



SCMAF Volleyball Tournament Rules

The Official SCMAF Volleyball Rules shall govern all SCMAF Volleyball Competitions. SCMAF has created these rules based upon National Federation of State High School Associations (NFSHSA) and the California Interscholastic Federation (CIF). NFSHSA or CIF rules shall be employed except when there are in conflict with the SCMAF Youth Sports Rules. In such cases the Official SCMAF Youth Sports Rules shall apply.

SECTION A - PLAYING COURT AND EQUIPMENT

1. Playing Court - The playing court dimensions shall be 60' long by 30' wide. An unencumbered area for play of at least 10' should surround the court.
2. Net Height - The height of the net shall be 7' 4 1/8" for all divisions.
3. Volleyball: Rubber, leather or synthetic leather volleyballs may be used.

SECTION B - GENERAL RULES AND MODIFICATIONS

1. Minimum Play Rule - In all competition, a minimum play rule shall be enforced.
 - Each player must participate in one of the 1st two games of the match and must remain in the game until a minimum of eleven (11) consecutive cumulative points have been scored.
 - Late arriving players must be able to meet the minimum play requirements of eleven (11) consecutive cumulative points in 2nd game of the match.
 - Exceptions to the minimum play rule are allowed for players unable to participate due to injury or disqualification.
 - As a courtesy, the scorekeepers are encouraged to notify all coaches at the start of each game and when there is a score of ten (10) points scored by either team in the second game, on their status of satisfying the minimum play rule. The ultimate accountability for compliance is the head coach's responsibility. The official scorekeeper shall determine compliance.
 - Penalty for non-compliance will be forfeiture of the match (pool play=2 games). In the event of a question regarding minimum play rule compliance, the Site Director upon consultation with the Official Scorekeeper, shall render the final decision on the spot.
2. A team may compete with only five (5) players but must play six (6) if they are on the lineup card and present.
3. During the game, unlimited substitution is allowed per position (player) on the court.
4. The ball shall be contacted within five seconds after the referee's signal to serve.
5. Libero – each team has the option to register one specialized defensive player and must be recorded on the line-up sheet for every set.
 - Libero's should wear a different shirt or jersey in contrast to the other members of the team.
 - The libero may replace any player in a backrow position and is restricted to perform as a back row player
 - The Libero's may not hand set any ball while their feet are positioned on, or in front of the attack line.
 - Libero may not break the plane of the net to attack any ball

- Replacements involving the libero are not counted as substitutions and are unlimited. There must be at least one rally between two libero replacements. The libero can only be replaced by the player whom they replaced.
 - The libero may replace a player in the service position to serve in one rotation. The libero may only serve in the one position in the serving order.
6. Rosters may include a maximum of two (2) males.
- Co-ed Rules – Males and females must alternate positions on the court.

COMPETITION FORMAT: RALLY SCORING WILL BE USED FOR ALL GAMES.

Pool play with top two teams from each pool competing in a single Elimination championship tournament. The Tournament Director has the right, in case of forfeit, no show or other adverse condition that affects the original bracket, to change or adjust tournament format.

POOL PLAY: Games are played to “25” points with a two-point advantage. Cap Scoring with the first team to “27” declared the winner.

QUARTER-FINAL AND SEMI-FINAL MATCHES: Best two out of three games to “25” points with cap scoring to “27” points. Third game of the match will be played to “15” points with a two-point advantage. Cap scoring with the first team to “17” declared the winner.

THIRD PLACE MATCH: One game to “25” points with a two-point advantage and no scoring cap.

FINALS: Best 2 out of 3 to “25” points with a two-point advantage with no scoring cap. The third game of the match will be played to “15” points with a two-point advantage with no scoring cap. In pool play, winners will be determined under the following format:

1. Won/Loss record (games played)
2. Head to Head competition (between teams tied)
3. Point ratio (points scored divided by points allowed for all games in pool play)
4. Coin toss.

PLAY-OFF SEEDING will be determined by the following:

1. Won/Loss record (games played)
2. Game ratio (games won divided by total games played)
3. Point ratio (points scored divided by points allowed for all games in pool play).

If two teams oppose each other from the same pool in the first round (byes excluded), the lower seeded team of that particular pairing will be switched with the next lowest seeded team in the draw. If the team in question is the last seeded team, then the switch will be made with the seed directly above. The tournament director will make the final decision if there are any further complications.

NOTE: A pool winner is seeded higher than a second-place finisher from another pool even if the second-place team has a better game record.