

DRAFT VOLLEYBALL TOURNAMENT

Schedule

2:30PM – Day of Registrations

3:00PM – Draft

3:30PM – Games Start

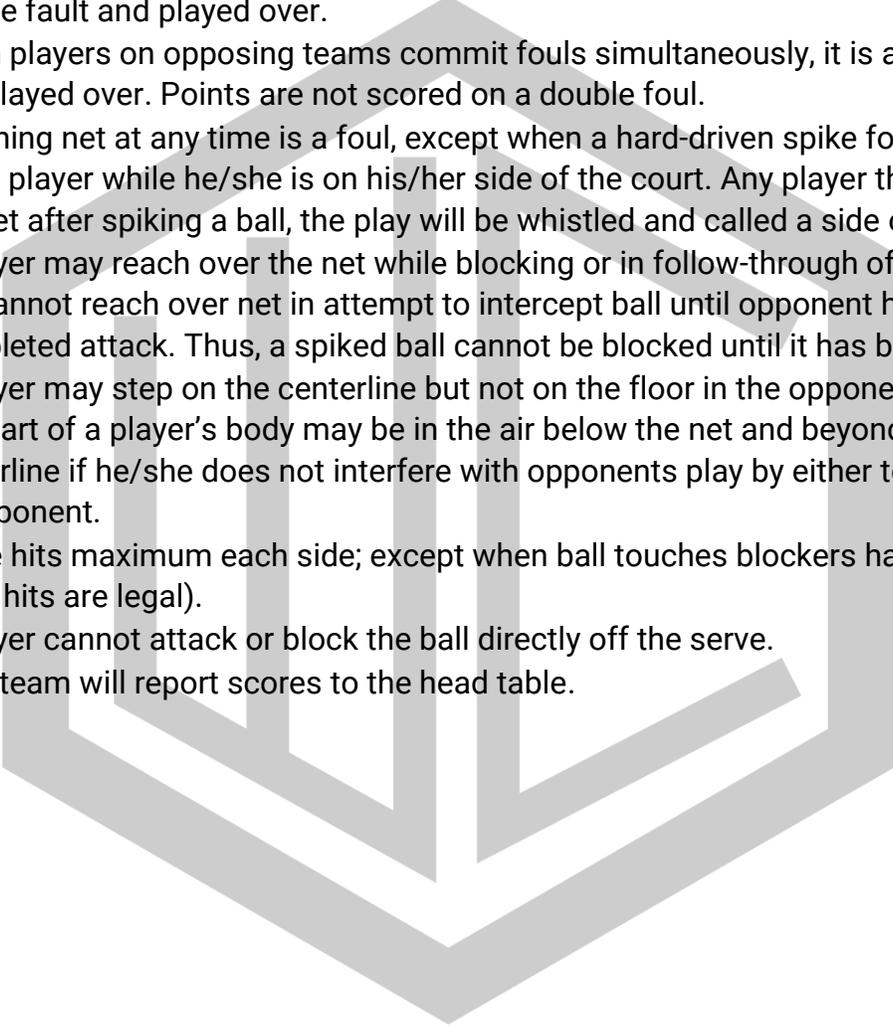
About the Tournament

- Random draft will be done with a random team generator (www.jamesbaum.co.uk/team-generator/).
- Women will be drafted and divided between teams, followed by men.
- Will be pool play followed by single elimination tournament or just a double elimination tournament depending on number of players registered.
- 4v4 unless we have enough registered for 6v6 teams.
- Two games will be played to 25. Total points will be tallied for seeding. So, seeding is based on points, not record.

Rules

- Ball hitting on line is in bounds.
- Ball hitting overhead obstacle or basket support is in bounds if hit on your own team's side and if is not the third hit. However, if the ball hits the ceiling on your side on a hit and lands on the other team's court, the ball is then out. The Back wall results in a dead ball.
- Ball hitting net on serve is a live ball.
- Server must be behind line
- Teams rotate clockwise upon receiving serve
- Substitutions can be made anytime the ball is not in play, but must stay in rotation.
- **4v4 Rule: Server cannot front row attack during that rotation. 6v6 Rule: Back row cannot front row attack.**
- Contact with the ball must be a "clear" hit. No palming, lifting, pushing or carrying of the ball allowed. Any palming or pushing of the ball will be called a lift.
- Teams change courts and serve at end of each game.
- Rock Paper Scissors decides who will serve first during the first game (option to serve or receive for the winner). We will alternate after that between games.
- Ball may be contacted by any part of the body. Use of head, fist, and feet are permissible.

- Ball cannot be contacted twice in succession by the same player; however, simultaneous contacts by more than one player on same team are allowed and are considered as one play. Players participating in such simultaneous contact may participate in the next play.
- Simultaneous contact by players on opposing teams also permit players involved to participate in next play; however, if this results in ball being shortly held it is a double fault and played over.
- When players on opposing teams commit fouls simultaneously, it is a double foul and played over. Points are not scored on a double foul.
- Touching net at any time is a foul, except when a hard-driven spike forces net into a player while he/she is on his/her side of the court. Any player that touches the net after spiking a ball, the play will be whistled and called a side out.
- A player may reach over the net while blocking or in follow-through of a hit ball, but cannot reach over net in attempt to intercept ball until opponent has completed attack. Thus, a spiked ball cannot be blocked until it has been hit.
- A player may step on the centerline but not on the floor in the opponents' court. Any part of a player's body may be in the air below the net and beyond the centerline if he/she does not interfere with opponents play by either touching ball or opponent.
- Three hits maximum each side; except when ball touches blockers hand(s) (three more hits are legal).
- A player cannot attack or block the ball directly off the serve.
- Each team will report scores to the head table.



RECREATION