

**Spikefest Grass Outdoor Volleyball Rules – COED 6’s**  
(LAST UPDATED JULY 2022)

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1. **POOL PLAY** matches shall be to 21 points, win by 2, cap at 23 points using **RALLY** scoring.
2. **PLAYOFF** matches will be best 2 out of 3 games to 21, cap at 23 points. The third game (if needed) will be to 15 points, cap at 17 points and teams must switch sides when the first team reaches 8 points. The **CHAMPIONSHIP** match will be best 2 out of 3 to 21, cap at 23 points **BUT** no cap on the third game (if needed).
3. The Captains of each team will use rock-paper-scissor or spin the ball to determine first serve or side. Each team has one 30-second timeout per game.
4. **Equipment: NO** cleats of any kind are allowed. Only **OUTDOOR** balls will be used for games.
5. A team shall consist of a maximum of six (6) players on the court at one time and a minimum of four (4). The minimum number of women on the court is 2. A legal team on the court is any of the following combinations.

Men	Women
4	2
3	3, 2, or 1
2	4, 3, or 2
1	5, 4, or 3

6. Player positions shall rotate clockwise on service (including on the first side out). The exact position that a player rotates into is at the individual team’s option. However, the system shall not be changed during the game. A team may also use open substitution, but it must be for the same players each time in a game. In the event of an injury, a substitution may be made. The injured person may not return until the next game.
7. **The Net:** A player must not touch the net during the course of play or as a result of uncontrolled continuation of movement during a play, even if the play has ended. A player may contact the poles or lines during the course of play as long as that contact doesn’t assist in the play of the ball. A player may come under the net as long as they do not touch or interfere with the other teams play on the ball. It is legal to hit the ball from outside the court as long as the ball crosses over to the opponent’s side between the poles. In outdoors, the top of the pole is considered the antennae.
8. **Serves:** A player only gets one toss for a serve. A serve touching the net on the way over is a legal serve. The receiving team may not block or spike a serve. When serving, the ball must be hit with any part of the hand or forearm.
9. **Passing:** Hard driven balls (spikes and serves) can be received with hands apart overhead by “**PASSING**” the ball as long as it is not an obvious catch and throw. If a player doubles a hard-driven ball, it must be as a result of one continuous motion and not a result of making two motions/plays on the ball. Players may pass the ball with any part of the body. The ball may not be lifted, i.e. prolonged contact with or rolling off of the player’s body or hands. Blocking or spiking the serve at the net is not legal.
10. **Blocking:** A block is when contact is made with the ball when it is above the net and travelling over the net. A block does not count as a touch -- a team still has **THREE** more plays on the ball. A blocker after blocking the ball can touch the ball again. It is legal for you to break the plane of the net on the follow through of your hit as long as a portion of the ball was on your side when you initially contacted it. It is also legal to go over the net to block an opponent’s “**HIT**” as long as you don’t interfere with an opponent’s “**SET,**” i.e. the ball you are blocking has to be heading over the net not parallel to the net.

11. **Hitting:** A back-row player may complete an attack hit at any height from behind the imaginary 10-foot line (the back 2/3 of the court since each side is 30' by 30'). A back row player may also complete an attack hit from the front zone, IF at the moment of contact the ball is not entirely higher than the top of the net. Since there is no official 10-foot line, we ask Captains to settle questionable hits by playing the point over.
  12. **Lines:** The lines are 30 feet by 30 feet on each side of the net. **Line movement:** If the line moves AT ALL because of the ball landing on or off the court, it is judged as "in the court" and will be ruled in bounds. Whether blocking or hitting, it is the last person that touches the ball before it goes out of bounds who is charged with the side out. If the ball touches you before it hits the ground, even though you are standing out of bounds, it counts as a contact.
  13. Since there are no refs, it is important for each player to call their own faults, touches and net violations. If there is any dispute, only the Captains shall discuss it. If they cannot agree, the point shall be "REPLAYED."
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