

Holladay Coordinating Council Sports
2014 Volleyball Tournament
Instructions and Information
(as of 28 Oct 2014)

BASIS OF RULES

RULES: The *2013-2015 USA Volleyball Domestic Competition Regulations* will be used, as well as guidelines from Church Handbook 2 and other HCC adaptations.

PLAYERS AND TEAMS

SPORTSMANSHIP: Good sportsmanship is expected of all participants in the church sports program. Honor calls are desirable in that participants are encouraged to acknowledge rule infractions when appropriate. Officials will be expected to encourage such calls, but the official must make the final decision. (see Church Handbook of Instructions: Bk.2, sec.10, p.275)

ROSTERS: Eligibility Declaration and Team Rosters of participants should be completely filled out and submitted, together with any rule waiver request, to the stake sports specialist prior to the beginning of stake play. (see Church Handbook of Instructions: Bk.2, sec.10, p.275)

WAIVERS: Waivers should be prepared and submitted to the stake sports specialist prior to stake play.

MULTIPLE TEAM PARTICIPATION: Individuals may only participate on one church sports team in the same sport season. The only exception to this rule applies to co-ed play.

AGE: Youth who turn fourteen, sixteen or eighteen, during a sports season may finish the sport in which they are currently playing or move up immediately to the team of their new age group. **Bishops may, in special circumstances, allow Young Men and Young Women eighteen years of age to participate in the youth sports.** However, participation in sports should not delay worthy eighteen-year-old young men from receiving the Melchizedek Priesthood and being ordained elders (See General Handbook of Instructions, p. 4-2). Eighteen-year old young men who are ordained Elders may complete the sport in which they are currently participating or move up to the adult sport program. They may not, however, participate in both youth and adult play during the same season. **Note:** At the conclusion of that sports season, eighteen-year old Elders **MUST** participate in the adult program. All young men nineteen and older are to be affiliated with the Elders quorum as ordained Elders or as prospective Elders (See General Handbook of Instructions, p 4-2). All young women nineteen and older are to be affiliated with the Relief Society. On their nineteenth birthday, they may choose to finish that sport in the youth program or advance to the adult sports program. They must however, advance to the adult program at the start of the next sport season.

SCHOOL TEAM PLAYERS: Players who have the opportunity to participate in school programs under the jurisdiction of the High School Activities Association, or players who are members of officially sponsored junior college, college or university teams, will be asked to make a participation choice between that and the church sports program for that sport. Once a player has participated with the school team in a scheduled game, the decision is firm and he/she is not thereafter eligible to rejoin the ward team as a player for that season or for tournament play. Prior to that first scheduled game, if the player leaves the school squad, he/she would be eligible to participate with the ward team for the remainder of stake play and thereafter any tournament play for which they qualify. (see Church Handbook of Instructions: Bk.2, sec.10, p.275-276) UNIFORMS: Each participating player shall have a shirt with legal numbers (Rule:USAV 4.3.3) on the front and back and the entire team shall wear shirts that match in color. Shorts should be modest, clean, neat, worn properly and appropriate for the occasion. It is forbidden to wear hats, jewelry, cast (even if padded), or objects that may cause injury. (Rule:USAV 4.5.1)

OFFICIATING HELP: Teams provide one line judge apiece for their games. This may be a spectator, a team member not playing for that set, or a coach not coaching for that set. Line judges cannot actively root for or coach their team while serving as line judge.

UNIFORMS: Each participating player shall have a shirt with legal numbers (Rule:USAV 4.3.3) on the front and back and the entire team shall wear shirts that match in color. Shorts should be modest, clean, neat, worn properly and appropriate for the occasion. It is forbidden to wear hats, jewelry, case (even if padded), or objects that may cause injury. (Rule:USAV 4.5.1) Note: numbers are critical to be able to keep track of substitutions and rotation order.

NUMBER OF PLAYERS: Teams may start the first set with 5 players. A "ghost" player will be designated in the 6 position. A team must have 6 players by the start of the second set. Teams may play with less than 6 players if it is a result of injury.

