

901Volleyball Tournament Reminder & Rules

1. Tournament Reminders

- 1.1. Each tournament will feature a virtual (e.g., through recorded video and/or live streaming) and/or in-person Player's Meeting during which the Tournament Manager and Tournament Lead(s) will provide an overview of the event and answer questions.
- 1.2. Players are recommended to arrive at least 30 minutes before their first match for check-in and warm-up.
- 1.3. For beach and grass volleyball tournaments, please bring your own chair, shade, towel, food, electrolytes, sunscreen, etc. For indoor tournaments, please bring your own towel, food, electrolytes, etc.
- 1.4. Please dispose of all trash before you leave or take it with you.
- 1.5. Friends and family members are welcome at tournaments.

2. Tournament Rules

- 2.1. **Age Requirement.** All tournament participants must be at least 14 years-old and attending highschool.
- 2.2. **Liability.** Players agree to assume the risk of and hold harmless, release, discharge, and/or otherwise indemnify 901Volleyball and its affiliated organizations, partners, owners of the fields and facilities utilized for the programs and activities, and sponsors, their employees, and associated personnel against any claim by or on behalf of the registrant, as a result of their participation in the programs and activities and/or being transported to or from the same.
- 2.3. **Rule Review.** Each player is responsible for reviewing the rules in advance of the start of the tournament. Unknown or misinterpreted rules will remain the fault of the player. Any rule not discussed below must be determined and agreed upon by all players prior to game play.
- 2.4. **Refunds.** A player may request a full refund until the close of registration. No refunds will be available for players that are suspended from play.
- 2.5. **Prizes.** Prizes are subject to the number of players/teams registered and sponsorship received.
- 2.6. **Game Start.** Players are recommended to play rock/paper/scissors to determine game start for all games. The winning team can select to serve, a side, or to receive. The losing team can select from the remaining choices thereafter.
- 2.7. **Scoring.** See play schedule for details.

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- 2.8. **Playoffs seeding.** See play schedule for details.
- 2.9. **Tournament Format Adjustments.** The Tournament Manager and Tournament Lead(s) reserve the right to modify match format, scoring, pool structure, or scheduling due to time constraints, weather, facility limitations, or other unforeseen circumstances.
- 2.10. **Let serves.** Let serves are live and not a fault.
- 2.11. **Serving order.** Standard serving order rotation is required.
- 2.12. **Switching sides.** Standard side switching is required.
- 2.13. **Blocks/Touches.** Standard blocking/touching rules are required.
- 2.14. **Redirectional Blocks** are allowed. Redirectional blocks that feature the dropping back of the wrist will be deemed a catch (violation).
- 2.15. **Screening (Outdoors).** On an opponent's request, a player must move sideways, bend over, or squat down to prevent screening.
- 2.16. **Retrieving a ball from an opponent's side.** A ball completely crossing the net below the net or entirely outside the antennas may be recovered within the limits of the three team contacts.
- 2.17. **Setting Over (Outdoors).** If the ball is intentionally set into the opponent's court (attack), the player must contact the ball with two hands above his/her shoulders and set it cleanly over the net and square to the direction the player is setting, never to the side. Sets that are clean and intended for a teammate are allowed to go over the net and do not have to be square to the direction the player is setting.
- 2.18. **Breaks/Warm-ups.** Prior to the start of a match, breaks/warm-ups cannot exceed 5 minutes.
- 2.19. **Delayed Start/Forfeit.** Any team that delays the start of a game beyond the 5-minute break/warm-up will be penalized 1-pt per minute not to exceed 10 minutes at which time, the team delaying the start of the game will be required to forfeit. This rule does not apply to a team that is delayed in starting a game because they are completing a previous game.
- 2.20. **Timeouts.** A team may call 1 time out per game (to include player injuries). Timeouts cannot exceed 60 seconds. In the event that a timeout (to include player injuries) extends past 60 seconds, the tardy team will be penalized 1 point per minute.

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- 2.21. **Inclement Weather (Outdoors).** If inclement weather interrupts game play, play will resume upon playable weather. If light rain occurs, play will continue. If heavy rain occurs, play will be paused for player safety until playable weather ensues. If lightning strikes, play will be paused for 10 minutes for player safety. If lightning strikes during a game pause, the 10-minute clock will restart.
- 2.22. **Forfeit (Player Injury).** Forfeited games (due to player injury during play) will be administered by the Tournament Manager and Tournament Lead(s).
- 2.23. **Forfeit (Player Absence).** Forfeited games (due to a player(s) being absent) will be administered by the Tournament Manager and Tournament Lead(s).
- 2.24. **No Show.** If a team does not attend ("no-shows") without informing the Tournament Manager and Tournament Lead(s), the team's eligibility for future tournament play will be subject to review.
- 2.25. **Substitutions.** Substitutions may only be made for players in the serving position. Injured players may be replaced out of the serving rotation. Teams may either substitute all players equally or substitute players at the start or end of a match.
- 2.26. **Fresh Legs (Player Participation Requirement).** Teams that register with more players than required to be on the court must ensure that all rostered players participate in at least 50% of pool play in order for the team to be eligible for playoffs. Pool play participation may be satisfied through match play and substitutions as permitted under Rule 2.24. Failure to meet this requirement will result in the player(s) being ineligible for playoff competition, as determined by the Tournament Manager and Tournament Lead(s).
- 2.27. **Roster Lock / Player Eligibility.** Team rosters are locked at the start of pool play. No players may be added, removed, or substituted onto a roster once pool play has begun without approval from the Tournament Manager and Tournament Lead(s). Only rostered players are eligible to participate in pool play and playoff matches.
- 2.28. **Injury Replacement.** A player who is injured during tournament play may be replaced in accordance with Rule 2.24. An injured player may not return to play unless deemed able to safely participate by the Tournament Manager and Tournament Lead(s). Injury replacements do not waive compliance with the Fresh Legs (Player Participation Requirement) unless otherwise approved.
- 2.29. **Referee Schedule.** All teams will be required to referee games throughout the tournament.
- 2.30. **Faults.** Players are expected to call their own faults (lifts, carries, etc.). In the event of a double-fault, the point will be replayed.

