

NATCON24 VOLLEYBALL

RULES AND REGULATIONS



PLAYER ELIGIBILITY AND TEAM COMPOSITION

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

A team consists of 10 players, with a minimum of 2 females and a minimum of 2 males. You are limited to the following: 1 male intern/program director, 1 female intern, and 1 adult per team, although none are required.

Team Captains may add players to their team by May 10th by contacting the NatCon Sports Director, Lauren Tate, at lauren.tate@teenpact.com. If you do not have 10 players on your team, the additional spots will be filled by the NatCon Sports Director.

If you do not have a team, you can register as a “free agent” and will receive your team information the week before NatCon.

Each team will have 6 players on the court at a time with a minimum of 2 females on the court per team and 2 males 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.

All teams will be finalized prior to the tournament. Once the tournament has begun, extra players will not be permitted to join.

EQUIPMENT

All players are required to wear court shoes and the TeenPact-provided team-color shirt. Boots and sandals are prohibited. For safety reasons, players may not wear dangling accessories of any kind (earrings, chains, etc). Casts or any items deemed dangerous may not be worn during the set.

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

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.

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. The ball is allowed to hit the net on the serve, as long as it goes over. If the ball does not go over the net on a serve or lands out of bounds, it is considered a fault and results in a 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 is considered a fault. However, if a player touches the ball out of bounds before it lands, it is in play and no longer a faulted ball, so long as no other faults occur. The ceiling is considered out of bounds if, after touching the ceiling, it lands on the defensive team's side. If the ball is still on the offensive team's side, they may continue to play the ball if they have had less than three contacts with the ball during the current possession.
- No player can ever make contact with the ball twice in succession, except for on a first touch or 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 the first contact is made with the ball following the serve (henceforth called "serve receive"). This means players must always follow and lead the same players before serve receive. After serve receive, players are allowed to move about freely on the court.
- At the time of serve, any player currently in the back row rotation may not attack the ball past the 10 foot line. This includes both hitting and blocking. They are allowed to attack the ball as long as their feet are behind the 10 foot line before jumping.

GENERAL GAME PLAY

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.

A forfeit will be awarded if an opposing team is not ready to play within 5 minutes of the scheduled start time. A forfeit will be registered as a win for the team that is ready to play and a loss for

the team that is not ready.

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.

Some games will have a referee, while some will only have a scorekeeper. If no referee is present, all players are expected to be honest in calling their own faults. Should a disagreement arise, the play may be replayed. If a referee is present, all players must defer to the referee's judgement. Should confusion occur regarding a referee's decision, the captain may respectfully challenge a call. However, the referee has the final word, and may choose whether to reverse his/her decision. Players are required to respect all referee's calls, even in disagreement.

SPIRIT OF THE GAME

Players are expected to conduct themselves with respect. Players are encouraged to be competitive, but never to a degree that compromises or disrespects other players, the game, the rules set forth, or the environment within which this tournament is conducted. Such actions as taunting opposing players, dangerous aggression, belligerent intimidation, intentional infractions, foul language, or other win-at-all-costs behavior are contrary to the spirit of the game and must be avoided by all players.

Additionally, players are expected to abide by the TeenPact Casual Dress Code at all times. Players may not participate if they are not within Dress Code.

If violations of conduct occur, the NatCon Sports Director, Lauren Tate, and the NatCon Program Director, Quinton Cools, reserve the right to remove any individual from the tournament.

QUESTIONS?

Please direct all questions to Dara Weisbrod, at volleyball@teenpact.com.