not present, the team will forfeit the game resulting in a loss.

Waivers

To participate in the tournament, each participant must sign the team waiver. Waivers are provided at check-in and must be completed before your first game time.

CANCELLATION

In the event of a cancellation, our priority is to keep you informed and ensure a smooth communication process. Any announcement regarding a postponement before the start of the first scheduled game will be promptly sent via email and text to the team manager. If you have not received any notification and are uncertain about the status of the scheduled games, please reach out to us at info@fc-presents.com. Our team will respond promptly to address any concerns or inquiries you may have.

UNIFORMS

Uniforms are not required. Players must play in shoes and t-shirt.

For any questions or concerns, please contact info@fc-presents.com