**RULES**

1. A point is scored on every play (rally point). A team winning the rally will earn a point

2. A team rotates clockwise after GAINING the serve. If there are subs to rotate on the last person to serve rotates off and the new player comes onto the court in the middle back position.

3. Matches are the best 2 out of 3 games (sets). Sets are to 25 points - must win by 2

4. On the 3rd and deciding game, the coin toss is repeated.

5. Teams change courts after each game by lining up on the end line. On the referee's whistle, they run counter clockwise to the other court.

6. In the 3rd and deciding game, teams change courts after 13 points.

7. Serves must be done from anywhere behind the end line

Serving Faults a. ball touches antenna

b. ball fails to go over the net within the antennae

c. ball touches a player or object before entering the opponent's court

d. the ball lands out

e. failure to serve within 8 seconds

f. only one chance is allowed

g. ball touches a teammate when serving

h. the server steps on the back line before contacting the ball

8. There is a maximum of 3 hits per side

9. A ball landing on the line is considered IN

10. A block does not count as a hit.

11. A person contacting the ball twice in a row shall be called for a double hit

12. The ball may touch any part of the body.

13. If prolonged contact with the ball occurs, a held ball will be called.

14. You cannot touch the net or cross underneath the net

15. If you bring your hands behind your head and direct the ball downwards you will be called for (directing) the ball

16. If the ball hits the ceiling or a wall it is considered out and the other team will gain the point and possession of the ball.

17. You must roll the ball under the net when giving it to the other team.

18. When calling out the score the referee will say the number of the serving team first.

19. Blocking can be done only by the front row players.

20. Spiking and tipping can be done only by the front row players (unless the back row person takes

off behind the attack line).

21. The same player to touch the ball on a block can play it again immediately.

22. A ball hitting the net is still playable.

23. A player's foot must cross completely over the centerline to be a foot fault.

24. It is a fault if the ball touches the roof, walls, the poles or any apparatus in the gym.

25. It is a fault if a player touches the net while the ball is in the front court.