

Rules of Play

O'AHU PRIDE VOLLEYBALL (OPV) RULES

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

- **Court Dimensions (for both divisions):** 18 m x 9 m / 59' x 29'6"
- **Net Height:** 7 ft 8 in
- **Gender Identity:** Players of all gender identities may play freely and without restriction.

TOURNAMENT RULES – APPLIES TO ALL DIVISIONS

Scoring – All matches will be played with rally scoring.

1. **Pool Play** - Pool play matches will be played as two (2) sets played to 21 with a cap of 23 (a team must win by at least 2 points).
2. **Winners' Bracket** - Tournament matches in the winners' bracket will be played as best-of-three (3) sets. The first two sets will be played to 21. A team must win by at least two points with a cap of 23. If both competing teams win one of the first two sets, they will play a third and final set to 15 points with no cap (a team must win by at least 2 points).
3. **Consolation Bracket** - Tournament matches in the consolation bracket will be played as one set to 25 with no cap (a team must win by at least 2 points).
4. **Final Match** – The final match will be played as best of three (3) sets played to 21. If the loser of the final match has not yet lost a match in the tournament, one additional final set will be played to 25 with no cap (a team must win by at least 2 points) to determine the tournament champion.
5. **Forfeits** – Except in the case of a known delay, if a competing team or working team is not present after five (5) minutes of a match's scheduled start time, that team shall forfeit that match. The score shall be recorded as the number of points required to win each set for the winning team and zero for the forfeiting team (ex. 25-0, 25-0).

Time Allotment

1. All matches have a 45-minute time limit (Consolation Bracket matches have a 25-minute time limit). If time is called before the end of a match, then the current score is considered final.

Referees

1. **Work Teams** – Teams will be assigned to referee games throughout the tournament. When assigned, teams will be required to provide one (1) referee, one (1) scorekeeper, and two (2) line judges for the designated game. Failure to provide referees shall result in forfeiture of a team's highest scoring match in pool play or their next game in tournament play.
2. **Professional Referees** – OPV will provide professional referees to manage Winners' Bracket matches from the Quarterfinals and beyond (excluding social division matches).
3. **Disputes** - Team captains shall be the only players permitted to discuss and/or dispute a call with a referee. The referee's decision shall be considered final. Disputing a call shall not pause the time limit allotted for the match.

Cancellation

1. In the event of inclement weather or any other force majeure, the tournament cannot be rescheduled. Refunds will not be issued. In the case of a delay, play will resume whenever possible. In the case of a total cancellation,

prizes will be awarded to the teams with the best records during pool play or the teams with the highest point differentials during the tournament, depending on when the cancellation occurs.

GAMEPLAY RULES – APPLIES TO ALL DIVISIONS

Player Eligibility

1. **Roster Substitutions** – All roster substitutions are subject to approval by the Tournament Planning Committee. Roster substitutions are only allowed when a registered player is not able to continue play, resulting in a team having fewer players than the maximum allowed on the court for that division. Teams may substitute with players from other teams during pool play and the tournament. Only players from the same division shall be allowed to substitute.
 - a. Unapproved roster substitutions shall result in a team's immediate disqualification from the tournament.
2. In all cases, a player must play a minimum of one point during pool play to be eligible as a player or a substitute during tournament play.

Game Management

1. The first serve will be determined by rock/paper/scissors. The winner will have the choice of the first serve or their preferred side. The remaining choice shall go to the other team.
2. Teams will switch sides between sets.
 - a. During a single-set match, teams will switch sides after one team reaches 13 points.
 - b. If a third set is played, teams will switch sides again midway through the third set (after one team reaches 7 points for 15-point sets, 11 points for 21-point sets, and 13 for 25-point sets).
3. **Time-Outs** - Teams are allowed two (2) one-minute time-outs per set.

Center Line, Net, & Field of Play

1. Touching any part of the net at any time is a net fault, resulting in a point for the opposing team.
2. Players may travel under the net as long as there is no contact with a player on an opposing team and there is no interference with the opposing team's play. Once a ball has crossed the plane of the net out of bounds, it is considered a dead ball. Players may not travel under the net to return the ball to their own side.
3. Players may leave the field of play to play a ball. If a player steps onto another court at any time during gameplay, it will be considered a dead ball, and a point shall be awarded to the opposing team.

Service

1. A serve that contacts the net shall be considered a legal serve.
2. Stepping on or over the boundary line prior to contacting the ball shall be considered a foot fault, resulting in a side-out.
3. Before contacting the ball, a player may let a tossed ball drop to the ground once per serving attempt. Catching a toss will result in a side-out.
4. The receiving team may not block or attack when receiving a serve.

Setting

1. Open-hand sets must leave the setter's hands cleanly without multiple contacts on the ball, except on the first contact. Referees may enforce this at their own discretion due to circumstance of the set and the divisional level of play.
2. Open-hand sets and double contacts are allowed on the first contact if the ball is not controlled with a carry and the first contact is made in one attempt (motion) to play the ball.

COMPETITIVE DIVISION RULES (4V4)

Players

1. Teams shall consist of a maximum of five (5) players. There are no penalties for a team with fewer than four (4) players on the court.

Rotations and In-Game Substitutions

1. Players are not required to rotate positions during the course of play, but players must serve in a consistent order.
2. All players are eligible to attack, except when receiving a serve. There are no back-row attack violations.
3. There is no limit to the number of substitutions allowed during a set or match.

Gameplay

1. **Dumping** - A setter may set the ball over the net provided their shoulders are perpendicular to the path of the ball. Side or directional sets are permitted only when players are setting a teammate on their own side of the net. Side or directional sets are not permitted over the net.
2. **Tipping** - One-handed placement or redirection of the ball with the fingers (dink or open-hand tip) is not permitted. When contacting the ball with one hand, the ball must be cleanly hit with:
 - a. The heel or the palm of the hand
 - b. Straight, locked fingertips
 - c. Curled fingers
 - d. A closed fist
 - e. The back of the hand
3. **Screening** – Players may not prevent the opposing team from seeing the server or the path of the ball. At an opponent's request, a player must move sideways, bend over, or bend down.
4. **Serve Receive** – The ball may be played with any part of the body, but players may not open-hand set when receiving a serve. In these situations, both of the player's hands must be touching.

SOCIAL/INTERMEDIATE DIVISION RULES (6V6)

Players

1. Teams shall consist of a maximum of eight (8) players. There are no penalties for a team with fewer than six (6) players on the court.

Rotations and In-Game Substitutions

1. Players are required to rotate positions during the course of play. Liberos are not permitted.
2. Only front-row players are eligible to attack in front of the 10-foot line. Violations are at the referee's discretion.
3. There is no limit to the number of substitutions allowed during a set or match. In the spirit of social play, teams must make efforts to offer equal playing time to all rostered players.

Tipping and Dumping

1. One-handed placement or redirection of the ball with the fingers and dumping are permitted.