MARVL Rules

Saskatchewan Volleyball rules will be in effect unless otherwise noted below.

See common rules from the Saskatchewan Volleyball rules below.

Here is a link to the entire [Saskatchewan Volleyball Rulebook](file:///C%3A%5CUsers%5Cgnbades%5CAppData%5CLocal%5CMicrosoft%5CWindows%5CINetCache%5CContent.Outlook%5C0CYBGZ7G%5C2019-20_VC_Rulebook_En_FINAL_v2.pdf).

1. The standard height for this league is Men’s height 2.43 M = 7ft 11 5/8 inches.
2. There MUST be a minimum of four (4) players on the court to constitute a game and one player must be of the opposite gender.
3. Each team must have a minimum of one (1) member of each gender on the court for all games and can only have a maximum of four members of the other gender. If a team is playing with only one (1) member of the opposite sex and that player becomes injured and can no longer play or stay on the court, the game is automatically over and the team records a loss. If that team has another match remaining, the remaining players are expected to play that match.
4. If a team has only five (5) players on a given day they are able to have four (4) members of one sex and one (1) member of the opposite sex. This pertains to if a team starts with five (5) players, or if a team starts with six(6) players and loses any player to injury.
5. A regular, consistent system of player rotation may be used during games rather than the Volleyball Canada (VC) / SVA rules for player rotation. This applies to teams with more than six players in attendance.
6. The team captain and co-captain are responsible for the conduct and discipline of their team members. If there is a dispute, it is up to the captains to decide how to handle it. If there is no agreement then the point shall be replayed.
7. The two captains shall determine first serve/choice of side.
8. The first two games are to 25 points; capped at 27 points. The third game will be played to 15 with a cap of 17. If time permits and both captains agree, the third game can be played until 25 points; capped at 27 points. **All games will be** scored by Rally Point.
9. Each match shall consist of the best two out of three games or most wins within the time limit for the match.
10. Each match shall last until the end of the scheduled hour.

1. Games will be played according to the time limits mentioned above. If a match is exceeding the available time the oncoming teams have the right to end the match and the score of the game stands as final, even if not complete. In games which fail to conclude due to the time limit being applied, the team deemed as the winner MUST have a one (1) point lead at the conclusion of play.
2. Players are allowed to set the ball when receiving service.
3. Any time a player comes in contact with the net a point is awarded to the opponents and it will be the opponents serve.
4. There is no going under the net at any time. Your foot/hand must remain in contact with the center line at all times.

1. To avoid accidents on the court, players may not enter an adjacent court to play a ball regardless if another team is playing on that court or not. Once a player enters another court by crossing the sideline on the floor to play a ball, or if momentum carries the player into another court after playing a ball, the play is dead and a point awarded to the opposing team. This rule includes the area behind the adjacent courts; the sideline of the adjacent court extends to the back wall of the gyms. Either team can call this infraction as it is for everyone’s safety. **There will be no exceptions to this rule**. If a ball from one court enters the playing area of another court, play will be stopped and the point replayed.
2. This league plays on the honour system and as such requires each player to call his or her own infractions. Any team that receives two (2) complaints from two (2) different teams will warrant an email from the league to their captains to alert them of the concerns raised. A general email will be sent to all the teams at the same time as a reminder. The team captain is responsible to call the infractions by their team. There is no calling your opponent on these infractions.
3. There will be wins and losses recognized by the League for all matches played or defaulted.
4. Scoring will be applied as follows:
	1. Win ---- 1 point
	2. Loss ---- 0 points
5. Both teams are responsible for setting up/taking down the equipment, where required.
6. There is no chemical/alcohol consumption allowed in any of the facilities that we play in. At the University, Security must be called immediately for the removal of the person/people.

Quick Reference for the most common Rules

1. When two opponents touch the ball simultaneously over the net and the ball remains in play, the team receiving the ball is entitled to another three hits. If such a ball goes “out”, it is the fault of the team on the opposite side.
2. The ball may touch any part of the body.
3. At the first hit of the team, the ball may contact various part of the body consecutively provided that the contacts occur during one action.
4. In blocking, a player may touch the ball beyond the net, provided that he/she does not interfere with the opponent's play before or during the latter’s attack hit.
5. It is permitted to penetrate into the opponent's space under the net, provided that this does not interfere with the opponent's play. Penetration into the opponent’s court, beyond the centre line is permitted, provided that some part of the penetrating foot (feet) remains either in contact with or directly above the centre line. To touch the opponent’s court with any part of the body above the feet is permitted provided that it does not interfere with the opponent’s play. A player may enter the opponent’s court after the ball goes out of play.
6. Contact with the net by a player between the antennae, during the action of playing the ball, is a fault. The action of playing the ball includes (among others) take-off, hit (or attempt) and landing safely, ready for a new action. Players may touch the post, ropes, or any other object outside the antennae, including the net itself, provided that it does not interfere with play. When the ball is driven into the net and causes it to touch an opponent, no fault is committed.
7. Only one toss or release of the ball is allowed.