



MIXED VOLLEYBALL – COMPETITION RULES AND INFORMATION

In this competition, the emphasis is on enjoyment, social atmosphere and skill development/maintenance. All games shall be played as per the [Official Volleyball Rules of FIVB](#), except to the extent that they are negated or modified by these rules. All rules are open to the interpretation of the referee/supervisor and their decision is final.

1. Location

All games will be played on the East and West stadiums, upstairs in the Nona Lee Sports building.

2. Game Commencement

- Teams should arrive 10 minutes prior to the commencement of their match to allow for smooth transition of games.
- In all circumstances the game must finish at the scheduled time
- Any teams that are not ready to commence play with a minimum of 4 players 10 minutes after the schedules start time will incur a 0-30 loss*

**As this competition is social, the game may go ahead after 10 minutes, however the 0-30 loss will stand regardless of the actual score*

3. Team Registration

Teams must be registered by the captain or primary contact through the registration links available on the Campus Sport website.

Full payment of the registration fee must be paid upon completion of this form for a team to be guaranteed entry into the competition.

4. Player Registration

All participants **must complete an online registration form before taking the field**; they will then be named on the weekly score sheet.

All players must play a minimum of 1 game to participate in finals. If a player has not registered online, they must still write their name on the scoresheet. While this will not count towards their finals eligibility, they will be covered for insurance purposes.

5. The Players

Each team will be made up of a maximum of 6 players on the court with a minimum of 2 females*. In an event that a team cannot field 6 players, the following combination will apply: Teams can play with:

- 4 players, with a minimum of 2 persons of each gender on court at all times;
- 5 players, with a minimum of 2 persons of each gender on court at all times;
- 6 players, with a minimum of 2 persons of each gender on court at all times;

Teams can make an unlimited amount of substitutions during play.

**It is the responsibility of individual teams and team captains to ensure that they maintain the appropriate number of players on the court in accordance with Rule 4. It is NOT the responsibility of the referee/supervisor to monitor this.*

6. Timing

The game structure for the **preliminary rounds** of the competition is as follows:

- 16-minute halves
- A half time break of 2 minutes

In **finals and playoffs**, the same structure will be followed. If a draw results during any of the finals, a coin is tossed to decide who will serve first, and then an extra five minutes is played in which the team with the highest score at the end of extra time will be declared the winner. If the scores are still even at the end of extra time, teams will continue to play until one team gets two points ahead.

7. General

- Each game consists of a continuous rally system, whereby no sets are played and the team that has the greatest score line at the completion of the scheduled time will be deemed the winner.
- When the receiving team has gained the right to serve; its players rotate one position clockwise. The next rally then begins with a serve by the player who has just moved into the server's position.
- Serves can be made from anywhere behind the end line and may be struck under or overarm with any part of the hand, fist or arm.
- Once the ball has been released in an upward motion, for the service, that is counted as a service attempt.
- The server's foot cannot touch or cross the base line.
- A serve cannot touch a player from the same team and players cannot obscure the opposition's view of a serve.
- The server continues to serve until the serving team loses a point.
- A team may hit the ball three times to return it, but no player can hit the ball twice in a row including if it hits one part of their body and then rebounds to another part.
- A team scores a point if it hits the ball and it lands in the opposition's court.
- Rallies can be lost by hitting the ball out of play or into the net, or if a player touches the net with any part of his or her body while playing the ball.
- Shots may be blocked before they cross the net, if the blocker does not touch the net.
- Only players in the front row can block a shot and a block is not counted as a hit.
- Back-row players cannot spike the ball (hit it above net level) from in front of the attack line.
- The ball can be directed anywhere into the opponent's court.

- The ball can be played off the net during a rally.

8. Uniform and Jewellery

MU Sport advises that players in a team should all wear the same colour t-shirt.

Players must wear appropriate enclosed sports shoes. If a player is not wearing appropriate footwear they will be unable to take the court.

No player can take the court with bare feet **or while wearing jewellery of any kind**. All watches, necklaces, dangling earrings, bracelets, rings which are not bands **MUST** be removed prior to the game. The referee/supervisor will ask any player breaking this rule to remove the piece of jewellery.

9. Points

Four points will be awarded for a win, zero points for a loss and two points for a draw. Teams who lose by forfeit will receive 0 points and their opposition will receive 4 points. The result shall be recorded as 5-0.

10. Injury

A player may call for 'time' due to an injury or illness, although the decision to stop play shall be at the sole discretion of the referee/supervisor. If a player is injured, it is their or their team mate's responsibility to immediately inform the referee/supervisor. The Referee may stop the game at any time.