



SPORTS. EVENTS. AWESOMENESS.

6's Volleyball Tournament Rules

I. Sportsmanship

A) Sportsmanship: **KC Crew, LLC ("KCC")** is dedicated to provide a safe and fun sporting environment. All participants should keep this in mind when becoming involved. Although the games may become intense, you still can be competitive while maintaining good sportsmanship. Any behavior deemed unacceptable by the **KCC** staff may result in suspension and/or ejection from a game or the league. Each game will have at least 1 paid official. Abuse of officials, referees, opposing players and other **KCC** staff will not be tolerated. **KCC** will not tolerate fighting! Fighting will be an automatic ejection from any game and in most cases ejection from the league for the remainder of the season. Any behavior deemed unacceptable by **KCC** staff may result in a game suspension and/or ejection from the league. Alcohol is not allowed at or on the fields and any participants with alcohol will be required to leave.

1. If a player touches another player physically, inappropriately or with intent to harm, despite who may be "right or wrong", they will be immediately ejected from the game.
 - a. On their second offense they will be removed from the season with no refund.
 - b. On a third offense they will be removed from the season with no refund and banned from the league.
2. Remember, this is for fun. No one is going to become a professional by playing in our leagues. Anyone exuding douchebaggery, rudeness or overwhelming ignorance will be ejected and possibly removed from the league as these actions eliminate fun for everyone else.

II. Fundamentals

A) Field of Play

1. Boundary lines consist of two end lines and two sidelines marking the playing court.

B) Equipment

1. Balls will be provided by **KC Crew, LLC**
2. Teams can use their own ball if both teams agree

C) Teams/Substitutions

1. Team will rotate in a clockwise manner each time they win the serve
2. Teams must have 6 people on a team, 2 must be female.
 - a. In order to start a game, at least 2 players must be present; 1 male and 1 female.
3. At least 2 of the players on each team, on the court must be female
4. Unlimited number of rotations may occur. One per serve win. Rotate into the middle back position only (male for male, female for female)
5. Players must maintain service rotation. Once the ball is contacted, on the serve, players may switch positions on the court.
6. All players must sign a waiver before being eligible to play.
7. All players that plan to play in the tournament must play on the team during pool play/round robin.
 - a. Teams may not sub in other players for tournament play. If any player is unable to play in the tournament, that team must play short or play without said players.

D) The Start of Play

1. Team Captains will play a game of paper, rock, scissors to determine which side their team starts on
2. The team who loses paper, rock, scissors and doesn't pick the side serves first in the first game
3. For any game after the first, the losing team serves first

4. In the tournament, the higher seeded team is ALWAYS the serving team.

E) In Play/ Out of Play

1. A ball is considered in if when landing on the ground it makes any contact with the boundary lines.
2. A ball is considered out if it makes contact with anything outside the boundary lines The net posts shall act as the antennas on balls traveling from one side of the court to the other. If a ball passes outside the post or hits the post it is considered out of play and a side out or point is awarded.

F) Scoring - Basic Violations that result in a side out or point

1. Four hits
2. Reaching over the net if it interferes with the opponents play or attack
3. Stepping on or over the line on a serve
4. Failure to serve the ball over the net successfully
5. Serving out of service order
6. Hitting the ball illegally (carrying, palming, throwing, etc.)
7. Touching the net with any part of the body while the ball is in play unless the net is pushed into you
8. Stepping or reaching under the net if it interferes with opposing players
9. Back row players may not block or spike in front of the 10 ft. line
10. A player may not go into another court to make a play on the ball

G) Serving

1. Server must serve from anywhere behind the end line and between the extensions of the sidelines and may not step on or over the end line.
2. Ball may be served underhand or overhand. Each server is limited to three overhand serves, after which one underhand serve must precede three more overhand serves.
3. A let serve is allowed and is playable (a let serve is a ball that hits the net and continues over to the other side).
4. First game service is determined by a game of paper, rock, scissors. The winner may choose to serve or which side they want. The losing team will take what the winner didn't choose.

H) Serve Reception

1. No blocking or attacking (spiking) a serve at the net.

I) The Game

1. Each team is entitled to a maximum of three hits to return the ball to the opponents.
2. Blocking doesn't constitute as a contact and any player may make the first contact of the ball after the block.
3. A player may not hit the ball twice in succession.
4. A ball may be played off the net. If the net hits the player because of the ball, no fault is committed.
5. Back row players may not block or attack at the net.
6. Teams change sides of court after each game.
7. A player may touch the ball with any part of the body.
 - a) The ball must be contacted cleanly and not held, lifted, pushed, caught, carried, or thrown.
 - b) The ball cannot roll or come to a rest on any part of the body.
 - c) Kicked balls are allowed.
8. A female must hit the ball at least once, if more than one hit is used.
9. Players are allowed to step or reach under the net as long as they do not interfere with the play of the opposing players.
10. Captains are responsible for reporting and verifying scores to the KCC staff member or court volunteer.

11. If two or more non-blocking teammates contact the ball simultaneously, it is considered one contact and the players involved may participate in the next play
12. If two opponents simultaneously contact the ball over the net, the ball remains in play and the team receiving the ball is entitled to another three contacts. If the ball lands out, it is the fault of the team on the opposite side of the net from where the ball lands
13. While blocking, a player may touch the ball beyond the net, provided the player does not interfere with the opponent's play before or after the attack-hit.

J) Wind Rule

1. If the wind is affecting game play, **KCC** will announce the wind rule is in effect. This means during the third game only, teams will switch sides (one time) when either team reaches 7 points.
 - a) This only applies during tournament matches that go to 3 games.

III. Game Duration

A) Pool Play

1. Each match will consist of two games to 15 points, rally scoring.
2. Must win by 2 points with a cap at 21 points.
3. All games are self officiated.
4. Games will start every 40 minutes or 5 minutes after the prior game is over, whichever comes first.

B) Tournament

1. Tournament seeds will be determined by number of wins, then total points scored.
2. Games will be best 2 of 3 games to 15 points, must win by 2 points with a cap at 21 points, rally scoring.
3. Championship match will be best 2 of 3 games to 21 points, must win by 2 points with a cap at 25 points. Rally scoring.

IV. Forfeits

A) Forfeits

1. Teams have until 5 minutes past the designated start time to field the minimum requirement.
 - a. If a team doesn't show in time, a win will be recorded to the present team with a score of 15 to 0 per game.
2. If both teams agree to play without the minimum required, **KCC** Officials must be made aware.
3. If your team is going to forfeit a game, please notify the KC Crew official.