

# 2024 Coed Volleyball Rules Summary

All rules not mentioned in the summary will be governed by the NFHS Volleyball rules.

10-May-24

Page 1 of 5

## Equipment

- A regulation ball will be used as provided by the Summer Sports Department.
- Equipment representing possible hazards to participants will not be permitted. NO hats, jewelry, exposed metal or hard, unyielding plastic on braces, casts, etc. will be allowed. Only medical alert bracelets are permitted and must be taped to the wrist.
- Players must wear athletic-type shoes with non-marking soles that cover the foot completely. Sandals, boots, and open-toe shoes are not allowed. The officials and supervisors on duty have the authority to disallow any shoe that they believe could endanger the person wearing the shoe or his opponents.

## Team Composition

- Games are 6-on-6 and must have a minimum of 4 players to start/finish a game. Game time is forfeit time if a team has insufficient players.
- There must be 2 women on the court at all times during play.
  - *Exception – If both team captains agree to play even though a team has fewer women.*
- Any player visibly bleeding must leave the field and may return with the referee's permission after the wound is cleaned and bandaged; clothing must be changed before a player may reenter the match if blood is visible and/or present.
- If your opinion, a player is exhibiting symptoms/signs or behavior consistent with an "apparent concussion," that player will be removed to seek medical attention and may not return to play until cleared by an appropriate healthcare professional. A written medical clearance must be submitted to the Student Activities Office *before* the participant may resume participation in any competition.

## Game Format

- A match will consist of a best 2 out of 3 sets.
  - 1<sup>st</sup> and 2<sup>nd</sup> sets are played to 25 points. A team must win by 2 points, with a cap of 30.
  - If a 3<sup>rd</sup> set is needed, it will be played to 15 points. A team must win by 2 points, with a cap of 20. Teams do *not* switch sides at 8 points during the 3<sup>rd</sup> set.
- Rally scoring will be used in every set with a point scored on every service.
- After the 1<sup>st</sup> set of the match, teams will switch playing sides of the court.
- Timeouts
  - Each team is allotted 1 timeout per set. Timeouts do not carry over from set to set. The length of a timeout shall not exceed 1 minute.
  - There will be a 2-minute intermission between sets.

### Collegian Sports:

Student Activities Office, AC-1  
850-478-8496, ext. 2740

### Game Line:

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Page 2 of 5

## Game Procedures

- Pre-Match Conference:
  - Before the match, the referee will meet with each team's coach and captain to conduct a coin toss:
    - The visiting captain will call the coin toss. The winner will choose to either serve or receive. The home team automatically chooses the side.
    - Prior to the 3<sup>rd</sup> match (if needed), the home team's captain will call the coin toss. The winner will choose to serve/receive. The loser will be given the remaining choice.
    - The home team picks the side.
  - Meet with each team's line judge (sub or spectator)
- Out-of-Bounds
  - A ball is out of bounds and becomes dead when it touches:
    - The wall, the curtain, the floor, the net antennas, the net outside the antennas, a non-player/referee, the ceiling above the opponent's playing area, any backboard (baskets and supports), or when it enters any non-playable area established in the Pre-Match Conference.
  - Players may not cross the basketball sideline nearest the bleachers to make a play on the ball.
  - The referee will stop play for a ball out-of-play and will award a point to the opposing team.
- Playing the Ball
  - A **contact** is any touch of the ball by a player (excluding a player's loose hair).
  - A **hit** is a contact which is counted as one of the team's three allowable plays before the ball is returned to the opponents' side of the court. A block does not count as a team hit.
  - A ball is considered to have **crossed the net** when it has:
    - Passed beyond the vertical plane of the net
    - Is partially over the net and is contacted by an opponent
    - No part of the ball has crossed the net, but it is legally blocked
  - **Legal contact** is a touch of the ball by a player's body that does not allow the ball to visibly come to rest or involve prolonged contact with a player's body.
  - A **joust** occurs when two opponents cause the ball to come to rest above the net through simultaneous contact. A joust is not a foul and play resumes.
  - **Multiple contacts** are more than one contact by a player during one attempt to play the ball. Multiple contacts are permitted and counted as one hit only:
    - When the first ball over the net rebounds from one part of a player's body to one or more other parts in one attempt to block
    - On any first team hit, whether or not the ball is touched by the block

