

# TRADITIONAL VOLLEYBALL

## RULES



## HIGHLIGHTS

- Forfeit time is five (5) minutes after the scheduled game start time. If the player or team is not “Ready to Play” within five (5) minutes after the scheduled game start time, then that player or team will forfeit and the opposing player or team will be declared the winner (assuming the opposing player or team is ready to play).
- Before the match, the first referee carries out a toss in the presence of the two (2) captains. The winner of the toss chooses either the right to serve or the side of the court.
- A match shall be won by the side which wins two (2) of three (3) sets to (21) points. If the score in a set becomes twenty (20) – all, the side that gains a two (2)-point lead first, shall win that set.
- A time limit of twenty-five (25) minutes for each set will be enforced. The team leading the set being played at the expiry of time will be awarded the set.
- During the preliminary phase of the competition teams will receive two (2) points for a win, one (1) point for a tie and 0 points for a loss.
- A player may not block balls coming over the net. A blocking foul shall occur if a player raises his hands such that his fingers are pointing upward and attempt to strike a ball coming over the net with his palms.



---

*Rules and Regulations in the United States Ismaili Games Sports Handbook supersede conflicting rules from any other outside sporting organization. Referee's decision is always final.*

*Last Modified: 9/28/2015 11:22 PM*

## TOURNAMENT RULES

### READY TO PLAY

- Forfeit time is five (5) minutes after the scheduled game start time. If a team is not “Ready to Play” within five (5) minutes after the scheduled game start time, then that team will forfeit and the opposing team will be declared the winner (assuming the opposing team is ready to play).

### JERSEYS AND APPARREL

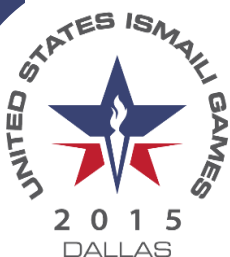
- All players participating must wear the uniforms provided by the USIG during check-in. If a player is not wearing the uniform provided, that player will not be allowed to take the court unless they have received a written waiver from the USIG National Sports team.
  - Players are not allowed to alter the uniforms that are provided by the USIG.
- Proper shoes must be worn at all times.
- If a player is not wearing the proper attire, they will not be allowed to take the court.
- It will be at the referee’s discretion to determine whether a player can rejoin the court of play after the player has corrected their attire

### REFEREE’S JUDGMENT

- A referee’s judgment should not be contested.
- Failure to adhere to a referee’s judgment may warrant ejection.
- The referee’s decisions are final and no appeals of the decision will be allowed.
- Only rule clarifications may be requested following the issue in question by Team Captain and it is up to the referee’s discretion to consult the rulebook

### SCHEDULING AND DELAYS

- The USIG National team has the right to adjust the schedule, rules, length of the game or any other game conditions for scheduling purposes including but not limited to unscheduled delays or weather related delays.



---

*Rules and Regulations in the United States Ismaili Games Sports Handbook supersede conflicting rules from any other outside sporting organization. Referee’s decision is always final.*

*Last Modified: 9/28/2015 11:22 PM*

## OFFICIAL RULES

### TEAM ROSTER

- A team must have a minimum of eleven (11) players and can have a maximum of fifteen (15) players.

### METHOD OF SCORING

- A team scores a point when a team is serving and:
  - by successfully grounding the ball on the opponent's court;
  - when the opponent team commits a fault;
  - when the opponent team receives a penalty.

### COURT SIZE

- Dimension of the court must be 70 ft (L) x 35 ft (W)
- Service box must be 3ft x 3ft

### GAME SCORING AND TIMING

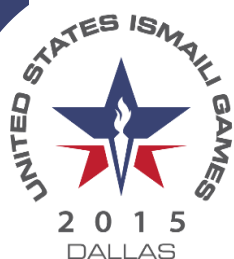
- A match shall be won by the side which wins two (2) of three (3) sets to twenty-one (21) points. If the score in a set becomes twenty (20) – all, the side that gains a two (2)-point lead first, shall win that set.
- A time limit of twenty-five (25) minutes for each set will be enforced. The team leading the set being played at the expiry of time will be awarded the set. If the whistle/horn blows to indicate the end of the set and a rally is taking place, that rally will complete and the score after the rally will be deemed the final score.
- If a set is tied after thirty (30) minutes, a coin toss will be performed and the team winning the coin toss will serve first and the match will continue until a party wins by (1) point (not two (2) points).
- The side losing a set shall serve first in the next set.
- The side winning a rally shall add a point to its score.
- There will be a two (2) minute interval between sets. Each team will be allowed two (2) thirty (30) second timeouts per set.
- The side winning a set shall serve first in the next set.
- The side winning a rally shall add a point to its score.

