

## General Rules

**1. Schedule** - All games are to be played at the time, date and place specified on the schedule. A five (5) minute grace period is given to teams if they need a little more time for players to make it to the game. The game clock will start running no later than the conclusion of the grace period.

**2. Roster:** Teams are not limited to the number of players per roster as long as they meet the league fee and gender specific qualifications.

### **3. Forfeits -**

If you know you may not be able to field a full team, please call a BHAMSSC representative at least forty-eight (48) hours in advance and we will try our best to reschedule your game and avoid a forfeit

- Call: 205-644-8341
- Email: [havefun@bhamsportandsocial.com](mailto:havefun@bhamsportandsocial.com)

### **Game Forfeit Policy**

- The first team forfeit will result in a game loss and a \$25 forfeit fee.
  - 100% of the forfeit fee will be awarded to the opposing team in the form of a gift card to the league sponsor bar.
- The second team forfeit will result in an automatic elimination from the championship playoff, a game loss, and a \$25 forfeit fee.
- The third team forfeit will result in removal from the league, a game loss, and a \$25 forfeit fee.

### **How to avoid a forfeit!**

- Invite guest players to fill in for missing roster players! The only thing a guest player needs to do is fill out a waiver when he/she gets to the field OR [grab a Guest Player Pass from the Website!](#)

**4. No show officials** - In the off chance that our league officials do not make it to the game, teams have a choice to self-officiate or mutually agree upon an official (team member or spectator). Games will not be rescheduled. Game will count as official game.

### **5. Roster Checks**

- Roster checks are mandatory during playoff games.

### **6. RAIN OUTS -**

- SEE WEATHER POLICY

**7. Overly Competitive Players:** All BHAMSSC sports are intended to be recreational (unless designated as a competitive league at registration.) Any player who is deemed to be excessively competitive and/or overly aggressive may be removed from competition at the discretion of a BHAMSSC staff member.

## 4's Outdoor Volleyball Rules

### 1. Format

- Teams must have a minimum of two (2) players present to start a match.
  - Minimum one (1) female player on the court at all times
  - Maximum two (2) male players on the court at all times.
    - Teams unable to meet the format minimums may play an official match, with the consent of the opposing captain.
- Games are played in best 2-of-3 set matches. Teams will play all three sets regardless of the outcome of the first two sets, as long as there is enough time for all three sets.
  - Each team has one (1) thirty-second timeout per set.
- **ALL GAMES WILL BE SELF-OFFICIATED.** Captains are responsible for reporting scores to League Managers at the conclusion of their match.
  - In the event that teams neglect to report the score, both teams will receive losses for the match.
  - All games will be self-officiated, through the playoff rounds. League Managers will be present for championship matches to assist in calling the game.
  - In the event that both teams disagree with a call, we suggest that the teams replay the point.

### 2. Court Size

- The court size for 4's Outdoor volleyball is 60 ft long x 30 ft wide

### 3. Scoring

- The scoring format will be two (2) games to 21 and one (1) game to 15
- RALLY scoring format.
- You must win by 2 points, however, the score is capped at 25 (game to 21) or 18 (game to 15)

## 4. Gameplay

- SERVICE

- The first service possession will be decided at the pre-game captain's meeting.
  - The first service in the SECOND SET will go to the opposing team
  - The first service in the THIRD SET will be decided before the start of the third set.
- All serves must come from behind the service line. The server may not make contact with the service line until after the ball has been served.
- The server must announce the score before serving the ball.
- Teams must maintain the same serving order throughout the conclusion of a set.
  - Teams can adjust the serving order prior to the start of the next set.
- **Serves that hit the net and go over to the opponent's side will be "live" and are legal serves.**

- ROTATION

- Team members do not need to rotate position on the court.
- Teams can line up and serve in any gender order.
  - It is not necessary to alternate genders

- SUBSTITUTIONS

- Teams can only sub out players on their side-out.
- Side-out substitutions **MUST** enter the match into the serving position.
- Players arriving late to a game must wait for a side-out to fill a missing position.

- CONTACTING THE BALL

- The ball can only be served by striking the ball with one hand.
- Each team is allowed a maximum of 3 contacts of the ball in order to return the ball over the net.

- A ball that is blocked at the net, but still comes over the net can still be contacted 3 times. (the block does not count as a contact)
- All players are eligible to attack the ball at the net
- When two non-blocking teammates touch the ball simultaneously, it is considered one contact, and any player may make the next contact
- When two blocking teammates touch the ball simultaneously, it is not counted as a contact, and any player may make the next contact
- When two opponents simultaneously contact the ball over the net, the ball remains in play and the team receiving the ball is allowed three contacts.
- When two opponents simultaneously contact the ball over the net, and the ball goes out of bounds, the point will go to the team on the opposite side of the net from where the ball lands.
- Non-service contact with a foot is a legal contact.
- A ball must be contacted cleanly and not held, lifted, pushed, caught, carried, or thrown.
  - The ball cannot roll or come to rest on any part of a player's body. It can rebound in any direction
- A player is not allowed to attack the ball on the opposite side of the net.

## 5. SETTING THE BALL

- If your team is not skilled in the [HAND SET](#), we highly recommend [BUMP SETTING](#).
- When attempting a hand set, the ball must come into contact with both hands simultaneously and leave both hands simultaneously to avoid a double contact.
- The ball can be set over the net in front or behind the setter only in the direction in which their shoulders are squarely facing
- Hand setting a serve is not legal.

- Open hands may be employed and a double contact allowed in the act of a “hard hit ball defense”.
- The rotation of the ball after the set may indicate a held ball or a double contact during the set, but IS NOT A FAULT ITSELF.

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## 6. BLOCKING

- Any player participating in a block can still make the next contact. This contact would be considered the team’s first contact. (The block does not count as a contact.)
- Blocking a serve IS NOT legal.
- A block can legally occur across the net in the following situations:
  - After a player of the attacking team has spiked the ball, completed the team’s third contact, or intentionally directs the ball into the opponent’s court.
  - The ball would clearly cross the net if not touched by a player, given no member of the attacking team is in position to make a legal play on the ball
  - The ball is falling near the net and no member of the attacking team could reasonably make a play on the ball.

## 7. THE NET

- No part of the body may touch the net at anytime unless a ball driven into the net causes the contact.
- Contact with hair or clothing will not be considered a fault
- Simultaneous contact of the net by opposing teams will result in a replay of the point.
- Crossing the centerline is legal as long as there is no interference with the opposing team.

## 8. Playoffs

- All teams (eligible) teams qualify for the champions or consolation playoff tournament
- Standings for playoffs are decided by:
  - Overall win/loss record
  - Overall Point Differential
  - Head to head
  - Record vs. like opponents
  - Point differential vs. like opponents
  - Coin Toss
- League Managers will conduct roster checks before playoff matches.
  - Rosters are locked immediately following the conclusion of
  - the team's final regular season game. Once a roster is locked, players cannot be added or removed.
  - All players must arrive to their playoff games with a proof of identity.