

Grass R2 League Rules

In general, TFC rules are governed by the Volleyball Canada. Please see our House Rules below for exceptions.

FORMAT

- A Ladder System will be used for the ranking of teams and week to week scheduling. Winners move closer to Court #1
- Players are to call their own fouls. If uncalled, then opponents can call to challenge. Either reserve or ask league coordinator for judgement if no agreement is reached
- For safety, play is dead when the ball crosses the court plain of the next court

SCORING

- Rally point scoring
- Best 2 out of 3 games per match: **0-21, 0-21, 0-15**, all cap; or League Coordinator's time
- Each team will play 3 matches per night
- All team captains are to report results to the draw board after each match
- If the score is reported incorrectly, please let us know
- Teams that do not report scores will be ranked by coordinator accordingly.

SERVES

- Rotation of servers is mandatory, not rotation of court positions
- Serves that touch the net are considered live.

MISSING PLAYERS

- There must be always 1 female and 1 male on the court
- A forfeit will occur if a team cannot field a squad by 15 minutes after the official start time.

RECEPTION / VOLLEYS

- Volleys over the net must be square from shoulders & feet
- Players are allowed to volley a serve, a free ball, or a non hard-driven ball (roll shot, cobra, a pass).

ATTACKS

- Attacks may be a hit, a roll or closed-hand
NOT ALLOWED: - Open-hand tip a ball over
- Contact the ball entirely on the opponent's side.

BLOCKS

- Blocks do not count as a touch
NOT ALLOWED: - Interfere before / during the 3rd hit by penetrating
- Breaking of the wrist.

MALE-SPECIFIC RULES

- Only back-row attacks are permitted
- Direct blocking is strictly limited to male attackers
- Soft blocks against female players (hands must be below net height) are allowed and count as the first touch
- All front-row attacks must have a visible upward arc and travel completely past the opponent's 3-meter line
NOT ALLOWED: - Jumping **on** or **in front** of the attack line and contacting the ball above height of the net
- Hitting the ball in a downward trajectory **on** or **in front** of the attack line.

NET PLAY

- The ball may touch the net on serves and attacks. Players may not touch the net at any time
- Blockers may contact the ball beyond the net if it does not interfere with the opponent's play before or during the attack. Hands may cross the net after an attack hit if contact was made on the player's own side
- Penetration under the net is permitted if it does not interfere with play. A foot may cross the center line only if part of it remains on or directly above the line
- Players may enter the opponent's court after the ball is out of play
- No fault is committed if the ball drives the net into an opponent.

TIE-BREAKER

- 2-Way Tie: Broken strictly by **head-to-head** match results between the 2 tied teams
- 3-Way Tie: Determined by the total **point differential** across all matches played strictly between the 3 tied teams.

SUBS

- For a player on a given team to qualify for the playoffs, the player must have played for that team a minimum of one (1) night during the regular season
- Play for only one team per league in playoff games. If a player plays for two teams, the second game will be defaulted.

DISPUTE(S)

- Dispute(s) shall be resolved by the on court Captain of each team before it is brought to the attention of the League Coordinator.

RAINOUT

- Rainout info will be announced on the TFC Player Facebook Information Page after **4pm**, the day of the Grass League. Otherwise, please check-in at the field before 545pm
- Once matches begin, the evening is officially counted as a played week
- The league reserves the right to cancel play at any time if weather conditions deteriorate
- League rainout nights will be made up only until mid-August.