

8. A team beginning a match with a valid number of players, but through injury loses one or more players and does not have substitute players, may continue playing the match with all remaining players as long as one (1) of the players is a woman and no more than three (3) of the players are men.
9. The choice of selecting either serve, receive serve, or side will be decided by a coin toss between team captains. The winner of the coin toss will choose either the right to first serve, receive serve, or the starting side of court. For the second game, teams shall change sides and alternate first serve. For the third game, a coin toss will again decide first serve and side.

B. SERVING RULES

1. In rally scoring, the team that wins the rally earns one point.
2. When the serving team commits a foul, the ball is awarded to the opposing team, who shall then rotate clockwise one position before serving the ball.
3. A served ball is dead if it passes under the net or passes wide of either the left or right net boundary. A served ball remains in play if the ball touches the top of the net but crosses over the net and into the playable field of the opponent's team.
4. The server must wait until the referee whistles or indicates that play will begin. A ball served before the whistle or start of play indication is not in play and must be re-served. If a team serves the ball before the whistle or start of play indication, the team will receive one warning. All subsequent errors by any member of either team on the floor will result in a side-out. The server must contact the ball within eight seconds after the referee whistles for service.
5. The server will only have one toss of the ball to execute the service. Allowing the ball to fall to the floor after tossing, whether it was touched by the server or not, will result in an illegal service and loss of the rally.
6. If the server touches the back line or enters any part of the court area before serving the ball, it is a serving fault and the ball is awarded to the other team.
7. If any player except the server stands outside the boundary lines of the court at the time of service, it is a serving fault and the ball is awarded to the other team. The boundary lines are considered part of the court, so a player may stand on, but not outside of, a boundary line at service.

8. After being tossed or released, the ball shall be contacted with one hand or any part of one arm before touching the playing surface. The ball may not be contacted while held in one hand. An unclean serve will result in a service fault and a side out.
9. At the time of service: 1) the center front player must be between the left front and right front players. 2) The center back player must be between the left back and right back players. 3) All front row players must be closer to the net than all corresponding back row players, (right front closer than right back, etc.). 4) All back row players must be closer to the back line than all corresponding front row players.
10. Blocking a served ball into the opponent's court is prohibited and results in a player fault.
11. Attacking a served ball while the ball is above the top of the net is prohibited and results in a player fault.
12. The team that first receives serve at the beginning of a game must rotate players before the start of their first team service.

C. PLAYING THE BALL

1. A team shall not contact the ball more than 3 times before it crosses the net to the opponent's side. A block is not considered a contact (see rules C.4 through C.6).
2. The ball may touch any part of the body.
3. A player shall not play the ball twice in succession unless the player participated in a successful block (see rules C.4 through C.6).
4. A blocked ball is not considered a team contact. A team that blocks a ball will have the right to three (3) additional contacts of the ball before returning the ball over the net.
5. A player who touches the ball in a block may contact the ball immediately after the block. The second contact with the ball will count as the first of the three contacts for that team.
6. A block is considered one contact even if more than one player touches the ball during the block. If more than one player touches the ball in a block, that team will still have the right to three (3) contacts. Any of the players participating in the block may contact the ball on the next contact. To be considered a blocker, the player(s) must reach above the net sometime during the effort. A blocker ceases to be a blocker only when he/she returns to the floor or makes a subsequent attempt to play the ball.