FORFEITS: Posted match time is forfeit of set #1. Forfeit for match is 10 minutes after posted match time. (Rule:USAV 7.3.1)

ARRIVAL TIME: For pool play, **all teams should arrive before the start of pool play and plan on staying until all of the sets are completed.** Sets will proceed one after the other with 5 minutes in between sets.

LINEUPS: Get your lineups in early. This is especially important for the team receiving the first serve, since by rule they must rotate into the serve when they win their serve. Coaches need to know if they will serve or receive BEFORE they turn in their lineup to the scorekeepers, and may wish to prepare lineups for either contingency.

FORMAT

POOL PLAY: Pool play will be 2 sets to 20 points, rally score, point cap at 20 points. The top 2 teams from each pool will advance to match play, determined in order as follows: 1) Best set win record overall, 2) Best win record between two tied teams, 3) Winner of playing one additional set capped at 10 points, switching sides at 5 points.

MATCH PLAY: Single elimination. In match play the first team to win two sets wins the match. Sets #1 and #2 will be to 25 points, set #3 to 15 points. All sets are rally scoring, must win by two points, with no scoring cap. (Rule:USAV 6.3.a) The interval between sets last 3 minutes. (Rule:18.1)

GROUND RULES

CENTER BEAM: Any ball touching the center beam will be ruled out.

CEILING: Any ball touching the ceiling may be played if it comes back down on the same side and the team still has one of their three hits left.

BASKETBALL RIM, BACKBOARD AND SUPPORTS: Any ball touching the rim, backboard and supports will be ruled out. If the standard is retracted to the roof, any touch to the rim, backboard and supports will be considered part of the roof and the ball can be played off of it.

TOUCHING OR GRASPING RIMS: Don't do it for any reason at any time—TELL YOUR PLAYERS!

RULES, REMINDERS and CLARIFICATIONS

SERVED BALL TOUCHING THE NET: The net serve is now an integral part of the game. (Rule:10.2)

CONTACT OF SERVED BALL

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. (USAV 13.2.4; 14.5) The front zone is the space from the attack line forward.

REACHING BEYOND THE NET: In blocking, a blocker may touch the ball beyond the net, provided that he/she does not interfere with the opponents' play before or during the latter's attack hit. After an attack hit, a player is permitted to pass his/her hand beyond the net, provided that the contact has been made within his/her own playing space. (USAV 11.1)

ATTACK HIT: All actions which direct the ball toward the opponents, with the exception of service and block, are considered as attack hits. During an attack hit, tipping is permitted only if the ball is cleanly hit, and not caught or thrown. An attack hit is completed at the moment the ball completely crosses the vertical plane of the net or is touched by an opponent. (USAV 13.1)

TOUCHING THE NET: Any touch along the tape at the top of the net will be considered interference with the opponent's play, while any inadvertent touch of the net will not be called unless in the official's opinion it interferes with the opponent's play or creates a safety hazard.

PENETRATION UNDER THE NET: NEW RULE AS OF APRIL 2014--Encroachment into the opponent's court with any part(s) of the body is permitted, provided some part of the body remains either in contact with or directly above the center line, and there is no interference with opponents. In addition, completely crossing the center line with the foot, feet or hands, or encroachment with other body parts, must not present a safety hazard to opponents. (Added USAV 11.2.2 as of April 16, 2014) Example: Player R#44 moves toward the net to set a tight pass. As she completes her setting action, her entire foot completely crosses the center line and touches the opponent's court. No opponent is in the vicinity of the encroaching foot, so there is no interference and no safety hazard. The referees allow play to continue. Ruling: The referees are correct. Since there was no interference and no safety hazard, encroaching into the opponent's court, even with the entire foot, is legal. However, if the setter had interfered with the opponent's play or the encroaching foot had created a safety hazard, play will be stopped and a penetration fault will be whistled on player R#44.

SUBSTITUTION: Substitution and entry may occur essentially without limits. However, rotation order as determined by the starting line-up must be maintained throughout the set. (Rule:7.6.1). Substitutes must wait until bidden by the referee to enter the court.

