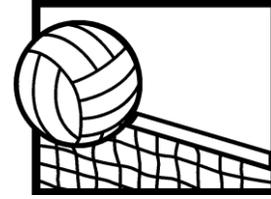




# SNOWBALL VOLLEYBALL RULES



## The ROC Athletic League

1. The League will have an appointed commissioner and assistant commissioner who will handle disputes, and oversee operations.
2. Matches will start at 10 minutes after the hour and will play for 50 minutes. Playing teams **MUST** quit their game at the top of the hour. If the game is not completed, any captain (two captains playing or two captains waiting to play) may call **TIME LIMIT**. When **TIME LIMIT** is called, the game **STOPS** at the end of the play. Whoever is ahead at that time, wins. Team does **not** have to win by two points when **TIME LIMIT** is called. **FAILURE TO DO SO WILL RESULT IN A LOSS FOR BOTH TEAMS.**
3. Rally scoring will be used in this game match. Games will go to 21 points. The winner must be ahead by 2 points.
4. Boundaries: Line = in.
5. A team shall not have more than 3 hits before the ball crosses the net into the opponents playing area. A block does not count as a hit.
6. A hit cannot be palmed, lifted, pushed, or carried.
7. When the ball is being served, players must be in their rotation order. Only the back row players can switch amongst each other and the front row players amongst each other.
8. **IF YOU HAVE SERVED, YOU ARE CONSIDERED TO BE IN THE BACK ROW, YOU MUST PLAY 3 ROTATIONS WORTH IN THE BACK ROW BEFORE PLAYING AT THE NET (6 Person Teams).**
9. Back line players are not permitted to spike a ball close to the net. They may spike a ball on or behind the 10 foot restraining line.
10. Back row players may not block or participate in block, but may play the ball in any other position near or away from the block. (6 person teams).
11. Only the people who are front row players at the time of the serve may legally accomplish blocking.
12. Blocking a served ball is illegal and will result in a point being awarded to the serving team.
13. When serving, the player must stand behind the end-line to start the serve. However, foot may cross the line during the serve.
14. On serve receipt, player cannot leave their feet if setting/pushing the ball over net.
15. A ball striking the net is in play and may be played off the net at ANY time (including serves).
16. Touching the net at any time is a violation with the exception of a hard driven ball forcing the net into a player while they are on their side of the net.
17. A player may not reach over the vertical plane of the net to begin a spike or TIP.
18. A player may step on the line dividing the courts (under the net) but not over the line. **IF YOU STEP OVER THE LINE INTO THE OPPONENTS COURT ANY TEAM MEMBER PLAYING THE MATCH, MAY CALL THE VIOLATION WHICH RESULTS IN A POINT FOR THE OPPOSING TEAM OF THE VIOLATOR.**
19. Six person teams can play with 5 members. Anything less is a forfeit. Extra team members can be substituted in the following manner: 1) Any substitutions can be made between points. 2) Injured players may be replaced at any time, but the sub must finish the game. (Subs may not be "Borrowed" from other teams scheduled to play the same night of competition).

20. Mixed teams must have at least 50% females on the court at all times. The exception is if the team is playing 1 player short, then the odd person can be a man. When a mixed team takes 3 volleys, a female must be included.
21. 1<sup>st</sup> place teams will receive champion key chains.
22. The season will be scheduled for 11 weeks. The 11<sup>th</sup> week will be a league tournament. The ROC Athletic League Director will decide tournament format. Tournament winners will receive champion key chains.
23. We schedule all leagues to play double matches. The league will drop from the schedule up to 2 nights of play if league lands on a holiday or if the league cancels due to cold inclement weather. If this is necessary, you will ignore that week on the schedule and show up for the next week as scheduled for that day. If 1 or more matches for the night have been completed prior to calling the night off for weather, the league will change standing to percentage basis and not make up any partially played nights due to cancelled games. Any days over 2 that must be called off due to holiday or weather can be made up if the league wishes, on a weekend, if necessary. Make-up games must be completed by week 9.
24. Teams playing the 1 season (January) will have the right to pay and join the 2<sup>nd</sup> season if they are paid at least 2 weeks in advance of the start of the 2<sup>nd</sup> season. Teams not currently playing that wish to enter the 2<sup>nd</sup> season can pay at any time in advance and be placed on a waiting list in the order that they paid. At one week and six days prior to the start of the 2<sup>nd</sup> season, any available spots of the league will go to those who paid on the waiting list in order. If there are more on the waiting list than there is room on the league, their money will be refunded promptly.
25. Cold weather cancellations: On the day of any cancellations, it will be based on school and community closings and the 5:00 news on game night.
26. All players must sign a waiver before beginning play. Players 18 and under must also have a parent sign the waiver. There is no insurance coverage for player injury. Players must be at least 16 years of age or play on a parent's team.
27. All calls will be on the honor system, as no referee will be used. Arguments and/or disagreements will be settled between the captains only and the League Director if dispute is between the team captains.
28. If the ball hits the wall it is considered dead and no further play is allowed.
29. If the ball hits the ceiling and stays on your side you may play it. If it hits the ceiling and it lands on your opponent's side, it is considered a dead ball and no further play is allowed.
30. If while in play, a ball goes to a neighboring court, it is considered a dead ball and no further play is allowed.
31. If a neighboring team disrupts your play (their ball comes into your court), you may replay your point.

**RULES ARE FOR FAIRNESS AND SAFETY. IT IS THE TEAM'S RESPONSIBILITY TO CALL VIOLATIONS ON THEMSELVES AND CAPTAIN'S RESPONSIBILITY TO CALL ON OPPOSING TEAM IF THEY HAVE FAILED TO DO SO. A REPLAY IS ONLY PERFORMED IF A DISPUTE IS PROLONGED.**