

NJ Coed Sports (NJCS)
Official 6v6 Indoor Volleyball Rules
OVERVIEW

Each team consists of no more than 6 players on the court at one time (maximum of 4 males in Coed League).

Teams will have an allotted amount of time to play 1 match (3 games – NOT Best of 3).

All games will play using All-Rally Scoring Rules. There are no side-outs and matches consist of 3 games to 27. Teams must win by 2.

BEGINNING OF GAME

Each game will start with rock, paper, scissors. The winning team will have one of two options, choose to serve first or choose which side they prefer to play on, (not both).

GAMES

Matches will be played within the allotted time, (warm up must be concluded before game time). All games are played to 27. One time-out per game, per team is allowed. Rally/speed scoring will be enforced. In Playoffs, games will be played as the best 2 out of 3 to 27 win by 2. One time-out per game is allowed.

FULL TEAM

A full team consists of 6 players. (With a maximum of 4 males on the court in the Coed League) A team may decide to play with a minimum of 5 players (With a maximum of 3 males, Minimum of 2 females in Coed League). If you do not meet the minimum requirements, first game will be forfeited 10 minutes after start time. Entire Match will be forfeited at 15 minutes after start time.

“BORROWING” PLAYERS FROM OTHER TEAMS

Teams may pick up players from other teams during the regular season to field a team if they have less the minimum amount needed to play. Pick up players will not be allowed during playoffs. Teams may pick up other league players in order to avoid forfeiting a match only. A team that picks up a league member can only have five players on their team for that match.

GUEST PLAYERS

Guest players are only allowed during the regular season. A team must have a majority of the team fielded be roster players; guests may only compose a minority of the team. All guest players must sign a release and pay a fee of \$12.00. If a guest player does not sign a release and/or does not pay the required fee, then that team may be subject to forfeiture of the match. If a guest player is replacing a female player then that guest player must be female. If the guest player is replacing a male player then the replacement may be either male or female. A team may not exceed the amount of players on the roster with guest players. Example, if you have 7 roster players and 2 cannot make the game, then you may have only 2 guest players.

NETS

If the ball hits the roof or anything hanging from the roof it is still in play only if the ball does not go over the net. A ball that is hit by a team over the net and hits anything hanging from the roof or the roof itself on the opposing teams' side will be out. If the ball hits any wall or side net it is out of play.

RULES

A legal serve in NJCS play is one that crosses 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. Setting the serve is legal as long as the ball is not caught or carried.

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.

There is no male/female hitting rules. There can be no more than 4 males on the court at any time.

A defensive block does not count as one of the allowable contacts. A player may reach over the net to block a ball if:

- a. Any portion of the ball breaks the plane of the net.
- b. After the offense has come in contact with the ball on the third attempt.

The serve may not be blocked or spiked.

Players can return the serve by:

- a. Bump pass
- b. Clasping their hands together
- c. A closed fist
- d. A set (AS LONG AS THE BALL IS NOT CAUGHT OR CARRIED)

No part of the body may touch the net at any time 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. Contact with hair or part of the uniform will not be considered a fault.

Contact of the ball when spiking is legal only if a portion of the ball is in contact with the plane of the net or on the spiker's side of the net. Spikers may follow through over the net after legal contact.

The ball must be cleanly hit when spiking with an open hand. Guiding 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.

Out of bounds is the area outside the designated court line, (some facilities may also have "antennas" attached to the net, at these facilities the "antennas" will be considered out of bounds as well). The line is in bounds. A player may touch but not completely cross over the center line with his/her foot. The ball can contact any number of body parts down to, and including the foot.

TOURNAMENT

The top 4 teams will advance to the single elimination tournament the final week. Rankings will be based on overall regular season game results. Tournament Games will be played best out of 3 games with the same scoring during the regular season.

If time and availability permits, we may take more than 4 teams to the tournament. Occasionally, during the season, a team may be scheduled more than the regular number of matches due to an odd number of teams in the league. In this case, that team's total wins and losses will be multiplied by the number of matches they were scheduled and then divided by the number of matches they were supposed to play to determine their ranking in the Playoff Tournament.

If a tie exists then the following criteria will be followed to break the tie:

The first tiebreaker shall be game differential. The team with the better (more game wins versus losses) game differential will move on to the playoffs. If the two teams are still tied after comparing the game differential then the next tiebreaker will be the regular season head to head matchup with the team who won the head to head matchup advancing. If the teams did not play each other or played each other twice and each has a 1-1 record, then we will decide by Coin toss (or possibly a Play-In Game if time permits).

All other playoff scenarios that occur will be treated on a case-by-case basis by the Sports Director. The Sports Director has the final say on any disputes and will treat each situation in the fairest and most logical way. Please send all questions regarding these rules to jay@njcoedsports.com.

SPORTSMANSHIP

The idea of NJCS 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. Abuse of staff will not be tolerated. NJCS reserves the right to remove a player from a game or a league if they are considered to be bringing down the quality of the league. NJCS will not tolerate fighting! Fighting will be an automatic ejection from any game and in most cases ejection from the league for the remainder of the season.