

MARS Coed Volleyball Club Rules of Play and Conduct

PLAYER RESPONSIBILITIES:

TEAM CAPTAINS and CO-CAPTAINS are responsible for ensuring each player's responsibilities are enforced and officiating responsibilities for the team are carried out. This includes, but is not limited to assigning team referees, assigning line judges, and assigning a scorekeeper.

Each team Captain/Co-Captain is responsible for their team's actions and must ensure that good sportsmanship prevails at all times. During the course of play only the team Captain, Co-Captain, or floor captain may discuss or question a call concerning a referee's decision. Team Captains/Co-Captains are also responsible for the actions of spectators associated with their team members.

ALL PLAYERS are responsible for knowing the rules, guidelines, and equipment setup procedures. When in doubt, please ask.

ALL PLAYERS are responsible for demonstrating good sportsmanship. Failure to demonstrate good sportsmanship on and off the court may result in a warning or player suspension by Club Officials.

Players shall be 16 years old or older to participate in the MARS Volleyball Club.

All teams are encouraged to "borrow" players from other teams when short players during regular season play. All players are encouraged to come out to any regular season games for opportunities to sub and play. The current schedule will be posted on the Club [website](#), please be sure to check there for game days and times.

RULES OF PLAY:

The MARS Volleyball Club has access to the Wellness Center gym at 5:00 PM on game nights. Warm-up and careful equipment set-up may begin at 5:00 PM. The first game of the first set shall begin promptly at 5:30 PM. All play shall cease at 8:05 PM to allow for equipment take-down. All players must exit the Wellness Center by 8:30 PM on game nights.

The first two teams with enough players to field a team may elect to play first, and the third team will perform officiating duties. The winner of the first set shall choose if they will play again or referee the second set.

At the beginning of the first game of each set, the Up Referee will call a "Captain's Meeting" where team representatives from the two playing teams come forward for a "coin toss" to determine which team shall choose to serve or choose the playing side. The official designates one representative to guess and the other to be the witness and then the official holds up 1-4 fingers behind their back and asks the guesser to choose odd or even. If the team representative is correct in their guess, they may choose whether to serve/receive or choose the side they want to start playing on. If the team representative is incorrect, the decision to serve or playing side goes to the witness team representative. Alternatively, the coin toss can be a literally coin toss or can even be rock-paper-scissors. As long as there is agreement from both sides. The "coin toss" shall reoccur at the start of the third game, with the witness team making the odd/even call that time.

The team that referees the last set is responsible for carefully taking down all equipment and storing it appropriately. Please pay attention to the time. All play shall cease at 8:05 PM to allow for equipment take-down. All players must exit the Wellness Center by 8:30 PM on game nights.

REFEREE GUIDELINES

The MARS Volleyball Club follows the USA Indoor Volleyball rules. The MARS Volleyball Club is a recreational club that does not use a Libero or associated play techniques. When in doubt about any rules, please ask.

The Referee Team must have a minimum of 4 players to fulfill the Referee duties. Teams that repeatedly fail to provide the minimum number of referees shall be dropped from the schedule in accordance with the Volleyball Club Bylaws.

The First Referee/Up Referee has overarching authority on all calls. The Up Referee may consult with the Second Referee/Down Referee, Line Judges, or Scorekeeper if there is a question on the call, or if the Up Referee did not have clear line-of-sight on a play.

The Line Judges are responsible for watching for serving foot faults, watching play near net antennas to determine if the ball remains in play or goes out of play, and watching the court lines in general to determine if a ball is in or out of play. Line Judges that opt to use the flags during a game may not wave the flags at any time during play unless the flag is being used to make a call. Waving the flags without reason is distracting to players during a game.

ALL Referees and Scorekeeper may not keep ANY devices in/on their hands, in/on their ears, or within sight during game play. Devices are perceived as a distraction to the referees and scorekeepers and as such may impact the game at any time and will be considered unsportsmanlike conduct.

The Up Referee or a MARS Volleyball Club Official may provide the following warnings to players or to the player associated with a spectator exhibiting the behavior:

In general, a yellow card ("penalty") should only be issued after a player has been given a verbal warning about something; but it can be given without a warning. Swearing/unsportsmanlike conduct consists of general, "under the breath" comments regardless of who the subject may be, if loud enough, can be given a verbal warning.

If someone makes remarks degrading the referee or opponent, or the language is directed at any official, the Up Referee can issue a yellow card ("penalty") without giving a warning.

Red Card -- If a player continues to violate some warning or penalty, or is sanctioned again in the same match, they may be disqualified (red card) and the player or spectator must leave the gym.

