

Summary of Major Rules for Men and Women's Doubles

Top Ten Rules:

- 1. Keep it fun; keep it friendly:** Please introduce yourself to anyone you don't know. All players advance to playoffs. Definitely bring your "A" game since there are prizes for the winners (the team that wins Playoffs). But this ain't the FIVB or the Olympics, so please keep your perspective and keep your "cool" at all times.
- 2. Keep it safe:** You may go under the net *if and only if* you don't interfere with or contact an opponent (even after point).
- 3.** All participants are required to officiate; and for playoffs, losing teams must stay an extra round to officiate. Because we don't have professional referees and some games may be officiated by a single referee, **players are expected to call their own "touches" and "net" violations.** Referees **MUST** stand when officiating.
- 4. Respect the Refs:** A referee is expected to focus on the game, but is *not* expected to have perfect vision from all angles of a play. A referee's role is simply to apply the rules to the play as he/she observed it. A referee's judgment call as to what he *observed* is final. Harassment or badgering of referees may result in the award of a point against the offending team.
- 5.** Rally-scoring games. Match format TBA (either one game to 25 with 30 cap –or– two games to 21 with 25 cap).
- 6.** Let serves are legal.
- 7.** A player's hands must be together (i.e. touching) if using both hands to receive a serve. In other words, hand-setting a ball from a serve is *not* permitted.
- 8.** Whether a ball is *intentionally or accidentally* hand-set into the opponent's court, the ball's trajectory must be PERPENDICULAR to the player's shoulder line *when the ball leaves the player's hands*.
- 9.** The ONLY time you may double contact or *momentarily* lift/push a ball is when receiving a HARD-DRIVEN BALL. A "hard-driven ball" is *any high velocity* ball coming from an opponent (*not* including a serve). This includes deflections off a block from either team if the ball remains a "high velocity" ball. "High velocity" is a subjective call by the referee.
- 10.** Hand-Sets: "AA" level for AA division; "A" level for A division; "B" level for B division.

Other Rules of Interest:

1. 10-minutes warm-up for a player's first match of the day; 5-minutes warm-up for all other matches.
2. One toss per serve.
3. Blocks do NOT count as a touch.
4. No open hand tips or finger-tip dinks.
5. Switch sides every 10 combined points for games to 25 or every 7 combined points for games to 21.
6. Two 30-second time-outs per team per game. Each team has one five-minute injury time-out per game. Once that expires and the two 30-second time-outs are also used up, if the team is still unable to continue play, then the team shall forfeit the match. Games won by default will have a default score of "21-to-15" or "25-to-18" unless the forfeiting team already had more than 15 or 18 points respectively.
7. If the boundary lines get pulled out during a point, players should continue play; if the ball ultimately lands in an ambiguous area, then the point is replayed; otherwise, the point stands.
8. Setting: The most important element for a legal set is clean contact with the ball; clean contact means that the ball enters and leaves both hands simultaneously in a controlled fashion and is not "lifted." A ball's rotation can (but does not necessarily) imply a bad set. For example, a wildly spinning ball likely resulted from a ball that left the setter's hands at different times and hence should be called a "double." However, slight spin does not necessarily indicate a double contact. Referees should focus on the contact with the ball. If there is bad contact, the set should be declared "illegal." The ball's rotation is merely a proxy (i.e. an indirect measure) of the quality of the set. That being said, a "AA" set across the court to an outside hitter should have no more than 1 full rotation and should have virtually no side or back spin. An "A" level set to an outside hitter should have no more than 2-3 full rotations with minimal side or back spin. Prior to each game, the players and referees should discuss and demonstrate acceptable and unacceptable hand-sets.
9. Selecting a Game Ball: For each match, players are encouraged to negotiate creatively and compromise when selecting the "game ball." If players are unable to agree on a ball, a "coin toss" will determine which ball to use for pool-play games. For play-off games, the higher-ranked team gets to choose the "game ball."
10. Player rotation is NOT required other than for serves. No position faults. No overlap rule. No screening.

Playoff Ranking

Teams are ranked and seeded by their pool-play game (*not* match) win / loss record first; then by point differentials. All teams advance to Playoffs. Depending on the number of teams and the remaining time, we may use a single-elimination bracket or a double-elimination bracket for Playoffs. Furthermore, the matches may be best-of-one or best-of-three. The precise Playoff Format shall be announced after Pool-Play.