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WORK BETTER
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First Coast Games

VOLLEYBALL TOURNAMENT DETAILS

Tournament: Monday, September 13th – Thursday, September 16th at 6:30PM

Location: Winston Family YMCA | 221 Riverside Avenue, Jacksonville, FL 32202

Event Director: Devone Landers / 904.355-1436 / dlanders@fcymca.org

Location: Williams YMCA | 10415 San Jose Blvd, Jacksonville, FL 32257

Event Director: TBD

Event Format: Pool Play / Single Elimination Tournament

ROSTERS

A team consists of six (6) players. There must always be at least two (2) females and two (2) males on the court at all times. **There is a maximum of fifteen (15) players allowed on a roster.** All players must sign a First Coast Games waiver to be eligible to play.

UNIFORMS

All teams are required to wear the First Coast Games shirt that will be provided. There is no rule on the color of shorts. Shorts must be an appropriate length and must be worn properly. It is the tournament director's discretion to hold a player out of a game for inappropriate uniforms.

COACHES

Each team is allowed to have one person not in uniform in the bench area. That individual is not eligible to play in the game and must remain on the sideline during play.

EVENT RULES

1. United States Volleyball Association (USVBA) rules will govern play unless noted in tournament rules below.
2. Game time is forfeit time. Please show up at least 15 minutes prior to scheduled game time.
3. A team consists of six (6) players. If a team does not have at least six players at game time, they will forfeit the match. There must always be at least two males and two females on the court at all times. **There is a maximum of fifteen (15) players allowed on a roster.**
4. Substitutions can be made at any time when play is stopped.
5. All games will be rally scoring. Rally scoring means a point is won on each serve, whether the team who won the point served the ball or not.

6. Each match will be best out of 3 games. The first two games will be scored to 25 points. The game must be won by at least 2 points. If necessary, the third game will be to 15 points.
7. A coin toss will be conducted at the beginning of each match to determine the choice of court or service. The team that does not serve first in game one will serve first in game two. Teams must switch sides between the first two games. A coin toss will be conducted for the choice of court or service if there is a third game.
8. One 60-second timeout will be given to each team per game.
9. **Illegal hit:** An illegal hit occurs when the ball visibly comes to rest or has prolonged contact with a player. This is a judgment call by the official and cannot be questioned by anyone. Holding, catching, throwing, lifting and pushing are illegal hits because of prolonged contact with the ball. Rolling is considered an illegal hit because there is continued and steady contact between the ball and the player's body.
10. **Double Hit:** A double hit occurs when a player illegally contacts the ball twice in succession or the ball rebounds from one part of the body to another on a single attempt to play the ball.
11. **Back line player attack:** A back-line player may attack the ball only if he/she leaves the floor from behind the 10-foot line and its imaginary extension. If any part of the player's foot touches the 10-foot line at the time of contact, a foul shall be called. Back-line players shall not attempt to block the ball in front of the 10-foot line. A back-line player shall not return a ball that is completely above the height of the net while:
 - a. On or in front of the 10-foot line or its out-of-bounds extension.
 - b. In the air (leaving the floor on or in front of the 10-foot line).
12. **Positions of players at service:** The positions of players at the moment of service must be in proper alignment. This means no player on the court may be closer to a sideline, end line, or centerline, than an adjacent player on the court.
13. The ball becomes dead if it contacts a permanent object (excluding the net) above or outside the playing court. **Exception: a ball striking the ceiling or an overhead obstruction above a playable area shall remain in play provided the ball contacts the ceiling or obstruction on the side of the net extended that is occupied by the team that last played the ball, and the ball is legally played next by the same team.**