California Chair Volleyball Rules
Introduction

Chair volleyball is a coed physical activity that provides a way to ***compete*** and ***socialize*** with like-minded seniors who want to have fun, be active and remain in good health. Since players are required to remain seated, chair volleyball allows all players to participate on a somewhat level playing field regardless of their physical abilities and stamina. In fact, regular participation in chair volleyball can ***maintain and even improve overall physical and mental well-being.***

Chair volleyball is played in a similar manner as normal volleyball and certain rules in normal volleyball do apply directly to chair volleyball; **however**, ***chair volleyball is a unique sport by itself*** and many of the rules and playing conditions *differ widely from normal volleyball.* The information that follows explains terms, definitions, rules, and faults (violations of the rules). It also describes how to set up the playing area and address safety concerns.

Tournament information (specific team protocols such as substitution rules, tournament brackets, referees, penalty cards, etc.) are not described in this revision as this would be left up to the host tournament committees.

A. Getting Started - general information:

A.1 Objectives of the game:

(a.) There are two main objectives of chair volleyball: 1. having fun and 2. winning the game. In general, a team wins the game by scoring a series of points by hitting the ball across the net to the opponent's floor while keeping the ball from hitting the floor on your side of the net.

(b.) Games are won by the team that first scores 15 points (must win by 2; 18-16 as an example) One point is awarded to the appropriate team at the end of each rally. A few examples on how points are won would be a non-returnable serve (service ace), a spike to the floor, a block to the floor, a fault (rules violation).

A.2.Court measurements and boundary marking material requirements: (See example of floor plan Diagram 1 pg.11- Not to Scale)

(a.) The court should be set up as follows: 14 feet wide by 22 feet long. (11 feet on each side of the net)

(b.) Boundary marking material examples: painted lines, easily removable floor tape, other suitable material.

(c.) The width of the boundary marking material should be about 1-2 inches.

- Since the width of the boundary lines may vary, set up the court so that the outermost part of the boundary line is included within the court measurements above.

(d.) If possible, when setting up the Net Support system, align the outermost part of the net posts with the outermost part of the boundary line.

(e.) A center line is to be placed on the floor directly below the net. It should be no more than 1 inch wide and extend from side boundary line to side boundary line.

A.3.Safety considerations:

(a.) The court is to be made free and clear of all objects before the start of any playing activity and remains that way for the remainder of play. (Remove loose items such as: water bottles, jackets, shirts, food, and beverage items, etc.)

NOTE 1: Certain medical devices such as small oxygen generators are allowed but all players should be aware of their location.

(b.) If wheelchairs are used, they are required to be set in the wheel lock position when on the court just before and during all rallies.

(c.) All non-permanent boundary marking materials used for lines should be securely attached to the floor.

(d.) Chair tilting or leaning that causes a chair leg/s to leave the floor during a rally is a potential safety concern. (This is considered a chair movement fault. (C.2.b.)

(e.) Wearing jagged edged jewelry on the fingers or wrist is a potential safety concern. Jagged edged jewelry can injure (scratch or cut) players or puncture the beach ball. For player safety and beach ball breakage, wearing these items during play is not recommended. If unable to remove these items, it is suggested taping over the items.

A.4. Net and Net Support System requirements:

(a.) The net height is 60 inches at each supported end.

(b.) A net made of nylon is recommended and there should be enough net tension so that:
- there is minimal sagging at the net center
- a ball hit into the net rebounds and does not just fall to the floor

(c.) The net support system should be safe, durable, and stable. If necessary, appropriate counterweights should be used to keep the net support system from moving. (Sandbags, bowling balls in bags, cement blocks, etc.)

NOTE 2: In-house net system designs, and commercial net systems are available.

A.5. Ball requirements:

(a.) A sturdy 20-inch beach ball (circumference is about 41 in.) (Diagram 2 pg.12)

(b.) The inflation pressure of the ball is **not** measured but should be at a suitable pressure for good playing rebound action.

