

W6 Indoor League Rules

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

FORMAT

- 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
- For safety, play is dead when the ball crosses the court plain of the next court
- In order for a game to count, when time is called, a total of **7 points** shall be accumulated between the teams
- 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
- 'Let' serves are permitted
- Serves that touch the net are considered live.

RECEPTION / VOLLEYS

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

MISSING PLAYERS

- The default rule shall apply when an incomplete team is on the court. One point lost for every minute every player is late. Ghost rule share apply
- **Ghost Rule:** Opponents shall receive a point & serve after the end of the first full rotation.

ATTACKS

- All players can attack before 3 metre line
- Attacks may be a hit, a roll or closed-hand tip
NOT ALLOWED: - 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.

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.

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
- Serves that touch the net are considered live.

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.