SUBSTITUTION ZONE: Area by the score table, between the imaginary extensions of both attack lines. (1.4.3).

REQUESTS FOR TIME OUTS, INFORMATION, ETC.: Either the team captain or coach may request time outs, line-up checks, etc. Each team is allowed 2 time outs (30 seconds) per set. (Rule:15.1 & 15.4.1)

LIBERO PLAYER: We will not use the Libero player (Rule:19).

ROTATION ORDER as determined by the starting line-up must be maintained throughout the set. (7.6.1)

ROTATION FAULT: If the rotational fault is discovered before the opponents serve, all points scored subsequent to the fault must be cancelled. In addition, all timeouts taken by the team not at fault, as well as substitutions and team sanctions charged subsequent to the commission of the rotational fault, must be cancelled. Individual misconduct sanctions assessed to either team, and time-outs taken by the team at fault, are not cancelled. If the points scored while the player was out of rotation order cannot be determined or the opponents have served, then a point and service to the opponents is the only penalty charged. The opponents retain any points scored. (USAV 7.7.2)

POSITION OF THE PLAYERS is determined by the placement of the feet at the time the ball is contacted for service. Front row player must be closer to the net than the back row player. Left/right player must be closer to the sideline than the center player (server excluded). (7.4)

ROTATE INTO THE SERVE: The receiving team, on winning its first serve, must rotate positions prior to service. (7.6.2)

HEIGHT OF NET: Measured from the center of the playing court, the height of the net is 2.43m (7'11⁵/₈"") for men & co-ed and 2.24m (7'4¹/₈"") for women. (2.1.1)

SERVICE ZONE: Area behind the end line and between two short lines as extensions of the sidelines (1.4.2). The service zone shall have a minimum depth of 2m (6'6.""). A line shall be marked on the court to provide the minimum depth. (USAV 1.4.2)

SERVICE: Upon the referee's signal a server has 8 seconds to serve the ball. The ball shall be hit with one hand or any part of the arm after being tossed or released from the hand(s). Only one toss or release of the ball is

allowed. Dribbling or moving the ball in the hands is permitted. A service executed before the referee's whistle is cancelled and repeated. (12.4)

CHARACTERISTICS OF THE HIT: The ball may touch any part of the body and must be hit, not caught or thrown. During the first hit of the team, the ball may contact various parts of the body consecutively, provided that the contacts occur during one action. (Players can receive a served ball with the fingers. You need not "bump" a serve.) (9.2)

BALL CROSSING THE NET: The ball must go over the net within the crossing space. The crossing space is limited as follows: below, by the top of the net; at the sides, by the antennae, and their imaginary extension; above, by the ceiling. (10.1.1)

BALL OUT AT NET: Ball is out when: it makes contact with the ceiling or obstruction above the opponent's playing area or contacts the ceiling or obstruction above the team's playing area and crosses the plane of the net into the opponent's court (USAV 8.4.2.b.); it contacts an antenna, rope, post or the net itself outside the antenna side band... (8.4.3); it crosses completely the lower space under the net (8.4.4).

PLAY AT THE NET: A player has not gone under the net provided some part of the penetrating foot/feet remains either in contact with or directly above the center line. To touch the opponent's court with any part of the body above the feet is permitted provided that it does not interfere with the opponent's play (11.2.2). Contact with the net by a player is not a fault, unless it interferes with the play (11.3).

ATTACHED INFORMATION (and other notes)

- Melchizedek Priesthood purpose
- Aaronic Priesthood purpose
- Coach's Tournament Checklist
- Official's Duties
- Official hand signals
- Scorekeeping tips (pay particular attention to subs)
- Score sheet—2 pages (hosts, make extra copies!)
- Line-up sheets (coaches, make extra copies!)
- Building host responsibilities
- Game host responsibilities, including
 1. Need to have presiding stake priesthood representative in attendance (usually a high councilor)
 2. Provide scorekeepers
 3. Taut net with antennas.
- HCC committee member or designee will conduct pre-game welcome.
- HCC will provide R1 and R2 referees.