



RULES OF PLAY

1. Except as noted below, USA Volleyball rules shall apply.
2. Smoking, drinking and/or unsportsmanlike conduct before, during, and/or after the match is strictly prohibited and punishable by suspension of the individual or team. Disrespect to building directors, referees and/or facility staff will result in penalties to the players and/or team involved. Said penalties may include the player/team suspension for the season, for the year or for a greater time as determined by the Fairfax Volleyball Club Council.
3. If there is no referee on site 10 minutes prior to match start time, call the Referee Assignor, Ken Carey, at 703-980-0500. Teams are responsible for the set up and take down of nets and equipment in all facilities. The penalty for failure to set up or take down nets and equipment is the loss of the first game in the next match.
4. Matches consist of 3, 25-point games. Rally Scoring. Win by two. No cap. Teams will switch sides in the third game once one team has reached 13 points.
5. First game start time is match time plus 5 minutes. There is an additional 5 minute grace period before the first game is a forfeit. For each minute of the grace period that the team without the proper number of players delays, a 2 point penalty will be assessed in the first game of the match up to a maximum of 8 points. If a team does not have enough players by the end of the grace period the first game will be forfeit. The second game will be forfeit 20 minutes after the match start time. The third game will be forfeit 30 minutes after the match start time. Referees will start the matches on time and forfeit or award any points required. Teams have the right to play on the court assigned if the game/match is forfeit. Teams using a forfeited court shall give up the court ten minutes before the next match time. The referee's watch shall be the official source of time.
6. Matches are one hour or one hour and ten minutes long. Warm-up time is included in the time allotted. When there are 8 minutes remaining in the allotted match time, game 2 will end when there is a one point advantage. Game 3 will then be a 5 minute game. If timeouts are called during the last two minutes of a match's scheduled time, an equal amount of time will be added to the match time. If the time limit is reached, the team that is ahead by one point will be declared the winner.
7. For all genres, only men can fill men's positions and only women can fill women's positions. Teams may play with 5 players. The missing player's position (the "hole") must start in the center back position. There is no penalty for Men's or Women's teams playing with 5 players and there are always three front row players. Out-of-position violations will be judged as if the missing player were in the middle back position. In Coed and Reverse Coed leagues the "hole" will rotate in the position of the missing player and there will be a loss of serve and point when the "hole" comes to the service position. The "hole" will maintain the gender of the missing player for the purpose of judging rotational faults. The ratio of players for Coed and Reverse Coed leagues must be 3 of one gender and 2 or 3 of the other gender. If the missing player arrives they may enter the game at the first dead ball in the position between the two players who started the game in the back row. For Men's and Women's leagues, if the late-arriving player enters the game in the front row, it may be necessary for some of the other players to back up one position to make space for the entry.

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8. Substitute players – Players may only play on one team per genre per season. Players must have played for a team during the regular season to be eligible for that season’s playoffs. Being on the roster is not sufficient. Once a substitute plays for a team they become a member of that team and may not play for any other team within that genre during that season. If both team captains agree to forego this rule and allow a substitute to play, the referee shall allow the match to be played. If a team captain questions the eligibility of a player BEFORE the match starts and that question cannot be resolved by match time via inquiries of the referee and opposing team captain, then the team captain questioning the eligibility of the player should tell the referee and opposing team captain that they are playing the match with a conditional protest. Should the team captain choose to report the issue, they are responsible for attempting to obtain the name of the opposing team as well as the name of the referee and submitting the issue to Administrator@FairfaxVolleyball.com. The referee shall facilitate the exchange of information between the two captains.
9. Substitution at the service position on a continuing basis (“rotating in”), same sex for same sex, is allowed in league play below the ‘A’ level.
10. Libero - Team captains are responsible for informing the referee of their intent to use a libero prior to each game. The libero should wear a shirt that is easily distinguished from the rest of the team. The referee shall have sole discretion on the libero’s jersey. The libero is not allowed in coed or reverse coed.
11. There are no uniform requirements, other than for the libero. If numbered shirts are worn the numbers must be printed or marked. No tape.
12. For Reverse Coed play, in lieu of rule 2.5, a male player may attack the ball so long as he jumps from behind the attack line. If a male player contacts the ball from in front of the attack line and directs it into the opponent’s court, part of the ball must be below the top of the net at the time of contact. For multiple team contacts, a male does not need to contact the ball.
13. The pursuit rule is NOT in effect. Players shall not attempt to retrieve a ball beyond the plane of the net.
14. No basketball playing is permitted. Players shooting basketball and/or hanging on the basketball rims will be asked to pay for damages to this equipment. The player and/or team will be held accountable.
15. If Fairfax County Schools are closed, for weather or any other reason, the matches scheduled for those facilities will be rescheduled.
16. For single divisions, 4 teams shall advance to playoffs. For multiple divisions, 2 teams from each division shall advance to playoffs. Additional teams may advance to playoffs at the Administrator’s discretion. The top teams shall be determined by overall record. If two or more teams have the same overall record, the tie shall be broken in the following order: Head-to-head record between the tied teams and head-to-head record against other division teams in order of final season rank. Records against teams that not all tied teams have played will not apply.
17. Division representatives will keep records of the team standings and inform the teams and the League Administrator of who has qualified for the playoffs at the end of each season. Team captains are responsible for reporting playoff results to the League Administrator.
18. Work teams indicated on the schedule in (parenthesis) are recommended to provide a scorekeeper and two line judges for the indicated match. Work teams are required to provide a minimum of two line judges with one keeping score. When a line judge is keeping score they are required to hold the score flipper for safety purposes. The penalty for failing to supply a full work team is, at the Administrator’s discretion, forfeit of one game and can be extended to three games for repeat and/or intentional offenses.



19. All Team Representatives are required to report match results (win/loss) to the Division Representative within two days of the match. Both teams are to report regardless of win/loss record. Failure to report match results within the allotted time will result in three losses for the non-reporting team(s).