



UC MERCED INTRAMURAL SPORTS

Doubles Volleyball Rules

Competition must consist of 2 player teams.

Teams with less than the required number of players are incomplete and forfeit the set or match.

Choosing Sides

RoShamBo

Teams will roshambo to determine serve, receive, or side. Sets played to 21 will rotate sides at multiples of 7. Deciding sets to 15 switch at multiples of 5, sets to 11, switch at multiples of 4.

Scoring System

A Match

The team that wins 2 sets wins the match. In the case that the match comes to a 1 to 1 tie, the deciding set is played to 15 points, with a minimum 2 point lead or, pre-determined time limit as decided by IM Supervisor.

A Set

The first 2 sets are won by the team that scores 21 points first. In the case of a 20 to 20 tie, play is continued until one team has a 2-point advantage.

A Rally

Whenever a team fails in serving, fails to return the ball to the opponent, or commits any faults, the opposing team wins the rally. The result of winning the rally...

* If the opponents served, they get a point and continue serving.

* If the opponents received the serve, they get a point and gain the right to serve next.

Ball "In"

The ball is in when it touches the ground of the playing court, including the boundary lines.

Ball "Out"

The ball is "out" when...

1. It lands outside the boundary lines, without hitting them
2. It hits a person or object outside the court
3. It hits the antennae, cables, ropes, posts, or netting outside the antennae
4. It completely crosses the net totally or partially outside the crossing space

Playing Faults

1. The penalty for a fault is the opponent wins the rally

2. If two or more faults are committed consecutively, only the first one counts.
3. If faults are committed simultaneously, a double fault is counted and the rally is replayed.

Playing the Ball

Contacts

Each team is allowed three contacts

For doubles... The block DOES count as a team contact, and either player can make the next contact after the block.

1. The ball may touch any body part.
2. The ball must be hit, not caught or thrown.
3. During a defensive play of a hard-driven ball, the ball may be held momentarily with the hands, as well as doubled with the fingers.
4. If simultaneous contact by opponents leads to a held ball, play continues.

Simultaneous Contacts

1. When two teammates touch the ball simultaneously it is considered two hits (except when blocking)
2. If there is simultaneous contact above the net by opposing players, the team that ends up with the ball has 3 hits available to return the ball. If the ball goes "out" it is the fault of the team on the opposite side.
3. If simultaneous contact above the net leads to a held ball, it's not a fault and play continues.

Assisted Hit

A player is not permitted to take support from a teammate in order to play a ball. However, if a player is about to commit a fault, they can be held back by a teammate.

Contact Faults

1. Fourth Contact
Team contacts the ball 4 times before returning it to the opponent.
2. Player Assisted
A player is supported by a structure or teammate when attempting to play the ball.
3. Prolonged Contact (Lift)
The ball comes to rest on a player or is caught or thrown. Exception: During a hard-driven defensive play or simultaneous contact by opposing players.
4. Multiple Contacts
 1. A player contacts the ball twice or more in succession (two separate attempts).
 2. A player hits the ball with his/her body twice successively (multiple contacts in a single attempt to make a play).
5. Player "side-sets" ball. Ball not set directly in front, or behind, direction setter is facing.

Net Play

Crossing into the Opponents Court

A player may enter their opponent's court to play a ball that is headed towards the opponent crossing under the net provided that the ball hasn't yet completely crossed under the net when making contact with the ball.

Pursuit Rule

A player may pursue a ball that crosses the vertical plane of the net, provided that...

1. The ball is head to the opponent's free zone
2. The ball passes totally or partly outside the crossing space
3. When the ball is played back, the ball crosses again totally or partially outside the crossing space

The opponents may not prevent an opponent from pursuing such a ball.

Ball in the Net

1. The ball may be recovered after it is driven into the net.
2. If the ball knocks the net down, the rally is replayed.

Reaching Over the Net

When blocking, a player may reach over the net and touch the ball provided...

- * This contact doesn't interfere with opponents play or
- * Contact is after the player executes the attack hit

Penetrating into Opponents Side

Player may enter opponent's space, court, or free zone provided they don't interfere with play.

Touching the Net

1. Players can't touch any part of the net or antennae
2. After a player contacts the ball they may touch the net posts, ropes, or anything outside the total length of the net, provided the contact doesn't interfere with play.
3. If the net touches an opponent because the ball was driven into the net, it isn't a fault.
4. Incidental contact with the hair in the net isn't a fault.

Service

The serve is the action of putting the ball in play by a server. The serve must be executed by contacting the ball with one hand or arm.

Serving Order

1. When the serving team wins the rally, the player that just served serves again.

2. When the receiving team wins the rally, the player that did not serve last will serve next.

Executing Serve

At the moment of contacting the ball to serve or at ground take off for a jump serve, the server must not touch the court, end line, or ground outside the service zone.

- * After the contact, the server may step outside the zone or into the court.
- * If the line moves because sand or grass pushes it, it isn't a fault.
- * The ball must be tossed or released before making contact for serve.
- * The ball must be contacted by the hand or any part of the arm.
- * The ball must be served if the server tosses or releases for an attempt to serve. (There's no re-serve because of a toss, drop)

Screening

When serving, the server's teammate must not prevent the opponent from seeing the server or the ball. On the opponent's request, the server's teammate must move sideways.

Attacking

All actions of directing the ball towards the opponent except serving and blocking, are attack hits.

- * An attack is completed the moment the ball completely crosses the vertical plane of the net or is touched by a blocker.
- * Any player may carry out an attack hit provided the contact takes place in his or her own playing space.

Attacking Faults

- * Hitting the ball when it's completely on the other side of the net.
- * Hitting the ball out of bounds
- * Completing an attack hit using open hand finger action or directing the ball using the fingers (no open hand tips or finessing).
- * Completing an attack hit on the opponents serve when the ball is completely above the height of the net.
- * Completing an attack hit using an overhead pass, which has a trajectory not perpendicular in line with the shoulders.

Blocking

- * Blocking is the action of being close to the net, intercepting a ball coming from the opponent by reaching higher than the top of the net. A block is a deflection of the ball coming from the opponent.
- * Any player may execute the next contact after a block.
- * A blocker may place hands or arms over the net provide this action doesn't interfere with play.
- * These contacts may occur with any part of the body.

* A blocking contact **is counted** as a team hit. The blocking team has two more contacts to return the ball after a blocking contact.

* Multiple blocking contacts made during a single blocking action are legal and only count as one team hit.