

## CE6 Indoor League Rules

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

### FORMAT

- Six(6) players is a complete team (max. 3 males on the court)
- 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
- Each team will play 2 matches per night
- Teams will be re-ranked after Week 7 to ensure the competitiveness of the league in play-offs
- Play-offs will take place during the last week of the league
- 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 rally point games or a strict **50-minute match limit**.
- Sets 1 & 2 cap at 25. Set 3 caps at 11. The 3rd set only counts if the leading team scores at least **6 points**. If time runs out before then, the match winner is determined by total points from the first two sets
- 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

- 'Let' serves permitted
- Rotation of servers is mandatory
- Serves that touch the net are considered live.

### ATTACKS / BLOCKS

- The server is permitted to hit from behind the 3 metre line or set from anywhere on the court
  - Attacks may be a hit, a roll or closed-hand tip
  - Blocks do not count as a touch
- NOT ALLOWED:** - Interfere before / during the 3rd hit by penetrating  
- Breaking of the wrist.

## MISSING PLAYERS

- A minimum of **4 players** must be on the court at all times
- If a team has 4 or fewer players at the start whistle results in an immediate Game 1 forfeit (0–25). If the team remains incomplete after 30 minutes, it becomes a total match default (**0–25** for Game 2)
- Teams can play with 5 players without penalty *only if* they have at least **2 players of each gender** and follow the **Ghost Rule**.

## 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

- 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.

## 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.