A.6. Ceiling height (ceiling includes anything attached to the ceiling)

(a.) The ceiling should be high enough so that ball contact with such is kept to a minimum.

A.7. Chair requirements and placement:

(a.) Twelve safe and equivalent height chairs are required on the court. Six on each side of the net placed within the courts playing boundary and arranged in two rows. (Diagram 1 pg. 11) (Chairs for substitute players are required as needed)

(b.) Modifying chair heights: No added personal cushions, etc. are to be placed on the seats that would give players an added playing (reach) advantage.

(c.) Wheelchairs are allowed. (A.3.b.)

A.8. Chair location for substitutes: (Diagram 1 pg. 11)

A.9. Court leader: It is **advisable but not required** to have a court leader. If the players are playing as a designated team, the court leader could be the captain.

(a.) The court leader is the designated experienced player for each playing court who oversees the playing activity for that court.

(b.) Some examples of the court leader's responsibilities include- rules clarification; quickly resolves controversial issues; if applicable decides which row rotates to other courts at the end of a game or match; calls time out for rest breaks and water breaks as needed; checks equipment safety and assures that proper equipment is in use; addresses safety issues with players as needed.

(c.) The court leader can delegate responsibilities, as necessary.

A.10. Playing as a team:

(a.) Being a team player is an important part of chair volleyball. e.g., focus on playing the ball that is in your immediate chair area; do not "overreach" to the side or back/front as this may cause chair movement and interfere with your teammates play on the ball; communicate to your teammates (I got it, mine, take it, etc.); let your court leader (if available) handle any playing issues as needed.

B. Definitions/Terms:

B.1. "The Team":

    (a.) A team consists of six starting players who occupy the six chairs on the court. (Diagram 1 pg. 11)

    (b.) Initial placement of players is up to each team, court leader or captain (if available) and then remains consistent throughout that game. (See B.24.)

    (c.) If due to illness, absence, injury, etc., teams can play with less than 6 players. However, it is recommended that each team have no less than 4 players. (Unused chairs are always removed from the playing area.)

B.2. Substitutes:

    (a.) When more than 6 players are on a team the extra players are considered substitutes and are positioned in the substitute area. (Diagram 1 pg. 11)

    (b.) In open play, substitutes enter the game as needed. (B.24.)

B.3. Dead Ball: A dead ball is when the play stops for one reason or another.

    (a.) Dead ball examples: the court leader (if available) stops play as necessary; the ball contacts the floor; **"On a serve"** the served ball contacts a teammate; the ball breaks the plane of the net **entirely** outside a net post; a player commits any fault; all players are not completely seated when "serve" is announced; non-player interference.

B.4.Rally (live ball), and Rally scoring:

    (a.) A rally (live ball) is a play that starts from the moment the served ball is legally contacted for serve until a dead ball occurs ending a rally.

    (b.) Rally scoring means that one point is awarded to the appropriate team after each rally (unless a replay is declared).

B.5. Replay: Occasionally a play can be nullified and be replayed. This decision should be made by the court leader (if available) or then by the team players consensus.

    (a.) Examples: dispute on whether a fault was committed; a ball from another court rolls onto the court during a rally; deciding on whether a ball was in or out and the call is in dispute *(this should be a rare occurrence)*; on a serve, the server failed to announce "serve" prior to the service action. (C.4.a.)

    (b.) No points are awarded to either team on replays (a re-serve always follows).

B.6 Side-Out: Any play, when the serving team loses its serve, results in a side-out. There are two situations for a side-out:

        1. The serving team commits a fault.

        2. The receiving team legally hits a ball that touches the serving team's court (in-bounds).

B.7. Service and "Service action": A player's **"service"** puts the ball in play and is the initial start of a rally. The **"service action"** is the individual server's mechanics that are used to serve the ball. Every player who serves will have their own individual serving action style. (One could compare it to a baseball pitcher's windup before the ball is thrown).

