

Rules & Intent

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- 08 Double Hit Balls are ONLY allowed WHEN inadvertently done upon RECEIVING the Serve. All Other Double Hit Balls are considered an immediate fault.
- 09 WE STRIVE FOR THREE HITS PER SIDE BEFORE A BALL IS SENT BACK OVER. We shall strive for the proper Bump, Set and Strike for each and every player and team. This is to avoid " The Ping-Pong Syndrome " and for better and fairer ball play. Of course, this won't happen always, however, this is WHAT WE WILL STRIVE TO DEVELOP as the NORM rather than not! (This goes for ME TOO! !!!)
- 10 Open Hand Hits are considered a double hit and a carry. Closed One Handed Hits or Strikes are allowed. Again, this is what we shall STRIVE for, It shall be up to every player to Self Call improper game plays on Oneself. Any disputed game play calls, if not resolved immediately, shall be Automatically Re-Played.
- 11 There is NO purposeful screening during the serve of a play, and opposing players may request the opposite to bend, relocate, etc.. There is NO ATTACK or BLOCK of the Serve allowed. Attack of the Serve shall be considered an immediate Fault. NO Open Handed "Dinks" allowed.
- 12 There is NO MERCY RULE when Serving. There is ONLY ONE TOSS per serve allowed. What you throw up is what you have to hit. Any ball dropped, double touched, etc., during a serve shall be considered an immediate Fault. There is a MAXIMUM of "Ten Seconds" for a Server to strike the ball, any more shall be considered a fault. This shall help the game keep moving. The "LET SERVE RULE" is allowed, meaning a ball hitting the net upon serving the ball is still a good ball as long as it continues to go over to the opposite side.
- 13 For Six Player Teams, there shall always be a proper clockwise rotation of all players in between game plays. For FOUR Player Teams, there shall be no required rotation if that team wishes.
- 14 A BLOCK of a Spiked Ball at the net is NOT considered a Hit or Touched ball during play. This is the "Joust Rule", which is permitted as long as the block is proper.
- 15 There is NO " 10 Ft. Line " on the courts. Typical setup shall be Three Front Row players at the net, and Three back row players. A Back Row Player is NOT allowed to attack a ball at the net. Back Row Players MUST be a Minimum of Ten (10) feet away from the Net to Attack a Ball. Back Row Players can NOT Block a Ball at the Net, this shall be considered an immediate fault.
- 16 Please follow rolling the balls BELOW the net when returning a ball to the opposite team. During play, although generally allowed, any "kicked" ball shall be deemed a fault. This is done to protect dangerous play, and unnecessary injuries to all other players. However, if a ball is "tapped upward" it shall be allowed to be continued in the use of play. Just remember we play VOLLEYBALL and NOT SOCCER on the courts !!!!!
- 17 ALL PLAYERS must understand and realize that we are guests at the Seamans Neck Park facility. The parks personnel will only allow us to continue to play if we obey park rules. ALL PLAYERS MUST ABIDE and FOLLOW the rules of the park. There's No Alcoholic Beverages allowed, Clean Up any debris or garbage when leaving the park, etc. Do this, and it will ensure a Good Time to be had by ALL. Thanks! !!

Final Note from Sammy :

**** Recapping these aforementioned Rules and Intent of playing the game. These rules are according to the current and accepted way of playing the game of volleyball. Yes, we're NOT going to get paid no matter how well you think you play, and there's no scouts out there to see who's going to fill in for that last minute need on our Olympic team. First and Foremost is Safety and Good Sportsmanship, regardless of anything. Next is that we are all hoping to improve our game play and at the same time have fun. I hope that these rules will encourage just that, and promise that I won't ever ask anyone else to do something I myself am not 100 % committed to doing. Let's have a good time out there! See you on the court!