

W4 Grass 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.
- Rotation of servers is mandatory, not rotation of court positions.

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 a minimum of 2 players on the court at all times
- Missing players from a team will use the **Ghost Rule**. Opponents shall receive a point & serve after the end of the first full rotation.

RECEPTION / VOLLEYS

- Volleys over the net must be square from shoulders & feet
- Open-handed service reception & passing a free ball is permitted

ATTACKS

- All players can attack before 3 metre line
- Attacks may be a hit, a roll or closed-hand tip
- **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 2nd hit by penetrating
 - No breaking of the wrist.

TIE-BREAKER

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

NET PLAY

- **Net Contact:** The ball may touch the net on serves and attacks. Players may not touch the net at any time
- **Reaching Beyond the Net:** 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
- **Under the Net Penetration:** 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
- **Entering Opponent's Court:** Players may enter the opponent's court after the ball is out of play
- **Net Driven into Player:** No fault is committed if the ball drives the net into an opponent.

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 430pm, the day of the Grass League. Otherwise, please check-in at the field before 545pm
- If incremental weather persists, the on-site Field Coordinator may make a play or cancel decision at 6pm
- Once play starts, the night is counted as a played week
- League rainout nights will be made up only until mid-August.