NOTE 3: Examples of serving actions:

    o holding the ball in one hand and then directly hitting it with the other hand.

    o tossing the ball anywhere in the air and hitting it while it is in the air.

B.7.1. Starting and ending the rally.

1. **To start the rally:** the right back player serves using the ***serving procedure*** below. The term of service (See B.25.) begins with the first serve attempt.

> ❖ ***Serving procedure:***
> Step 1. The server scans the court to ensure all players on both teams are completely seated.
> Step 2. ***Prior*** to the ***"service action"***, the server must alert the court that the rally is starting by announcing "serve". (ALL PLAYERS MUST HAVE BEEN SEATED)
> ➢ In open play, there is no referee to alert teams to start the rally by blowing a whistle or waiving a hand. ***Essentially, in open play, the right back player's announcement of "serve" replaces the referee's signal for starting the rally.***
> Step 3. ***When steps 1. And 2. are completed,*** the server starts the serving action and serves the ball.

2. **To end the rally:** The right back player continues their term of service until either there is a side-out which ends the rally, or the game is won.

B.8. Volley for serve: A volley for serve normally determines which team will serve first in the first game of a match.

(a.) The volley for serve starts with ***any player*** on either side of the net announcing "volley" and then ***tossing or hitting*** the ball across the net.

(b.) After this initial toss or hit, ***each side*** must then make a legal play on the ball ***at least once.***

(c.) The team winning the volley serves first.

(d.) No points are awarded for winning the volley.

B.9. Hitting action by front row players at the net:

(a.) There are two types of hitting actions at the net by front row players:
1. Normal straight forward hitting, where the ball is hit forward across the plane of the net to any part of the opponent's court.
2. Spiking, where the ball is forcibly hit downward across the plane of the net toward the opponent's floor.

(b.) In both the hitting and spiking actions by the front row players, only the fingers up to the palm can break the plane of the net. (Diagram 3 pg.12)

NOTE 4: At the discretion of the court leader (if available) spiking may be prohibited based on the abilities and experience of team players. This allows for less aggressive playing action at the net. Playing without the spike is also called "Chair Volleyball Lite".

NOTE 5: "Only the player's fingers over" is a rule specific for chair volleyball and **differs from normal volleyball.**

B.10. Blocking action by front row players at the net: (The chair volleyball block is different from normal volleyball.)

(a.) Blocking is the action of front row players reaching higher than the top of the net to defend against the spike or hit by the opponent. The hitter contacts the ball first followed by the block. The contacts are not a joust (See B.26) because the contacts are separate from each other and are not simultaneous.

(b.) In the blocking action, no part of the hand is allowed to break the plane of the net. (Diagram 4 pg. 12)

(c.) The block in chair volleyball, as described, is considered one of the three team contacts allowed. The same player who initially blocked the ball **cannot contact it again consecutively.**

B.11. Legal contact:

(a.) A legal contact consists of a single contact with a ball that **quickly rebounds** from the hand or any other part of the body and includes any part of any chair. **A**ny other body part includes one hand or **both hands***, head, shoulder, foot, etc., (***both hands** – action must be a simultaneous contact, or this is considered a double contact.)

(b.) A ball that **brushes** the hair or contacts loose hair (such as a ponytail) is not considered a contact unless the ball noticeably changes direction.

B.12. Extended contact: any contacted ball that does not quickly rebound.

(a.) Extended contact includes:
- any ball that visibly comes to rest, even momentarily during any player's contact (such as: catching, holding, lifting, throwing, carrying, or pushing the ball)
- a ball that rolls on any part of a player's body or chair
- a ball that is held against the net by a player.
- ❖ *Exception:* A "Hold" is an exception to extended contact (See B.21)

B.13. Ball "IN": (Diagram 5 pg. 13)

(a.) The ball is in bounds when *any part* of the ball lands inside or on *any part* of the boundary line.

B.14. Ball "OUT": (Diagram 5 pg. 13)

(a.) The ball is out of bounds when the ball lands in such a way that there is *ANY* floor space between any part of the ball and the outside edge of the boundary line.

