



CHRISTIAN SCHOOLS EVENTS NETWORK

VOLLEYBALL RULES

GENERAL

- Fixtures can be found on the CSEN website (www.csen.org.au)
- Age Groups (Primary – Year 5 & 6, Junior – Year 7 & 8, Intermediate – Year 9 & 10, Senior – Year 11 & 12)
- Schools may use an emergency from a younger age group if required to avoid a forfeit, at a maximum of one male student and one female student per sport, per day.
- All teams are expected to carry a match ball, a first aid kit and an alternate strip to avoid colour clashes. (A set of bibs is acceptable).

PLAYER RESTRICTIONS

- Maximum of 10 players per match

TIMING OF GAMES

- Rally Day / Lightning Premiership – as per fixture
- Semester Sport – play best of 3 sets, first to 25 with the deciding set being first to 15. Retake the toss at the start of the third set to determine who serves.
- If time allows, and a team has won in “straight sets” (2-0) then a third set can be played as a friendly. The result will remain 2-0.

UNIFORM

- Refer to the relevant [Semester Sport](#) policy or the [Rally Day](#) policy.
 - The correct sport uniform must be worn for all matches regardless of grade.
 - Leggings are not considered to be part of official school sports uniform.
 - Track pants should not be worn in any sports matches unless there is a medical reason for a student to do so.
 - Only the school logo and school name and playing numbers should appear on competition uniforms.
 - Any change to a school sports uniform should be presented to CSEN Executive Officer to prevent any unforeseen clashes in either colours or design.
 - All teams should carry a set of bibs (of a different colour to their uniform) in case of colour clash. Usually, it will be the second named team that will wear the bibs if required.
 - Students not in correct attire should not be permitted to participate.
- Players must wear school sports uniform.

EQUIPMENT

- All playing and protective equipment.
- A regulation leather volleyball (size 5).

REFEREE

- Both teams to supply a referee and scorer.

LATENESS RULE

- Rally Day / Lightning Premiership – forfeit of match
- Semester Sport – one point per five minutes late.

MERCY RULE

- Must be implemented according to the provisions in the relevant [Semester Sport](#) policy or [Rally Day](#) policy.
- The largest recorded win will be the losing teams score plus termination score.

Mercy Rule Score	Suggested Strategies	Termination Score
15 points	Rotate key players 3 hits must be played 3 serves only from one player before rotating, although the team retains possession	25 points

RESULTS

- Semester Sport – sent through to csen@csen.au within 24 hours of completion of the match on the results sheet by the winning team
- Rally Day / Lightning Premiership – taken to the convener of the sport immediately on the completion of the match.

RULES

- Volleyball is played under the rules of FIVB unless otherwise stated.
- Net Height – Girls 2.15m, Boys 2.24m

TO SCORE A POINT

- A team scores a point:
 - By successfully landing the ball on the opponents court
 - When the opponent team commits a fault
 - When the opponent team receives a penalty
- A team commits a fault by making a playing action contrary to the rules
- If two or more faults are committed by opponents simultaneously, a double fault is called and the rally is replayed.
- If the serving team wins a rally, it scores a point and continues to serve.
- If the received team wins a rally, it scores a point and it must serve next.

TO WIN A SET

- A set (except deciding 3rd set) is won by the team which scores 25 points with a minimum lead of two points. IN the case of a 24-24 tie, play is continued until a two-point lead is achieved (26-24, 27-25; etc.).

TO WIN THE MATCH

- The match is won by the team that wins two sets.
- In the case of a 1-1 tie, the deciding 3rd set is played to 15 points with a minimum lead of 2 points.

BALL 'IN'

- The ball is "in" if at any moment of its contact with the floor, some part of the ball touches the court, including the boundary lines.

BALL 'OUT'

- The ball is "out" when:
 - All parts of the ball which contact the floor are completely outside the boundary lines
 - It touches an object outside the court, the ceiling or a person out of play
 - It touches the antennae, ropes, posts or the net itself outside the side bands
 - It crosses completely the lower space under the net.

