



## TeenPact National Convention Volleyball Tournament

### — RULES AND REGULATIONS —

## PLAYER ELIGIBILITY & TEAM COMPOSITION

A player is a registered student attending National Convention, a member of the National Convention staff team, or a parent attending National Convention; guests/visitors are not eligible.

A team consists of a minimum of 7 players, with a minimum of 3 girls and a minimum of 3 guys. You are allowed up to 10 players on a team, but are limited to the following: 1 intern guy/program director, 1 intern girl, and 1 parent/adult per team. None are required.

If you are unable to obtain 7 people for your team, email Tournament Director Brooke Pearson at [brooke.pearson@teenpact.com](mailto:brooke.pearson@teenpact.com) and she will put you in touch with available players.

Each team will have 6 players on the court at a time with a minimum of 2 girls on the court per team and 2 guys on the court per team. Teams must each have 5 eligible players ready in order to start a set. It is allowable for a team to play and complete a whole match with 5 players, only if no other team members are available.

## EQUIPMENT

Indoor volleyball courts are 30 feet wide and 60 feet long; each side of the net is 30 feet by 30 feet. A 2-inch line borders the court to serve as the out-of-bounds line. Any ball that touches the line during play is still considered “in” the court.

Outdoor volleyball courts feature sand floors, will serve in the same capacity as indoor courts, and follow the same set of rules.

Volleyballs will be provided by the Tournament Director at the court.

For safety reasons, we recommend that players not wear dangling accessories of any kind (earrings, chains, etc). Casts or any items deemed dangerous may not be worn during the set.

## SERVING

Each play starts off with a serve. The server steps behind the line at the very back of the court, called the end line, and has freedom to serve from wherever he or she pleases as long as the foot does not touch or cross the line before hitting the ball. If the server's foot crosses the end line, it is considered a fault and results in a score for the opposing team and a change of possession.

The server must make the ball go over the net on the serve. It doesn't matter if the ball touches the net on a serve. If the ball does not go over the net on a serve, it is considered a fault and results in score for the opposing team and a change of possession.

## FAULTS

Faults occur throughout the set. Each infraction results in a score for the opposing team.

- During each possession on one side of the net, a team can only have three contacts with the ball.
- The ball cannot be caught or carried over the net.
- Blocking or spiking on the serve is not permitted.
- Players' feet cannot cross over the net line to the opposing side.
- Touching the net is not allowed. If two players touch the net, the first is penalized.
- Hitting the ball out of bounds. This includes the ball hitting the ceiling for matches played indoors. However, if a player touches the ball out of bounds before it lands, it is in play and no longer a faulted ball.
- No player can ever make contact with the ball twice in succession, except for when a player has contact with the ball on a block and then has a second contact for a defensive save; this is allowed.
- Players cannot be out of rotation before serve receive. This means players must always follow and lead the same players before serve receive. After the serve, players are allowed to move about freely on the court, excepting back row player attacks which land in front of the 10ft. line.

## SCORING

A match consists of sets in a best of three series. If a team wins the first two sets, they automatically are awarded the match. If each team wins a set in the first two, a third set is played to determine the winner of the match.

Each match is played with rally scoring. Teams score points whenever the other team is at fault, and a point is awarded on every serve. The first two sets are played to 25, win by two. The third set is played to 15, win by two.

Each team receives one timeout per set. Each timeout is 60-seconds in length. Timeouts may be called by any player on the court following a score and before a serve.

When your team receives possession, all players shift clockwise one spot. This requires you to move to a new position every rotation.

Substitutions can only be made in between points (following a score and before the serve), or in the case of an injury, or in the case of a team timeout. There are no substitutions while the ball is in play.

***Please direct all questions to Volleyball Tournament Director Brooke Pearson:  
brooke.pearson@teenpact.com.***

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