(b.) The ball is "out" immediately if it hits a person or object that is located out of play. (Such as a substitute)

(c.) A ball that hits the ceiling or items attached to the ceiling at an unreasonable distance from the court is out of bounds.

B.15. Team rotation occurs when a team receives the ball for serve: (Diagram 6 pg. 13)

(a.) There is no rotation on either of the team's first serve.

(b.) Thereafter on each side out, the serving team members rotate *clockwise* as follows: *(Team members are facing the net.)*
- The left front moves right to the middle front.
- The middle front moves right to the right front.
- The right front player moves back to the right back and becomes the next server.
- The right back player (last server) moves left to the middle back.
- The middle back moves left to the left back.
- The left back either leaves the game for a sub or moves to the left front.
- If there is a sub, the sub moves to the left front.

B.16. Encroachment: (Advancing beyond the plane of the net, above or below) Encroachment rules are strict for chair volleyball when compared to normal volleyball. (See C.6.)

(a.) The playing area of each team is divided by the net and its vertical imaginary plane both above and below the net.

(b.) Players cannot break the plane of the net at any time during a rally neither above nor below the net. *(B.9.b. for the only exception.)*

(c.) A center line is placed on the floor directly below the bottom of the net to divide the court into two equal halves and to remind front row players to remain on their side of the court from the time the ball is contacted for serve until the rally ends with a dead ball. Touching the *center line is considered encroachment.* (C.6.b.2.)

B.17. The Courts playing area boundaries on the floor: (Diagram 1 pg.11)
    (a.) The courts playing area boundaries are defined as follows:
        1. Side to side- that area bounded by the outermost edge of the side boundary line and continues to the outermost edge of the opposite side boundary line.
        2. Back to front- that area bounded by the outermost edge of the back boundary line and continues to the center line's front edge.

B.18. Ceiling play.
    (a.) If the ball (other than a served ball) hits the ceiling *__it is playable.__* However, the point of contact on the ceiling must be within reason. For example, if the ball contacts the ceiling or ceiling attachment (e.g., a light fixture) that is more than 3 ft. outside the boundary line and then ricochets back to the playable court area, the ball is out of bounds and a dead ball. (It was a dead ball as soon as it hit the ceiling attachment.)
    NOTE 6: Because each facility has different ceiling heights, it may be necessary to modify ceiling play rules as appropriate. (Check ground rules of that facility.)

B.19. Simultaneous Contact: Hitting the ball at the same time by two different players.

B.20. Double Contact (Consecutive): Hitting the ball twice in a row by the same player.

B.21. "Hold": A "Hold" is called resulting in a dead ball when a ball is simultaneously contacted *__above the top of the net__* by two opposing front row players and the ball briefly comes to rest and is visibly motionless.
- As soon as the ball becomes motionless the "Hold" should be called and a dead ball results. Play stops.
- Pushing the ball to the opponent's side of the net is *__not__* allowed once the ball becomes motionless.

B.22. Playable ball at the net: When any part of a ball has partially crossed the plane of the net, it can be *__legally__* played. A player is not allowed to touch a ball that is completely on the opposite side of the net. (C.6. Encroachment)

B.23. Faults and their consequences:
    (a.) Faults are violations of the rules and result in a dead ball and immediate stoppage of play.
    (b.) Consequences of faults: The non-violating team receives a point and (if not already serving) the ball for serve.

B.24. Open Play: Non tournament play where teams are usually made up randomly or are composed of members who are at similar level of playing abilities. Team composition can be determined by the court leader as necessary.

B.25. Term of service: When a player rotates into the back right position on the court, their term of service starts. It ends when either the game is won or there is a side out.

B.26. Joust - *simultaneous* contact by opposing front row players: When two opposing front row players contact the ball above the net at the same time and the ball *__immediately__* travels to one side of the court or the other.