The Officiating Team consists of:

- First (Up) Referee must have and use a whistle.
- Second (Down) Referee must have and use a whistle.
- Serving team line judge (may or may use flag).
- Receiving team line judge (may or may use flag).
- Scorekeeper.

First Referee/Up Referee Duties:

- Read and know the rules

- Inspect the court and determine if there are any “special” situations (i.e., bleachers are too close to the court). Be sure your other officials are ready and able to perform their duties.
- Hold captains meeting (call for serve)
- Start/end match on time
- Control the match

Second Referee/Down Referee Duties:

- Read and know the rules
- Secure game ball prior to warm-ups
- Attend captain’s and official’s meeting
- Keep time of warm-ups, time outs, and time between games
- STAY WITH THE NET and use whistle
- Blow Whistle to stop play and signal for:
 - Center line and net violations
 - Back row blocking/attack faults
 - Ball crossing over, outside or contacting antenna on their side of the court
 - Rotation (position) faults of the receiving team
 - Ball contacting out-of-play object or foreign object enters the court
 - Acknowledge time-outs and substitutions
- Secure ball at end of game

Line Judges:

- Read and know the rules
- Positioned at the corners of the court (to right of first and second referees)
- Signal on EVERY play. Signal for:
 - Touches off of blocks and serving line foot faults
 - Balls in and out (ball must cross net completely inside antenna)
 - Any player (except the server) stepping outside of his/her playing court at the moment of the service hit

REFEREE TECHNIQUES

First Referee/Up Referee Duties:

- Keep the whistle in your mouth or ready in your hand.
- Blow whistle so it can be heard.
- Watch the serving team for overlaps at time of service.
- Observe from the offense (attacking) side of the net.
- Watch the blocker’s hands during an attack for touches.
- Use communications signals.
- “Safe” signal when no fault occurs on close play.
- Touch during block.
- Use your other officials.
- Discuss with the second referee for close plays. If your view is blocked from a play and the second referee clearly sees it, you can take the second referee’s call.
- Every time the ball hits the floor, blow the whistle, look to your line judges for the call.
- Overrule only if ABSOLUTELY certain that an error was made in a line call.
- It’s your job to ensure all members of the team perform their duties, if they are not, replace them.

Starting a rally:

- Observe the serving team is ready
- Observe the receiving team is ready

- Look at the server, blow the whistle and Beckon for Serve

Ending a Play:

- Blow the whistle as soon as the fault occurs
- Show the side awarded the point
- Show the hand signal for the fault
- Indicate the player committing the fault if not clear
- Verbalize if necessary
- Control of the match:
 - Use your whistle
 - Use the proper hand signals
 - Use other officials
 - Be consistent with your calls
 - Use replays only when appropriate
 - Directing a re-serve
 - Simultaneous faults against opposing teams
 - A foreign object (ball from adjacent court) enters the court
 - Inadvertent whistle
 - NOT because a captain insists you made a bad call
 - Use yellow/red cards (verbal) if necessary

Second Referee/Up Referee Duties:

- Keep the whistle in your mouth or in your hand.
- Positioned outside the standard (pole) 3-4 feet off the net.
- Watch the receiving team for overlaps at service.
- Observe from the defensive (blocking) team's side of the net.
- Mirror first referees hand signals (except for Beckon for Service).
- Use discreet hand signals to indicate faults from which the first referee may be screened.
 - Carry (lift)
 - Double Hit
 - Four hits

RULE FAQs

Team Hits: If one or more players contact the ball simultaneously, it is considered one hit. When an above-the-net "joust" occurs and the ball subsequently goes out, it is a fault of the team on the opposite side. A ball may be played with any part of the body including the feet.

- After an attack hit (ball directed toward the opponent) an opposing player is permitted to place hands beyond the net to block. Otherwise, you cannot play the ball when it is completely on the side of the opponent.
- The play is dead the moment the ball touches the ground regardless of if a whistle has blown.
- A player making an attempt at an overhead pass on a hard-driven ball does NOT make a playing fault (carry or double) if the ball drives through the fingers and is not redirected nor comes to rest.

Serving: The service zone is the entire area behind and excluding the end line. It is laterally limited by the extension of the sidelines. The server must hit the ball within 8 seconds after the first referee whistles for service. If there is a service tossing error, the referee must authorize the service again (re-serve) and the server must execute it within the next 8 seconds—one service tossing error is permitted for each service.

Anytime a ball enters the plane of the net, it is considered an attack attempt and either side can play it. This often occurs as an over-pass to the setter.

If the setter comes from the back row (is a back row player in the rotation), and they set the ball while it is completely above the net, and their set completely crosses the plane of the net or is touched by a blocker on the opposite team while in the plane of the net, it's a back-row attack and a foul is called.