PLAYING THE BALL

- Each team must play within its own playing area and space. The ball may, however, be retrieved from beyond its own free zone.
- A hit is any contact with the ball by a player in play. The team is entitled to a maximum of three hits (in addition to blocking) for returning the ball. If more are used, the team commits the fault of "Four Hits".
- **CONSECUTIVE CONTACTS**
 - A player may not hit the ball two times consecutively
- **SIMULTANEOUS CONTACTS**
 - Two or three players may touch the ball at the same moment
 - When this happens it is counted as two or three hits (with the exception of blocking). If they reach for the ball but only one player touches it then only one hit is counted.
- **ASSISTED HIT**
 - Within the playing area, a player is not permitted to take support from a teammate or any structure/object in order to hit the ball. However, a player may be stopped or held back by a teammate to prevent a fault.
- **CHARACTERISTICS OF THE HIT**
 - Ball may touch any part of the body.
 - The ball must not be caught and/or thrown. It can rebound in any direction
 - The ball may touch various parts of the body, provided that the contacts take place simultaneously.
- **FAULTS IN PLAYING THE BALL**
 - Four hits: a team hits the ball four times before returning it
 - Assisted hit: a player takes support from a teammate or any structure/object in order to hit the ball within the playing area
 - Catch: the ball is caught and/or thrown; it does not rebound from the hit
 - Double contact: a player hits the ball twice in succession or the ball contacts various parts of his/her body in succession.

BALL AT THE NET

- The ball sent to the opponents court must go over the net within the crossing space.
- While crossing the net, the ball may touch it.
- A ball driven into the net may be recovered within the limits of the three team hit
- If the ball rips the mesh of the net or tears it down, the rally is replayed.

PLAYER AT THE NET

- **REACHING BEYOND THE NET**
 - In blocking a player may touch the ball beyond the net provided that they do not interfere with the opponents play
 - After an attack hit, a player is permitted to pass their hand beyond the net, provided contact has been made within their playing space.
- **PENETRATION UNDER THE NET**
 - It is permitted to penetrate into the opponents space under the net, provided that this does not interfere with the opponents play and at least some part of the player is at the very least on the centre line.
- **CONTACT WITH THE NET**
 - Contact with the net by a player between the antennae, during the action of playing the ball is a fault

- Players may touch the post, ropes or any other object outside the antennae, including the net itself, provided that it does not interfere with the play
- When the ball is driven into then net causing it to touch an opponent, no fault is committed.

SERVICE

- The team who wins the toss serves first.
- **SERVICE ORDER**
 - Players must follow the service order throughout the match.
- **AUTHORIZATION OF THE SERVICE**
 - The referee will authorise the service once both teams are ready.
- **EXECUTION OF THE SERVICE**
 - The ball shall be hit with one hand or any part of the arm after being tossed or released from the hand.
 - Only one toss or release of the ball is allowed. Dribbling or moving the ball in the hands is permitted.
 - At the moment of the service hit or take-off for a jump service, the server must not touch the court (the end line included) or the floor outside the service zone. After the hit they may step or land outside the service zone or inside the court.
 - The server must hit the ball within 8 seconds after the referee whistles for service
 - A service executed before the referees whistle is replayed.

ATTACK HIT

- **CHARACTERISTICS OF THE ATTACK HIT**
 - During an attack hit, tipping is permitted only if the ball is cleanly hit, and not caught or thrown.
- **RESTRICTIONS OF THE ATTACK HIT**
 - A front row player may complete an attack hit at any height, provided that the contact with the ball has been made within the player's own playing space.
 - A back row player may complete an attack hit at any height from behind the front zone.
 - No player is permitted to complete an attack hit on the opponents service, when the ball is in the front zone and entirely higher than the top of the net.

BLOCK

- Blocking is the action of players close to the net to intercept the ball coming from the opponent by reaching higher than the top of the net, regardless of the height of the ball contact. Only front-row players are permitted to complete a block, but at the moment of the contact with the ball, a part of the body must be higher than the top of the net.
- **BLOCKING FAULTS**
 - Blocker touches the ball in the opponent's space before the opponent hits the ball
 - A back row player completes or participates in a block
 - Blocking the opponents service
 - The ball is sent "out" off the block
 - Blocking the ball in the opponents space from outside the antenna

THE ABOVE LIST PROVIDES A SUMMARY OF THE FIVB VOLLEYBALL RULES. FOR A FULL LIST REFER TO THE OFFICIAL FIVB VOLLEYBALL RULES BELOW.