C. Types of Faults and other stoppage of play situations:

C.1. Court Position faults
    (a.) Player's foot or chair leg: From the moment that a served ball is contacted and until the rally ends, all player's feet and chair legs *__must have been positioned__* within the court's boundary limits. Violating this rule is a *__position fault.__*
- A player's foot may touch a side or back boundary line but not any part of the floor outside the outermost edge of a side or back boundary line. (B.17.)
- A player's foot may *__not__* touch the center line. (B.17.a.2.) (B.16.c.)

NOTE 7: EXCEPTION, the only time the foot of any player may touch the floor outside the courts playing area boundaries is to maintain balance while attempting to make a play on a ball that is near or just beyond the boundary line. **The chair may not move in the action. (C.2.b.)**

C.2. "Leaving the seat" faults and "Chair movement" faults:

(a.) Leaving the seat: During a rally, or while hitting a serve, players must always maintain at least partial seat (gluteus maximus) contact with their chair. This is a chair volleyball playing requirement.

- Violating the so called "one cheek rule"- It **is a fault** to rise *"completely"* off the chair seat while serving or at any other time during a rally. (until the ball is dead)

(b.) Chair Movement: *During a rally, it is a fault for players to move their chair for any reason. Chairs may be moved only during a dead ball.*

- *Examples of Chair movement faults*
  - Using feet to slide the chair in any direction when reaching for a ball.
  - Using one's feet to tilt the chair legs off the floor while reaching high or backwards for a ball. (Safety)
  - Leaning one's body too far to play a ball causing unstable balance and the chair to move. (Safety)
  - Pushing off with one's feet while hitting the ball causing the chair to move.
  - Any other hitting action attempt that causing the chair to move.
  - During a rally, re-positioning a chair even if not playing the ball is a fault.

NOTE 8: It is very important to maintain balance and control when making a play on the ball. *Over aggressive* playing action when hitting a ball can be a safety concern as well as causing a player to interfere with another teammate's area of play. Respecting your teammates' playing area will minimize overreaching into their area of play. Playing with this in mind will help in keeping the chair stationary. Also, the hitting action should always be controlled even when hitting the ball hard.

C.3. Hitting faults and other hitting situations:

(a.) Double (consecutive) contact: It is **"always" a fault** (except for C.3.c and C.3.d) below) to contact the ball consecutively by the same player. For example, a ball contacting a player followed by a consecutive contact with any part of that same player's body or that same player's chair **is a fault**. If a ball is hit with both hands the contact must be a simultaneous contact action as the ball rebounds and leaves the hands.

NOTE 9: The player's chair is considered part of the player's body. Any ball contacting a chair is considered one of the three legal team contacts.

- If the next contact after the chair is contacted by the occupying player in that chair: it is a double contact.
- If the next contact after the chair is contacted by a non-occupying player in that chair: play continues. (Remember only 3 total hits are allowed.)

(b.) Double contact after the block: In **chair volleyball** it **is a fault** for the same player who blocks a ball to contact the blocked ball consecutively. (See B.10.c)

- Situation: The ball is blocked but remains on the blocker's side of the net; the next contact must be made by a different player.

(c.) Simultaneous contact by the same team members: When two or more teammates contact the ball simultaneously, the contact is counted as only one of the three allowable team contacts. "**Any**" player on that team may play the ball next, and that contact would "***not*** *be a double contact fault.*

(d.) Joust - simultaneous contact by opposing front row players: When two opposing front row players contact the ball at the net at the *__same time__* and the ball *__immediately__* travels to one side of the court or the other:

1. The joust contact is not counted as one of the three allowed hits.
2. The ball can be played by either of the two players who initially contacted the ball, and that contact would *__not__* be considered a double contact fault or a "Hold" (See C.3.a, and B.21.).
3. The ball can also be played by any other player.
4. In both 1. and 2., the *__next contact "after" the joust contact is counted as the first contact__* *and then t*wo hits remain.
5. If the joust contact goes out of bounds, it is a fault of the opposite side of where the ball went out of bounds.