7. When two (2) or more teammates touch the ball simultaneously, it is counted as one contact. If teammates collide, no fault is committed. Any player may play the ball next if the simultaneous contact is not the third team contact.
8. A joust occurs when two (2) opponents cause the ball to come to rest above the net through simultaneous contact. A joust is not a fault; play continues.
9. During the first hit of the team (not blocking), the ball may contact various parts of the body consecutively, provided that the contacts occur during one action. The first hit of the team includes reception: (a) of the serve; (b) of an attack-hit by the opponent (this may be a soft or hard attack-hit); (c) of a ball blocked by one's own team and (d) of a ball blocked by the opponents. During the team's first hit, successive contacts with various parts of the player's body are permitted in a single action of playing the ball. These include contacts involving "finger-action" on the ball and contact with the foot. The ball, however, may not be caught and/or thrown.
10. A woman must contact the ball at least one time if there is more than one contact by a team. The woman's contact may occur at any time.
11. It is a fault to touch any part of the net, except for incidental contact by a player's hair and insignificant contact by a player not involved in the action of playing the ball. A player may touch a post, rope, or any other object outside the total length of the net provided this contact does not interfere with play. When the ball is driven into the net and causes it to touch an opponent, no fault is committed.
12. Players may reach beyond the net when: (a) blocking (a blocker may contact the ball provided the blocker does not interfere with the opponent's play) or (b) making an attack-hit (provided the ball is contacted within his/her own playing space or within the plane of the net).
13. Players may not attack the ball unless part of the ball has crossed the plane of the net into that team's side of the court. If a player reaches over the net to attack a ball that has not yet broken the plane of the net onto their team's side of the court, that player will be charged with a fault. Players may reach over the net to block a ball only after the opposing team has had the opportunity to make three contacts with the ball or when the opposing team is attempting to drive the ball across the net regardless of how many contacts they have used.
14. For the purpose of the league, we will use the rule as stated in the United States Volleyball Indoor Rules to help guide the First Referee on carries. The rule reads as follows: ***The ball must be hit, not caught or thrown. It can rebound in any direction.*** In this league, a "carry" and "double contact" will vary somewhat with the division of play. Major leagues will be

refereed more tightly on carries and double contacts than Minor and Recreational leagues. First Referees will be responsible for determining carries and double contacts in each league.

15. The ball may touch various parts of the body, provided that the contacts take place simultaneously. A double contact occurs when a player contacts a ball twice in succession, or the ball contacts various parts of the body successively. Any player that double contacts the ball, on the second or third contact causes a fault and the ball is awarded to the other team.
16. A back-row player cannot cross the 10-foot line to attack (spike) the ball. A back-row player may land between the net and the 10-foot line (front zone) on a spike as long as the player left the floor behind the 10-foot line. A back-row player may carry out an attack-hit from the front zone if, at the moment of the contact, any part of the ball is below the top of the net.
17. A male back-row player may come to the front zone to block when the serving rotation has two female players on the front row. The male back-row player may only block at the net. He may not attack or spike the ball above the height of the net. No female back-row player may participate in a block.
18. Any injury that occurs during a point will immediately stop play of that point. Once the injury is treated, the point will be replayed.

D. BOUNDARY RULES

1. A ball is out of bounds if it lands outside of any mark defining the boundaries of the court.
2. Players can be faulted for crossing the mid-court line if any part of their body (other than feet, hands or hair) contacts the opponent's court. A player's foot/feet or hand(s) can legally cross the mid-court line as long as part of the foot/feet and hand(s) are in contact with or directly above the mid-court line. A player may reach or penetrate into the opponent's court and/or space under the net, provided this does not interfere with the opponent's play.
3. The ball must pass between the left and right side of the net, or between the imaginary extension of the net boundaries. Any ball not passing through these boundaries, or a ball touching these boundaries, is a dead ball.
4. A ball that contacts the ceiling or any object connected to the ceiling is playable as long as the ball does not cross over the net into the opponent's court. This includes contact with any basketball backboards, nets, or air conditioning units suspended from the ceiling above the court

playing area. If the ball contacts an object that is not over the court playing area, whether it is attached to the ceiling or to a wall, the ball is dead, and the team that caused the ball to touch the object will be charged with a fault. If the ball touches the ceiling and crosses to the opponent's court, or the ball was obviously crossing over the net and contact with the ceiling changes the direction of the ball and returns it to the sending team's side of the court, the ball is dead and the team which caused the ball to touch the ceiling will be charged with a fault.

5. A ball that touches any wall is dead and the team causing the ball to touch the wall is charged with a fault.
6. A ball is dead if it enters the playing space of any adjacent volleyball court whether a game is being played in that court or not. The team causing the ball to enter the court space will be charged with a fault.
7. A player will be charged with a fault if the player enters the playing space of an adjacent volleyball court whether a game is being played in the court or not.