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- 2.31. **Double Hit** is a violation that occurs when a player uses two parts of their body on the 2nd or 3rd team contact or when the player makes 2 actions causing 2 hits on the 1st team contact. The ball may contact various parts of the body on the 1st team contact (serve or attack), provided that the contacts take place simultaneously.
- 2.32. **Open Hand Receiving (Outdoors).** Receiving a ball coming over the net with an open-handed dig or overhead open hand set is legal only when 1) in defensive action of a hard driven ball or 2) at the first hit of the team as so long as the contact comes out cleanly (see 2.30) and the contacts occur during one action.
- 2.33. **Overhead Passing (Outdoors).** Overlapped hands is legal when the ball is not momentarily held or the player does not make double contact.
- 2.34. **Hand Setting.** Once a player contacts the ball with their finger pads, the ball may only move in a single direction. A double contact will be called if a player hits the ball twice in succession or the ball contacts various parts of their body.
- 2.35. **Attacking the Serve** is a violation that occurs when a team's first contact is above the net. If a player is standing at the net and raises their arms to make 1st contact after the serve but the contact is not above the net, then it is not attacking the serve.
- 2.36. **Throw** is a violation that occurs when the player attempts to strike the ball overhead but momentarily holds the ball. The ball must "pop." A spike that appears to look like a basketball "dunk" is a throw and a violation.
- 2.37. **Tipping (Outdoors)** is a violation that occurs when the player is attacking and using just fingertip action. When the fingertips are rigid (like the cobra technique) then the player is not called for a tipping violation. Players are recommended to use knuckles to avoid a tipping violation.
- 2.38. **Lift or Carry** is a violation that occurs when the player attempts to bump the ball underhand with the palm or open hand but momentarily holds the ball. The ball must "pop." The player may make contact with an open hand as long as the ball is not momentarily held or "pops." Players are recommended to make a closed fist to avoid a lift or carry violation.
- 2.39. **Net Violations** occur when a player makes contact with any part of the net or structure (e.g. antennas, poles, anchors).

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- 2.40. **Through or Under-The-Net** occur when a player crosses the plane through or under the net and interferes with the opponent's ability to make a play on the ball. Players may cross under the net and may fully enter the opponent's court provided no interference or safety hazard is created (*indoors, players may cross the center line so long as no interference occurs*). A blocker may penetrate the plane of the net with the hands but may not contact the net or the attacker while making a play on the ball. If the attacker and blocker make simultaneous contact under the net or on the plane, and no interference occurs, no violation is called.
- 2.41. **Over-The-Net** occurs offensively and defensively. When a defensive player reaches over the plane in the opponent's space and makes contact with the ball before the attack hit, the defensive player will be called for an over-the-net violation. When there is an overpass on the 1st contact that is approaching the net, the blocker may penetrate and block the 2nd contact but not before the 2nd contact is made. All actions (whether it be the 2nd contact or 3rd contact) which direct the ball towards the opponent are considered as attack hits, so the 2nd contact could be considered an attack hit.
- 2.42. **Antennas** if touched by the ball or when the ball crosses over the point or outside of where the antenna is fixed to the net will be deemed out of play.
- 2.43. **Reporting Scores.** At the conclusion of each match, please ensure your score is correctly submitted.
- 2.44. **Unsportsmanlike Conduct.** Unsportsmanlike conduct includes, but is not limited to, verbal abuse of opponents, referees, or staff; excessive arguing of calls; aggressive behavior; or actions deemed unsafe or disruptive. The Tournament Manager and Tournament Lead(s) may issue warnings, penalties, suspensions, or removal from the tournament at their discretion. No refunds will be issued for removal due to unsportsmanlike conduct.
- 2.45. **Protests.** Protests regarding rule interpretation must be raised by a team captain to the Tournament Manager or Tournament Lead(s) before the next serve or immediately following the conclusion of a match. Judgment calls are not subject to protest. The decision of the Tournament Manager and Tournament Lead(s) is final.
- 2.46. **Final Authority.** The Tournament Manager and Tournament Lead(s) have the final authority to resolve any disputes, make any rulings, interpret rules as they see fit.