

Camp Horizon Volleyball Tournament Rules

Teams/Games

1. Each team will consist of 6-9 players and need not be even. A player is deemed eligible if they have attended the chapel (Sunday morning, youth group, kids club, etc.) at least two times. Please use discretion about recruiting.
2. The tournament will have two divisions. The format will be a single elimination tournament (double if time permits). The teams will be seeded according to their record acquired during the prior pool-play games. Any ties will be broken by point differential, winner of head to head, then (if necessary) by coin toss. The number and size of pools will be determined by the tournament coordinator(s). The tournament coordinator(s) will also determine which teams belong in which pools. Championship matches will be the best of three games for single elimination tournaments, but not for double elimination.
3. Teams must rotate clockwise in a circle (6 player teams). There will be no position switching until after the serve. Only front row players can leave their feet inside the 10-foot line to attack or block.
4. Offensive or defensive teams can substitute a player regardless of his/her position. Each team has a maximum of three subs per game and may only be subbed for the person that replaced them.
5. One 60-second time-out will be allowed per team, per game.
6. Chapels may enter more than one team. No player can be on more than one team.
7. NET serves will be played and are NOT illegal.
8. All players must be inside the court (stepping on an outside line is OUT) until the ball is served. Once the ball is in play players are able to step outside of the court boundaries.
9. Some teams may be made up of a combination of chapels & players but this will be at the discretion of the tournament coordinator(s).
10. Games will be played using the "rally" score system.
11. Standard volleyball rules will apply where not specifically noted.

Hits

1. Open underhanded hits are illegal. If both hands are used, they must be locked and closed-fisted.
2. Overhand, two-fisted hits must have fists touching or interlocked.
3. Behind-the-back spikes are illegal, unless hit with a closed fist, or back of the hand. Open-handed spikes are legal if hit solidly with one hand. Hand can follow through and break the upper plane, but not touch the net.
4. Blockers can break the upper plane to block a spike, but not to interfere with a set. A block does not count as a hit.
5. Overhand serves are legal. Jump serves are not permitted.
6. Servers must wait for the official's whistle before serving. The first offense will result in a warning. Warnings are on a per team per game basis. Successive offenses will result in a sideout.
7. Serves cannot be attacked (no spikes, blocks, etc.).
8. Servers may serve from anywhere across the back line but not outside of the court lines.
9. A player may hit the ball with any body part. You may use your feet defensively but may not kick the ball over the net to the opposing team.
10. Double-hits are illegal. For example, (a) Player hits the ball first with his hands then it bounces into his chest (except a hard driven ball); (b) Player hits the ball with both hands and his hands are not interlocked.
11. A player is able to receive serves with open hands above the waist. The ball must come out cleanly, and must not be double hit. It will be the referees call as to whether it is clean or not.

12. These rules will be enforced more loosely within the “recreational” division but more tightly in the “competitive” division. Any disputes will be resolved by the referee. If the referee is unable to resolve the dispute the tournament coordinator(s) will make a final judgment.

Lines

1. A ball that hits the line is in.
2. You may step on but not over the center line as long as you do not interfere with a member of the other team. Any other part of the body that touches the center line besides the foot will be ruled illegal.
3. A player may not step on the serving line during their serve procedure.
4. During play, players may cross the middle line OUTSIDE of the court in pursuit of a ball. The ball must be brought back outside of the court and may not be brought back over the net.

Officiation

1. Each team will have a team captain that will be the only person allowed to discuss a call with a referee. First violation will result in a warning. Subsequent violations will result in a loss of one point. If, for any reason, neither referee can make the call, the play goes over as a replay.
2. Referees will be assigned by the tournament coordinator(s).

**All rules and regulations regarding play of the game are in place to assure that the tournament runs as smooth as possible. The tournament will be run according to this rule sheet, although, some rules can be changed or revised during the captains meeting. Any changes to the rule sheet during the captains meeting must be agreed upon by the tournament coordinator(s). Any and all items not specifically mentioned in the rule sheet and all disagreements, questions etc. will be at the discretion of the tournament coordinator(s).

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