



## OPV League - GRASS VOLLEYBALL RULES - 2023

OPV will operate under the competition rules and regulations as outlined in the [2021-2023 Indoor Rules Book as adopted by USA Volleyball](#). The rules below are specific to OPV and supersede the rules in the USA Volleyball Rules Book.

### Minimum Requirements

- In order to play a game, Team must have at least four players on the court at all times. Teams with less than four players forfeit after 5 mins past game start.
- In the event that a team does not have enough players to play or has 4 or 5 players, teams are allowed to substitute 1 player from either their same division or from a lower division. Only 1 substitution is allowed per game and must be identified with the referee prior to game start.
- Teams are encouraged to have 6 players for all games in the spirit of good competition.

### Divisions

- The Hawaii LGBTQ Volleyball League will run three divisions for Season 2. Division A is a competitive division, and Division B is intermediate, and Division C is recreational. Oahu Pride Volleyball reserves the right to combine divisions depending on the level of participation and registration. Oahu Pride Volleyball also reserves the right to switch teams into a higher or lower division after the first 2 weeks of play.

### Service Possession

- A team earns service possession for the start of the first game by winning a coin toss or a Rock/Paper/Scissors. The winning team can decide if they want to serve or choose side first. The teams will then alternate service and side every other set.

### Rotation

- Team members must rotate on the court and must remain in that position until the serve has been contacted. The player in the back right hand corner of the rotation will be designated to serve and continue to rotate clockwise.



- In the spirit of pursuing equal play time for all players in all divisions, all players present on game day must be rotated in. *The purpose of this is to ensure equal play time, not to substitute any single player for poor performance.*
- Captains may also substitute players who require a break or are injured, but they should also make every attempt to ensure equal play time is afforded to all players.
- In the event that a team only has 4 players, quad rules apply where the server is considered a backrow player and cannot attack in front of the 10-foot line.
- In the event of 5 players, there will be 2 backrow players.

### Service

- Serves into the net are a fault and a point is awarded to the opposing team. The serve then moves to the opposing team. Serves that hit the net and continue over the net to the opponent's side of the net will be live.
- It is a fault if a player tosses the ball in preparation for a serve but chooses not to hit and catches the ball. If a player decides not to serve, they must let the ball drop to the ground.
- It is a fault if the player touches or steps on the line before making contact with the ball during a serve. This is called a foot fault and will be called out by the line judge.

### Three Contacts

- Each team is allowed a maximum of 3 successive contacts of the ball in order to return the ball to the opponent's area. (Exception: In the action of blocking an attacking ball, the touch, or contact resulting from the block attempt does not constitute one of the three successive contacts.)

### Attacking the Net

- Only the three players that are in the front row of the rotation are allowed to attack the net. Violation of this rule would include any hitting or blocking by back row players that occurs above the plane of the net.
- Back row attacks are illegal from in front of the 10-foot line. If a back row player wishes to attack, they must jump before the 10-foot line. If jumping after or on the 10-foot line, a fault will be called and will result in a point for the opposing team. A back row player is any player positioned in the back row at the start of the serve.



- Back row players should remain behind the 10-foot line of the court but may cross the line and pass at the net when needed. Even when playing at the front of the net, back row players cannot jump to attack the ball.

### **Simultaneous Contacts**

- When two non-blocking teammates touch the ball simultaneously, it is considered one contact, and any player may make the next contact. When two blocking teammates touch the ball simultaneously, it is not counted as a contact, and any player may make the next contact.
- When two opponents simultaneously and instantaneously contact the ball over the net, the ball remains in play and the team receiving the ball is entitled to another three hits. If such a ball lands out, it is the fault of the team on the opposite side of the net from where the ball lands.

### **Characteristics of the Contact**

- The ball can contact any number of body parts down to, and including the foot, providing such contacts are simultaneous and the ball rebounds immediately and cleanly after such contact.

### **Held Ball**

- The ball must be contacted cleanly and not held, lifted, pushed, caught, carried or thrown. The ball cannot roll or come to rest on any part of a player's body. It can rebound in any direction.

### **Handsets**

- A contact of the ball using the fingers of one or two hands to direct the ball toward a teammate is a set. The ball must come into contact with both hands simultaneously and leave both hands simultaneously to avoid a double hit call. A player may set the ball over the net in front or behind them only in the direction in which their shoulders are squarely facing. Rotation of the ball after the set may indicate a held ball or multiple contacts during the set but in itself IS NOT A FAULT.



