



## Outdoor Juniors Volleyball Rules

4 VS 4 (MAX. # OF 6 PLAYERS PER TEAM)

### Players

Four players on each side on a 30 x 30 ft. court with 10 ft. of free play area beyond the court lines. Net heights are 7 ft, 4 ½ in.

**\*\*NO CLEATS!!!\*\***

### Ball

Specifically made to play outdoors, hand stitched, slightly larger and heavier, with a synthetic colored or white leather cover Inside pressure is 0.175 to 0.225 Kg/cm<sup>2</sup> (4.3 to 4.6 lb/sq in)

### Scoring

3-set rally match is played with sets to 21 points (maximum), but 3rd deciding set there is no upper limit 1-set sideout match is played to 15 points (maximum 17)

In rally scoring either team can score a point; in sideout scoring teams can only score points on their own service

### Ball contact/playing the ball

Maximum 3 shots per side (contacts)

The block counts as a contact

The net cannot be touched, even after the ball has hit the ground (continuation rule)

Ball can be played with any part of the body (except to serve)

If the ball is attacked as a hard driven ball (not touching the net on the way over), the defending team may slightly hold their first shot in defense

The ball may be held by two players simultaneously at the net (joust)

The attack cannot be completed with use of open hand or fingers (tip)

If the ball is set over the net as an attack it must travel perpendicularly to the players shoulder line

Hand Setting- The calling of infractions on hand sets has been historically inconsistent in Raleigh and surrounding areas. There is a common misconception that handsets can be judged based on the number of rotations by the ball in the air. No such criterion has appeared in any recognized outdoor volleyball rule set in recent history. The USAV Outdoor Volleyball Rule Book Clarifies this matter:

Rotation of a set ball may indicate a held ball or multiple contacts during the set but in itself is not a fault.

It is also worth noting that the AVP, FIVB and USA have followed the trend of loosening up on hand setting calls. The purpose of this change is to encourage longer rallies, and decrease the number of rallies decided by the officials. Even so, we encourage you to call your faults.

### Timeouts/substitutions/court changes

Time Outs a single one-minute time out per team per set is allowed.

Teams swap courts every multiple of a point (eg: for 7 pts it is 6:1, 3:4, etc...)

No positional or rotational faults except service order

### Other

Hard Driven Ball- Finger Action (Beach Dig) allowed for first contact on a hard-driven ball.

Hard-Driven is defined as a ball you don't have time to think about to play with your hands.

Court Boundary- Entering any adjacent court that is scheduled for competition during play is a fault.

Game Delay Forfeiture- Any delay longer than 5 minutes creates a forfeiture of the current set, including those caused by injury. The Tournament Director has discretion to extend injury time-outs.

No Courtesy Rule- Any player can serve to any opposing player regardless of who has served previously.

A Net is a Net- If you contact any portion of the net during play, it is a fault.

No Centerline Violations- If a player goes under the net during play, it is not a fault, unless it interferes with the other team's ability to make an immediate play the ball.

Players cannot deliberately prevent the opposition from seeing the server (screening).

In the case of injury, a once only five minute-rest (maximum) is allowed.

In rally scoring the served ball is allowed to touch the net but in sideout scoring the serve may not.