(e.) Double contact off the net: A ball excluding **a served ball** that is hit into the net remains in play. After the ball contacts the net, it **is a fault** for the same player who hit the ball into the net to hit the ball again. Any player other than the player who hit the ball into the net can make a play on the ball without penalty.

(f.) Extended contact: Hitting a ball with extended contact **is a fault**. (See B.12.)

(g.) "**Hold" at the net (See B.21)**: When a "Hold" occurs between front row opposing players a dead ball results and play stops-dead ball). Play continues with a replay and a re-serve by the current server. (No points to either team.)

(h.) Four contacts: It **is a fault** for a team to contact the ball more than three times on their side of the net. A contact is any legal touch of the ball by a player or player's chair. (See B.11 clarifications)

(i.) Hitting a ball out of bounds: It **is a fault** on the team last touching the out of bounds ball.

(j.) When a ball (other than a served ball) contacts the ceiling, the following rules apply: (See B.18.a. NOTE 6)

1. The ball touches the ceiling: play continues.
   - It **is a fault** for the same player to hit the ball rebounding off the ceiling. This would be considered double contact fault.
   - It **is a fault** for a player to **purposely** hit the ball into the ceiling. (Judgment call)
   - It **is a fault,** and the ball is out of bounds if the ball touches the ceiling at an unreasonable distance from the court. (Ground rules should be established prior to the match by the court leaders.)

(k.) Hitting the ball under the net: It **is a fault** when the ball completely crosses into the opponent's court completely under the net.

(l.) Hitting a ball that travels over the net post: In **chair volleyball** any part of the ball passing over any part of a net post remains in bounds and in play.

- However, as soon as a ball travels entirely outside a net post and passes beyond the plane of the net, **a fault** occurs, and play stops immediately with a dead ball. Even if the ball lands in-bounds a fault occurred since the ball was dead as soon as it travelled entirely outside the net post. (Diagram 7 on pg.13)

C.4. Service faults and other Serving situations:

(a.) Announcing "serve": The server must alert the court prior to each serve attempt. This is done by **announcing** "serve" before the serving action begins. (See B.7 and B.7.1)

- ❖ *Consequences* **for not announcing "serve".** *__The following is allowed once during a player's term of service:__*

1. If, on **_any_** serve, the player fails to announce "serve" before the serving action begins, a dead ball results **(without penalty and no points are awarded).** Then the same server restarts the serving procedure. (B.7.1.).
2. Failure to announce "serve" before the serving action begins, a second time, **_is a fault_** and results in a dead ball and the opposing team receives a point and the ball for serve.

NOTE 10 If the server totally fails to announce serve use similar consequences as in C.4.a.

(b.) Announcing "serve" **before all players are seated:** All players on both teams must be completely seated before "serve" is announced by the server.

❖ *Consequences* **for announcing "serve" before all players are completely seated.** _The following is allowed once during a player's term of service:_
1. Announcing "Serve" before all players are completely seated results in a dead ball **(without penalty and no points are awarded).** Then the same server restarts the serving procedure. (B.7.1).
2. Announcing "Serve" before all players are completely seated a second time **is a fault** and results in a dead ball and the opposing team receives a point and the ball for serve.

(c.) Cancelling a serve: A player may choose to cancel a serve due to a bad toss/etc. After announcing "serve" the player simply decides not to complete the service action. In order to successfully cancel a serve there must have been no attempt to contact the ball. (B.7.)

❖ *Consequences* **for the cancelling the serve:** _The following is allowed once during a player's term of service:_
1. If the serve is cancelled, a dead ball results **(without penalty and no points are awarded).** Then the same server restarts the serving procedure. (B.7.1).
2. Cancelling a serve a second time **is a fault** and results in a dead ball and the opposing team receives a point and the ball for serve.

