

## Spikin' It! Rules and Guidelines

**(Listed rules based on combination of standard USAV outdoor/sand volleyball, AVP outdoor/sand volleyball, USAV indoor volleyball, and Spikin' It! regulations. Rules not listed follow general USAV outdoor guidelines.)**

### General Rules—All Divisions

<ul style="list-style-type: none"> <li>• Shoes with spikes are not allowed.</li> </ul>	
<ul style="list-style-type: none"> <li>• Bring your own volleyball. Only a regulation-sized, properly inflated, outdoor volleyball will be allowed for play. Balls may or may not be available for “checkout” with a valid driver’s license.</li> </ul>	<ul style="list-style-type: none"> <li>• Poor conduct, such as repeated arguing of calls, foul language, verbal abuse, or physical abuse will not be tolerated and will result in forfeiture of set or match or ejection from tournament.</li> </ul>
<ul style="list-style-type: none"> <li>• Tournament director has final word on all rules, regulations, and disputes. Director also may move teams into different divisions, if deemed necessary.</li> </ul>	<ul style="list-style-type: none"> <li>• Cash prizes for 1<sup>st</sup> and 2<sup>nd</sup> place in gold bracket of Open divisions. Other goodies for 1<sup>st</sup> and 2<sup>nd</sup> places in remaining divisions.</li> </ul>
<ul style="list-style-type: none"> <li>• No coolers allowed on or near volleyball courts per field organization management.</li> </ul>	<ul style="list-style-type: none"> <li>• Spikin' It! is an adult volleyball tournament. Anyone choosing to bring kids, please keep this in mind.</li> </ul>

### Format—All Divisions

<ul style="list-style-type: none"> <li>• Rally scoring (point-per-serve) will be used. Points per set (game) will vary depending on pool size.</li> </ul>	<ul style="list-style-type: none"> <li>• Teams will be placed randomly in pools, except for Open divisions (seeded based on strength).</li> </ul>
<ul style="list-style-type: none"> <li>• Pool play followed by playoffs. Teams will be pre-seeded into playoff brackets.</li> </ul>	<ul style="list-style-type: none"> <li>• Minimum top 2 teams in pool advance to playoffs. In some cases, all teams will advance.</li> </ul>
<ul style="list-style-type: none"> <li>• No tie-breaker sets played. Ties will be broken using the following: 1. Set % of tied teams. 2. Then, point differential between tied teams. 3. Then, total points.</li> </ul>	<ul style="list-style-type: none"> <li>• Teams will play and officiate as designated on the pool and bracket schedules. Occasionally, teams may be scheduled to officiate their own matches.</li> </ul>
<ul style="list-style-type: none"> <li>• All playoffs will be single elimination with best 2 of 3 sets per match.</li> </ul>	

### Game Play—All Divisions

<ul style="list-style-type: none"> <li>• The winner of a coin flip will choose the right to serve or receive, or the side of court. Loser of toss selects the remaining choice.</li> </ul>	<ul style="list-style-type: none"> <li>• After hitting a ball, player may touch posts, rope, or any object outside the total length of net, provided action does not interfere with play.</li> </ul>
<ul style="list-style-type: none"> <li>• During each set (game), each team is allowed 1 timeout of 30 seconds in duration.</li> </ul>	<ul style="list-style-type: none"> <li>• There is no center line. A violation occurs only if a player impedes the playing ability of opponent through contact beneath net.</li> </ul>
<ul style="list-style-type: none"> <li>• A served ball may contact the net.</li> </ul>	<ul style="list-style-type: none"> <li>• Hair touching the net is not a fault.</li> </ul>
<ul style="list-style-type: none"> <li>• A serve may not be blocked. A serve may not be attacked with downward trajectory.</li> </ul>	<ul style="list-style-type: none"> <li>• When no antennae are used, the ball must cross between the two poles of the net system.</li> </ul>

