

## 2019 Derby Festival Volleyball Classic

Rules	Doubles / Triples	Fours	Sixes
<b>General</b>			
Legal play (body parts)	Whole body	Whole body	Whole body
# of players to start game	2	3	4
Centerline violations	Interference only	Interference only	Interference only
Play ball across plane of net	Illegal if outside "antennas" (if present) or poles	Illegal if outside "antennas" (if present) or poles	Illegal if outside "antennas" (if present) or poles
Overlaps at time of service	None	None	Yes (front/back side/side)
Court switch point	8pts	none	3rd deciding game only switch at 8 Pts
Points in a game <b>(note: Directors reserve the right to alter scoring for time and weather )</b>	One 30 point rally game cap @ 35, Switch sides @10 total points. Double final one 21 point rally no cap.	Best 2 of 3 to 25rally score (start at 4) 27 cap, 3rd to 15 win by 1. Double final one 21 point rally no cap.	Best 2 of 3 to 25rally score (start at 4) 27 cap, 3rd to 15 win by 1. Double final one 21 point rally no cap.
Service area	Total endline (ball must be contacted inside endline at moment of serve)	Total endline (ball must be contacted inside endline at moment of serve)	Total endline (ball must be contacted inside endline at moment of serve)
Let serve (ball hits net and goes over)	Legal	Legal	Legal
<b>Passing/Digging</b>			
Multiple contacts passing 1st ball	Ball must be hit cleanly no caught or thrown balls	Multiple hits legal (no caught or thrown balls)	Multiple hits legal (no caught or thrown balls)
Multiple contacts digging 1st ball	Only on hard driven balls (no caught or thrown balls)	Only on hard driven balls (no caught or thrown balls)	Yes (no caught or thrown balls)
Momentary lifts legal digging	Hard driven only	No	No
<b>Setting</b>			
Set to opp court (must set perpendicular)	Yes	No	No
One Hand sets allowed (not held)	Yes	Yes	Yes
<b>Attacking</b>			
Above net front zone attack legal (No Blocking serve)	All	All	Front row only (Back row hard to tell with no attack line)
Open hand tips/dinks legal	No	No	Yes (not caught or thrown)
<b>Blocking</b>			
A player may not at anytime contact the ball "intentionally" though the net	A player may not at anytime contact the ball "intentionally" though the net	A player may not at anytime contact the ball "intentionally" though the net	A player may not at anytime contact the ball "intentionally" though the net
Blocks count as first contact	No	No	No
Legal blocked ball	Not caught or thrown	Not caught or thrown	Not caught or thrown
Jousts (ball held above net)	Legal (play continues)	Legal (play continues)	Legal (play continues)
Contacts after joust	3	3	3
<b>Substitutions per game</b>			
Number allowed	None	Unlimited (But must stay for whole rotation)	Unlimited (But must stay for whole rotation)
Number of entries per sub	None	Unlimited	Unlimited
<b>Time outs (# x Length per game)</b>			
Regular time outs	1 x 15 sec	1 x 15 sec	1 x 15 sec
Court switch	15 sec	15 sec	15 sec
<b>Coed</b>			
Number of Men/Women	3's 2men/1woman 1man/2women 2's 1 man/1 woman	2men/2women	3 women minimum (4 or less must have 2 females)
Woman must play ball if 2 or more hits	No	No	Yes (Block does not count as a gender contact)
Attack ball above net (coed)	Both men and women	Both men and women	Both men and women
<b>Following exceptions</b>			
# of players to start game	2	2	4

**It is your responsibility to know what division you should be in if at any time we discover that you are playing well above the level you indicated you will be asked to remove yourself from that competition.**

1. There will be no forfeit time for the first game. The second game will be forfeited five minutes following the scheduled time, thereby forfeiting the match.
2. There will be a FIVE minute warm up period prior to the match. Stretch and pass prior to the game.
3. All players must sign an injury waiver before they will be allowed to participate.
4. All referee decisions are final.

**5. NO CLEATS OR TURF SHOES OF ANY TYPE MAY BE WORN AT ANY TIME. NO EXCEPTIONS!!**

6. All winning teams must provide two line judges and report match scores. During the finals of the winners bracket the losing teams must provide two line judges

7. All teams must register 1/2 hour prior to their first scheduled match. All teams must be prepared to play their next scheduled match 30 minutes prior to posted times.( some matches may begin prior to the scheduled time)

8. **Player's may NOT participate in more than one division on any given day.** If a player participates in more than one division on different days he/she can not drop more than 1 level.

9. **Event Director reserves the right to change the format of the tournament.**

10. It is the responsibility for the captains to check the registration table for next playing time and location. **(Not the referees)**