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Page 3 of 5

- **Simultaneous contact** occurs when more than one contact of the ball is made at the same instant. When a player contacts the ball with one or more parts of the body at the same instant, it is considered one hit. When teammates contact the ball at the same instant, it is considered one hit and any player may make the next hit. When opposing players contact the ball at the same instant, the player on the opposite side of the net from which the ball falls will be considered the player who touched the ball last.
- **Successive contacts** of the ball are two or more separate attempts to play the ball by one player with no interrupting contact by a different player. A player will *not* have successive contacts unless there is simultaneous contact or successive contacts by a player whose first contact is a block.
- **Blocking**
  - Blocking the ball that is entirely on the opponent's side of the net is permitted when the opposing team has had an opportunity to complete its attack. The attack is considered complete when the attacking team has had three hits, has had the opportunity to spike the ball or direct the ball with the intention of returning it to the opponent, or the ball is falling near the net and in the official's judgment no member of the attacking team could play the ball.
  - Blocking a serve is not permitted.
  - A ball may be attacked, excluding a served ball, when it has partially crossed the net.
  - Only front row players may block a ball.
  - Any player participating in a block will have the right to make the next contact. The subsequent contact following a block does count as the first of three hits allowed per team.
- **Front Row & Back Row Players**
  - Front row players may contact the ball from anywhere on their side of the net in the playable area provided the ball has not completely crossed the plane of the net or the net extended onto the other side.
  - Back row players
    - A back row player has complete freedom to contact or attack the ball as long as he is in the playable area behind his attack line. (It is fine if his feet land on or are in front of the attack line after the contact.)
    - If a back row player is on or in front of the attack line, he may not contact the ball with his hands above the height of the top of the net.
    - A back row player may not participate in a block/attempt to block, nor may he attack a ball that is completely above the height of the net if his jump originated from on or in front of the attack line. A back row player foul is not called until the ball has crossed the net.

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Page 4 of 5

- Net Plays / Faults

- A ball contacting and crossing the net will remain in play provided contact is entirely within the area between the net antennas.
- A player may recover a ball hit into the net.
- A player may not contact a ball that is completely on the opponent's side of the net unless that contact is a legal block.
- A player may touch the floor across the center line with one or both feet/hands provided a part of the foot/hand remains on or above the center line and does not interfere with play by the opposing team. Contacting the floor across the center line with any other part of the body is illegal.
- A net fault occurs when:
  - The ball is in play and a player contacts any part of the net, including net cables and antennas.
  - *It is not a fault when a player's hair touches the net, or the force of the ball pushes the net into a player.*
  - A player contacts an opponent and interferes with his effort to play the ball.

- Service

- The server will have 5 seconds after the official's whistle to contact the ball for service.
- The server may serve from anywhere behind the end line and between the 2 sidelines extended.
- "Let serves" are legal; the service is considered good if the ball passes over the net between the antennas or their indefinite extensions with or without touching the net.
- The team serving first in the preceding game of the match will receive the serve first in the next game of the match, except in the third game of the match. (See *Players/Match*.)
- The team that receives the ball for the first service of each game will rotate one position clockwise before serving.
- The players of the serving team must not, through screening, prevent the receiving player from watching the server or the trajectory of the ball.
- At the time the ball is contacted for the serve, the placement of players on the court must conform to the service order. (The server is exempt from this requirement; see *Game Procedures*.)

- Replays

- The act of putting the ball into play without awarding a point or side-out or rotating for the serve. It occurs for any of the following circumstances:
  - Inadvertent whistle
  - Double foul during a live ball
  - Conflicting calls which the referee cannot resolve

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**Page 5 of 5**

- When a player's legitimate effort to play the ball is affected by a non-player in a playable area or by the ball becoming motionless either in the net between the antennas or in an overhead obstruction over a playable area
- When play is interrupted because a foreign object enters the proximity of the playing area

**Teams will meet for prayer on the field 1 minute before the start of each game.**

**The captain of the *home* team prays.**

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