### 2s Format / Game Play / Ball Handling

<ul style="list-style-type: none"> <li>• Minimum of 3 sets guaranteed.</li> </ul>	<ul style="list-style-type: none"> <li>• Pool play is single-set matches.</li> </ul>
<ul style="list-style-type: none"> <li>• The teams switch after every 7 points (Set 1 and 2) and 5 points (Set 3) played.</li> </ul>	<ul style="list-style-type: none"> <li>• A “touch” on a block counts as one hit, and the team must play the ball over the net in the next two contacts after such block.</li> </ul>
<ul style="list-style-type: none"> <li>• Players cannot receive a serve with open hands that involves finger action.</li> </ul>	<ul style="list-style-type: none"> <li>• Players do not have to “rotate” positions on the court, but they must rotate the server.</li> </ul>
<ul style="list-style-type: none"> <li>• In Open 2s only, a set ball may not spin more than 1½ rotations.</li> </ul>	<ul style="list-style-type: none"> <li>• In all levels of 2s except Open, indoor setting rules apply relative to the level of play.</li> </ul>
<ul style="list-style-type: none"> <li>• A hand set intended for a teammate that travels over the net is legal if the ball is set perpendicular to the setters’ shoulders.</li> </ul>	<ul style="list-style-type: none"> <li>• Players’ shoulders must be “square” with ball when “pushing” the ball over with open hands/fingers (forward or backward motion). Ball cannot be a double hit.</li> </ul>
<ul style="list-style-type: none"> <li>• A hard-driven attack (downward trajectory) may be defensively played in any manner, as long as the action is not a lift (i.e., double hits allowed, including actions with open hands/fingers).</li> </ul>	<ul style="list-style-type: none"> <li>• An off-speed hit or bump (with upward or downward trajectory) may be played defensively in any manner; however, if open hands/fingers are used, the action must be clean (i.e., no spin, no double hits).</li> </ul>
<ul style="list-style-type: none"> <li>• No player substitutions are allowed.</li> </ul>	<ul style="list-style-type: none"> <li>• Open-hand “tips” are not allowed.</li> </ul>

### 4s Format / Game Play / Ball Handling

• Minimum of 6 sets guaranteed.	• Pool play is 2 sets per match.
• A “touch” on a block does not count as a hit.	• Open-hand “tips” are not allowed.
• Players cannot receive a serve with open hands that involves finger action.	• Players do not have to “rotate” positions on the court, but they must rotate the server.
• Indoor setting rules apply relative to the level of play.	• In 4s, a hand set intended for a teammate that travels over the net is not legal.
• Players’ shoulders must be “square” with ball when “pushing” the ball over with open hands/fingers (forward or backward motion). Ball cannot be a double hit.	• Player substitutions are allowed. Subs must be registered players on the team’s official roster submitted prior to the team’s first set. No roster changes are allowed after a team has played its first set. In extreme circumstances, waivers may be granted by the tournament director.
• A hard-driven attack (downward trajectory) may be defensively played in any manner, as long as the action is not a lift (i.e., double hits allowed, including actions with open hands/fingers).	• Players may be subbed into game in two ways: either using regular substitution rules (per USAV) or the “rotational method” where players will continually rotate in from the middle back position. Coed: Men may sub only for men; women only for women. Both forms of substitution could be used in one set (game), for example, if the female players were using USAV rules, and the male players were “rotating in”; however, once chosen for a set, teams are not allowed to change the form of substitution being used.
• An off-speed hit or bump (with upward or downward trajectory) may be played defensively in any manner; however, if open hands/fingers are used, the action must be clean (i.e., no spin, no double hits).	

### 6s Format / Game Play / Ball Handling

• Minimum of 6 sets guaranteed.	• Pool play is 2 sets per match.
• A “touch” on a block does not count as a hit.	• Players must rotate positions and servers.
• It is legal to receive a serve in a setting action, provided the action is not considered a lift or held ball.	• Indoor setting rules apply relative to the level of play.
• In 6s, open-hand tips, dinks, etc. are allowed.	• “Back row attacks” will not be allowed as court markings will not be demarcated with 3-meter (10-foot) lines.
• A hard-driven attack (downward trajectory) may be defensively played in any manner, as long as the action is not a lift (i.e., double hits allowed, including actions with open hands/fingers).	• Player substitutions are allowed. Subs must be registered players on the team’s official roster submitted prior to the team’s first set. No roster changes are allowed after a team has played its first set. In extreme circumstances, waivers may be granted by the tournament director.
• The receiving team will rotate one position before its first term of service of each set (game).	• Players may be subbed into game in two ways: either using regular substitution rules (per USAV) or the “rotational method” where players will continually rotate in from the middle back position. Coed: Men may sub only for men; women only for women. Both forms of substitution could be used in one set (game), for example, if the female players were using USAV rules, and the male players were “rotating in”; however, once chosen for a set, teams are not allowed to change form of substitution being used.

### Coed Rules Only

• Female players must make up at least half of the number of players on the court at all times.	• Coed 6s: If the ball is contacted more than once, at least one female player must contact the ball before it is played over the net.
• Coed 6s: Teams must line up with male and female players alternating positions.	

### Most Important Spikin’ It! Rule of All

Have fun!!!