### AWARDING OF POINTS AND TIEBREAKER PROCEDURE

---

*Rules and Regulations in the United States Ismaili Games Sports Handbook supersede conflicting rules from any other outside sporting organization. Referee's decision is always final.*

*Last Modified: 9/28/2015 11:22 PM*



- During the preliminary phase of the competition teams will receive two (2) points for a win, one (1) point for a tie and 0 points for a loss.
- In the case of a tie in the standings between teams/individuals at the conclusion of round-robin games the following will be used to break the tie:
  - 1. Total Number of Wins
  - 2. Head to Head Match between Tied Teams
  - 3. Points Differential (Total Points For – Total Points Against) Between Common Opponents
  - 4. Total Points For Against Common Opponents
  - 5. Least number of times late for Start of Game
  - 6. Coin Toss

### THE TOSS

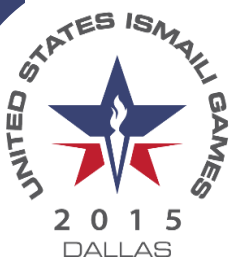
- Before the match, the first referee carries out a toss in the presence of the two (2) captains. The winner of the toss chooses either the right to serve or the side of the court.

### SERVING

- Only under hand services are permitted with the ball initially held on the servers hand, palm up, between the servers knees and torso.
- The player shall strike the ball with the hand not holding the ball with a motion beginning below the level of the ball.
- Only underhand serves will be allowed, players are not allowed to serve overhand.
- The server must serve from the 3' x 3' box marked with one (1) foot touching the boundary or inside of the box.
- A served ball that touches the net will result in loss of point for the serving side, regardless of whether the ball ultimately lands in bounds on the receiving side.
- The Server must wait for the referee's whistle before serving

### GAMEPLAY AND SUBSTITUTIONS

- A ball may be struck by any player using either both hands to strike the ball or using one hand with the palm down. The ball may not be struck using a fist or punching motion.




---

*Rules and Regulations in the United States Ismaili Games Sports Handbook supersede conflicting rules from any other outside sporting organization. Referee's decision is always final.*

*Last Modified: 9/28/2015 11:22 PM*

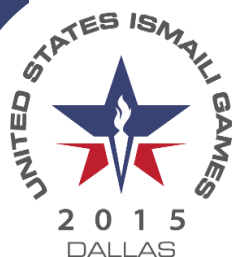
- A player may not block balls coming over the net. A blocking foul shall occur if a player raises his hands such that his fingers are pointing upward and attempt to strike a ball coming over the net with his palms.
- Players may only substitute during a timeout, player injury or in between sets
- A player wishing to enter the game must first check in at the scorer's table and be given permission to enter the game by the referee
- 3 Hit Rules
  - The team receiving during a point may return the ball under the following rules:
    - The first hit may be used to either return the ball to the opposing team, or strike the ball against the net on their side.
    - The second hit, if necessary, must be played off the net and back into the court (i.e. – it cannot be played off the net a second time). The second hit can be played back or forth over the net.
    - The third hit must advance the ball over the net

## TIMEOUTS

- All time-outs that are requested last for thirty (30) seconds
- Each team may request one time out per set
- Either team may call a timeout, but not while a ball is in play. A ball shall be considered to be in play from the time the referee blows their whistle to indicate service may occur to the time the referee blows their whistle to indicate a dead ball

## PLAYER SAFETY

- Jewelry cannot be worn at any time on the playing surface. This includes watches, rings, earrings, bracelets, necklaces, and hair ties with hard plastic or metal clasps or clips.
- If jewelry cannot be removed, it must be taped over only if the Referee determines that taping over the jewelry does not pose a safety risk to the athlete, other players or the Referee and his/her assistants.
- If jewelry cannot be removed and the referee does not deem taping over it sufficient to ensure safety the player may not be permitted to play.
- Athletes may only wear glasses/goggles that pose minimal safety risks to the athlete and other players
- Only glasses that have no sharp edges or moving pieces (such as folding arms or adjustable nosepieces) will be allowed




---

*Rules and Regulations in the United States Ismaili Games Sports Handbook supersede conflicting rules from any other outside sporting organization. Referee's decision is always final.*

*Last Modified: 9/28/2015 11:22 PM*

- Sport goggles are recommended. The glasses/goggles must have shatterproof plastic lenses and should be secured to the head with a strap connecting the two arms. If the glasses/goggles are considered a risk to the safety of athletes and other players, the Referee may prohibit their use.



---

*Rules and Regulations in the United States Ismaili Games Sports Handbook supersede conflicting rules from any other outside sporting organization. Referee's decision is always final.*

*Last Modified: 9/28/2015 11:22 PM*