### **Attacking the Ball over the Opponent's Court**

- A player is not allowed to attack the ball on the opposite side of the net. This is for player safety. If the ball is hit above the spikers side of the net and then the follow-through causes the spiker's hand and arm to cross the net without contacting an opponent or the net, the action does not constitute a fault.
- The ball must break the plane of the net before it can be touched (tip, hit, or attack) by the opposing team.
- In certain situations, reaching over the net to block is allowed. These situations are described in the blocking section below.

Note: A block does not constitute a touch.

### **Blocking**

- Blocking is the action close to the net which intercepts the ball coming from the opponent's side by making contact with the ball before, during or after it crosses the net. The action of blocking does not count as a contact as long as the intention was to block.

### **Multiple Contacts**

- Multiple contacts of the ball by a player(s) participating in a block shall be legal provided it is during one attempt to intercept the ball. Multiple contacts of the ball during a block shall be counted as a single contact, even though the ball may make multiple contacts with one or more players of the block.

### **Participation After a Block**

- Any player participating in a block shall have the right to make the next contact, such contact counting as the first of three hits allowed the team.

### **Blocking a Serve**

- Blocking or attacking a serve is prohibited.



## **Blocking a Ball Across the Net**

- Blocking of the ball across the net above the opponent's court shall be legal provided that such a block is:
  1. After a player of the attacking team has spiked the ball, intentionally directed the ball into the opponent's court, or has exhausted their third allowable hit.
  2. After the opponents have hit the ball in such a manner that the ball would clearly cross the net if not touched by a player, provided no member of the attacking team is in a position to make a legal play on the ball.
  3. If the ball is falling near the net and no member of the attacking team could reasonably make a play on the ball.

## **Player Contact with the Net**

- No part of the body may touch the net at any time unless a ball or person driven into the net causes the contact. Contact with hair or part of the uniform will not be considered a fault.

## **Simultaneous Contact by Opponents**

- If opponents contact the net simultaneously, it shall constitute a double fault and the point shall be played over.

## **Interference**

- Grass volleyball allows any and all parts of the body to cross the centerline as long as there is no interference with the opposing player. Any interference on the opposing side of the net will result in a point for the opposing team.

## **Games**

During the regular season, each team will play best 2 out of 3 sets during a single match. Sets will be played as follows:

- Each Game will be played in a maximum of 55 min. We asked members to be respectful of time. Please be assembled and ready to play at least 5 min prior to your scheduled match time. Each team will be given 5 min to warm up as long as it does not interfere with the scheduling of the game. If you arrive early or the game prior to yours is ongoing, please be patient and warm-up on the side so that you can be ready to play.



- The first two sets are played to 21 points, must win by 2 points up to 25.
- First team to 25 wins
- In the event of a tie at the 55-minute mark, a sudden death is enacted whereby the next team to win a earn wins.
- The third set is played to 15 points first team to 15 points wins or the team with the most points at the 55-minute mark wins.
- Each team is allotted one time out per set not to exceed 1 minute each.
- These time rules don't apply to championship games.

Teams must have at least four players to play. Teams without four players on the court after 5 mins from the scheduled start of play forfeit the set. The remaining sets can still be played once the missing players arrive. Teams are allowed to obtain 1 substitute player from another team from the same or lower division in order to form a 4, 5 or 6 player team. ONLY 1 SUBSTITUTE IS ALLOWED per game and if remaining team members arrive mid game, that substitute is required to stop playing at the next serve.

In the event a match requires a third set, team captains have the option to switch sides of the court after 7 points won by a given team.

## Referees

- All games must have one referee positioned at the center of the net. Each game must also have at least 2 designated line judges positioned on the far ends of the court to inform the referee as to whether a ball is in or out of bounds.
- Each team must provide at least 2-line judges for a game either before or after their team game.
- Teams that don't provide line judges for their assigned games, will be given a forfeit for one of their games that day.
- Only team captains may approach the referee to discuss a disputed call.
- In the event of a disagreement or dispute, the referee may authorize a point to be replayed.
- Any player who exhibits unsportsmanlike conduct, argues with the referee, or acts aggressively will be ejected from games for the remainder of the day at the referee's discretion.



## **Forfeits and Scoring**

- If a team is assigned a Forfeit for a match due to failure to present a full team at 5 mins past start time, the score for that match will be recorded as a forfeit in the standings.
- If a team is assigned a Paper Forfeit due to the inability to provide the assigned referee or line judges for a match, the score for that match will be recorded as a forfeit in the standings.
- In the event of a team winning in 2 sets, the 3<sup>rd</sup> set will be recorded as 0-0.

## **Game Specifications**

### Court Dimensions:

18 m x 9 m / 59' x 29'6"

### Net Height:

7 ft 8 in

### Ball PSI:

4.27 – 4.62 psi