

CURTIN STADIUM

INDOOR VOLLEYBALL SOCIAL SPORT RULES

These Social Sport Rules must be read together with	<input checked="" type="checkbox"/> The Curtin Stadium Conditions of Entry. <input checked="" type="checkbox"/> The Social Sport Participation Conditions. See links on the Curtin Stadium Website (Website) .
Contacting Curtin	For general enquiries, please contact the Sports Program Coordinator (p: 9266 7052 e: stadiumprograms@curtin.edu.au)
Playing Area	Curtin Stadium Multi-Use Courts.
Game Length	Teams have 40 minutes to complete their matches. When time expires, play is to continue until the ball becomes 'dead'.
Half Time break	NA

1. GENERALLY APPLICABLE RULES

- (a) Umpires will endeavour to apply the official FIVB volleyball rules found [online](#) but these rules may be modified as appropriate for the venue and in the discretion of Curtin and the umpire for the safety of any person.
- (b) If there is any discrepancy between these Social Rules and the official rules, these Social Rules will prevail.

2. PLAYERS

- (a) The maximum number of players on court at any time is:

Mixed Sixes	<ul style="list-style-type: none"> • The maximum number of players on the court at any given time is 6. There may be no more than 3 males on court at any given time. • Teams need a minimum of 4 players on court to avoid a forfeit. • Teams need a minimum of 1 female on court to avoid a forfeit. • There are no maximum female player requirements for a game (teams can elect to play in the Mixed Indoor Volleyball competition with an all-female team). • The 3 male players must not play in the same 'row', meaning that only 2 male players can be in the front row/back row at the same time to begin the serve.
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- (a) If a team has an incorrect ratio of players it will either be ineligible to play or the umpire and both team captains can agree before the game that the teams will play a 'friendly' game with the incorrect ratio. In either circumstance, Curtin will award the team with the incorrect ratio an automatic loss.

3. SUBSTITUTION OF PLAYERS

- (a) Teams may substitute players either when they have won possession of the ball or at the start of each set. There is no limit to the number of times a player may interchange.
- (b) Players who arrive late for a game may enter the court immediately, providing their team does not have the requisite players already on court.

4. FEES, TEAM SHEETS AND PENALTIES

- (a) The umpire will start the game at the scheduled time.
- (b) Teams must have the requisite number of players on the court (in the correct player ratio) to be considered "ready to play". If a team is late, they will be penalised as follows:

Number of minutes late	Point penalties
2 minutes	4 points
3 minutes	6 points
4 minutes	8 points
> 4 minutes < 10 minutes	8 points + 4 points for each extra minute
> 10 minutes	NA - forfeit

5. BASIC RULES

- (a) **Net Height:** The Net Height for the Mixed 6's Indoor competition will be 2.35m (5 holes showing)
- (b) The server must serve the ball from behind the baseline. Both underarm and over arm serves are permitted. A serve that is not tossed or released from the hand(s) will result in the opposing team winning the point. A serve cannot be one where the ball is thrown or carried over the net.



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- (c) If the serve hits the net and falls into the opposition side it is play on. If the ball hits the net and goes out or does not go over the net a point will be awarded to the opposition.
- (d) The ball must be hit with one hand or any part of the arm after being tossed or released, before it touches the playing surface.
- (e) The team winning a rally scores a point. When the receiving team wins a rally, it gains a point and the right to serve, and its players rotate one position clockwise.
- (f) Each team is entitled to a maximum of 3 hits to return the ball over the net to the other team.
- (g) A player may not contact the top tape of the net during any action that may affect the play.
- (h) In blocking, a blocker may touch the ball beyond the net, provided that he/she does not interfere with the opponent's play, before or during the latter's attack-hit
- (i) A blocking contact is not counted as a team hit. The blocking team will still have only three more hits after a blocking contact.
- (j) Contact with the net by a player is not a fault, unless it is made during the action of playing the ball, or it interferes with the play. Accidental contact of the net is not a fault.
- (k) Players cannot "carry" the ball. If the umpire rules a carry the point will be awarded to the opposition.
- (l) The ball must be hit over the net when returning the ball and not around. If the ball hits or goes around the antenna poles then the point will be awarded to the opposition.
- (m) The ball will be ruled out if it contacts the roof inside or outside of the playable area.
- (n) Penetration under the net into the opponent's space is permitted provided it doesn't interfere with the opponent's play. Penetration beyond the centre line is permitted provided the penetrating foot (feet) remains in contact with or directly above the centre line.

6. SCORING

- (a) Teams play best of 3 sets.
- (b) The first 2 sets shall be played under a point per rally format with the first team to 25 with an advantage of 2 points (no limit), winning each set.
- (c) The third set shall be played under a point per rally format with the first team to 15 with an advantage of 2 points (no limit), winning the set.
- (d) The first team to win 2 sets is declared the winner. If time expires before any team wins 2 sets, the score in the current set at cessation of play will stand unless less than 10 points have been played in that set. If 10 points have not been played the umpire will award the teams a draw.
- (e) A team does not have to serve to win a point.

7. SUSPENSIONS AND EJECTIONS

- (a) Umpires may issue cautions, warnings or send offs at any time in their discretion.
- (b) Incidents of a dangerous or unsporting nature that are reported by the referee or an opposing Team will be taken seriously.
- (c) All information regarding the incident will be taken into account and Curtin will make a decision on the appropriate action which may include immediate removal from the game or venue when the incident occurs, an official warning or a suspension of at least 1 game.

8. FORFEITS

If a team forfeits their match, the opposing team:

- (a) will be awarded a win of 3 – 0; and
- (b) will have their game fee (already paid) held over and applied to the next game unless a scratch match is organised in its place.

9. FINALS

- (a) The top 4 teams (according to competition points for the season) will be eligible to play finals.
- (b) To be eligible to play in the finals, a player must have played at least 3 games for their team during the relevant season.

10. UMPIRE AND CURTIN DISCRETION

If a situation arises which is not covered by these Social Rules, the umpire and/or Sports Program Coordinator will use their discretion in making a decision.