Carries: Calling or not calling "Carries" and double-contacts: ONLY the 1st referee can call these; the 2nd referee can give the 1st referee a signal for a carry if they see it and the 1st Ref misses it (e.g. blocked from view); Up Ref can then make the call if they want to. Up Ref should watch every touch very closely and analyze a split second "snapshot" of what they saw.

Some of the toughest things to call consistently are carries and double contacts. We don't have enough time to teach "seeing" these things, and it comes with experience and knowing what to look for. Carries are not allowed and passes should get "cleaner" as the season progresses.

In general, a carry occurs if:

- The ball comes to rest and there is not near-immediate redirection (some leeway is given to setters with "soft" hands).
- The ball "sticks" or rolls up an arm, for example after a joust at the net and you make a motion to play the ball as it drops, if no motion is made to play the ball, it is NOT a lift. Another time to watch for this is when trying to pass a tricky serve.
- The ball is directed in more than one direction (redirected). For example, you reach back or overhead and then pull the ball forward. A "slam dink" is NOT a violation. This occurs when a hitter pushes the ball with fingertips or an open hand down into the opponent's court (as long as the ball has stayed in front of the hand/fingers/body the whole time). Slam dinks typically occur by a front-row setter on a tight pass (who jumps and contacts the ball higher than the net), or by a front-row hitter on a tight or inaccurate set.

Double contacts, especially on sets, occur if the ball touches different hands/fingers at different times during the set (from one hand to the other). Just because a ball is spinning off a set, does not necessarily mean it was double contacted. You have to take a mental "snapshot" at the moment of contact and try to interpret quickly what you saw.

Modifications of the USA Volleyball Official Rules

The following are modifications to the USA Volleyball Indoor Rulebook for MARS Coed Volleyball play. These are the only approved modifications to the rules.

Rule	MARS Volleyball Modification
	MOST rules regarding equipment; uniforms; lineups; game, playing or warm-up format; World or Official competition; etc. do not apply.
4.1	<p>Team Composition</p> <p>a. Captains verbally identify themselves to the referee at the beginning of each game. Rosters are turned in at the beginning of the season and also, when modified to add a player to the team. Rosters are generally not available at the play site.</p> <p>b. Teams are not required to turn in a roster or line up prior to each match or game. All players that participate in a game must be on a MARS Volleyball roster or registered on the Club Teamless list.</p>
11.2	<p>Centerline Rule</p> <p>Contact with the opponent's court is permitted only with the foot (feet) or hand(s) as long as some part of the foot (feet)/hand(s) remains either in contact with or directly above the centerline.</p>
11.3.1	<p>Contact with the Net</p> <p>It is a fault to touch any part of the net or the antennas ANY time the ball is in play, except for contact by a player's hair. Incidental contact by a player or a player's uniform IS A FAULT.</p>
15.5.* 15.6.*	<p>Substitutions</p> <p>Teams must select one of the following methods of substituting players. The team must continue to use this method throughout an entire game. Teams should let the up-ref know if using a format described in b) or c).</p> <p>a. One-for-one substitutions may be made as defined in the USAV rulebook. There is no limit on the number of substitutions that may be made during a game.</p> <p style="text-align: center;">- OR -</p> <p>b. One substitution is made at the serving position during each rotation. Substitutions cannot be skipped to allow a player to remain in the game. Additional one-for-one substitutions are not allowed.</p> <p style="text-align: center;">- OR -</p> <p>c. Two substitutions are made during each rotation, one at the serving position and one at the front left position #4. This is for teams with a large number of substitutes. Substitutions cannot be skipped to allow a player to remain in the game (unless the substitution causes there to be no women on the court). Additional one-for-one substitutions are not allowed.</p>
15.6	<p>Limitations of Substitutions</p> <p>There is no limit on the number of substitutions that may be made during a game.</p>
21.*	<p>Conduct, Misconduct Sanctions</p> <p>If a person or spectator receives a Yellow or Red Card, the referee team Captain shall report the incident to MARS Volleyball Club Officers. The Club Officers shall review the event and act in accordance with the MARS Volleyball Club Bylaws.</p>

Rule	MARS Volleyball Modification
22.1	<p>Referee Composition</p> <p>Must have a minimum of four to ref; should have five. If a team does not have enough to start ref'ing, they should be reported to a club officer. Multiple reported incidents may result in removal of the team.</p> <p>Note: Some leniencies can be given where teams that are playing will provide line judges or call their own lines until the remaining referees show up. ANY questionable situation will require a replay. This requires a minimum of a first and second referee by the ref'ing team (second referee also flips the score). Both playing teams must agree to this or the ref'ing team sanctions occur as stated above.</p>