(d.) Extended contact on the service action: No extended contact (B.12.) is allowed when hitting the ball for serve. For example, throwing, pushing, or double contacting the served ball over the net **is a fault**.

(d.) A served ball contacting a teammate or teammate's chair before breaking the plane of the net is a fault.

(e.) A served ball contacting the ceiling on either side of the net **is a fault**.

(f.) A served ball that does not cross the plane of the net within the legal boundaries is a fault. The served ball must not be completely outside of the net posts when crossing the plane of the net. (Diagram 7 pg.13)

(g.) Other serving situations when the served ball travels within the legal boundaries to the opponent's side of the court:
1. *A served ball that "does not" contact the net:*
   a) and travels to the receiving side of the court and the ball is not blocked or touched: Play continues with 3 hits remaining for the receiving team.
   b) but is *legally** blocked or touched by the receiving team but remains on the receiving team's side of the court: Play continues with 2 hits remaining for the receiving team.
   c) but is *legally** blocked or touched by the receiving team and travels to the opponent's side of the court: Play continues.
   d) but is *illegally** blocked or touched by the receiving team: ***Encroachment fault***- blocker reached beyond the plane of the net. Play stops, dead ball and point for the serving team.
2. *A served ball that "contacts" the net and the ball is not blocked or touched:*

a) and travels to the receiving side of the court: Play continues

b) and does not travel to the receiving side of the court: Play stops, dead ball and point for the receiving team.

3. *A served ball that "contacts" the net and is blocked or touched:* In this scenario ***good judgement*** is necessary. See ***Diagram 8 pg.14*** for further guidance.

   a) When a served ball contacts the net and ***most of the ball is above*** the top of the net:
   - The ball is ***legally**** blocked: Play continues
   - The ball is ***illegally**** blocked: ***Encroachment fault***- blocker reached beyond the plane of the net. Play stops, dead ball and point for the serving team.

   b) When a served ball contacts the net and ***most of the ball is below*** the top of the net:
   - The serve is considered a fault even if blocked or touched: Play stops, dead ball and point for the receiving team.

   ❖ *legally* **blocked/touched means that the blocking hand/s did not penetrate the plane of the net. If the blocking hand/s penetrates the plane of the net, it is an "illegal" block/touch. (See Encroachment faults in C.6.a.2)**

C.5. Net and "Net Support System" faults:

(a.) Contacting (touching) the net is a fault:
- A player is ***not*** allowed to contact (touch) the net at **ANY** time during a rally. **Even slight touches of the net (including clothing) are a fault.**
  Exception: If the ball is driven into the net with such force that it causes the net to contact an opposing player, no fault will be called, and the ball shall continue to be in play.

(b.) Contacting the "Net Support System" is a fault:
- A player is ***not*** allowed to contact the net support system at **ANY** time during a rally. This includes the post, support base, tension wires, etc.

C.6. Encroachment faults: During a rally, there are no exceptions to breaking the plane of the net (above or below) with any body part except for spiking or hitting the ball. (See B.9.b. and Diagram 3 pg. 12)

NOTE 11: If possible, it is suggested that a substitute player monitor the net play. The court leaders (if available) may also need to assist in making these calls.

(a.) Over-the-net encroachment fault: Playing a ball above the net in the opponents playing area:

1. Hitting or Spiking: (Diagram 3 pg. 12 for guidance)
   - When the hand follows through in the hitting or spiking action ***only the player's fingers (up to the palm)*** can penetrate across the plane of the net.
   - **It is a fault** for the palm or wrist to cross the plane of the net.

NOTE 12: Even if the ball is missed while **"attempting"** to hit or spike the ball but the palm or wrist crosses the plane of the net, **a fault has been committed.**

2. Blocking and attempting to block: (Diagram 4 pg. 12 for guidance)
   - In the blocking action a player's hand or hands must remain behind or directly above the plane of the net. Blocking hands are **not** permitted to reach across the plane of the net at any time during a live ball (rally). If this happens it is a fault. Remember the rally starts with the contact of the served ball.
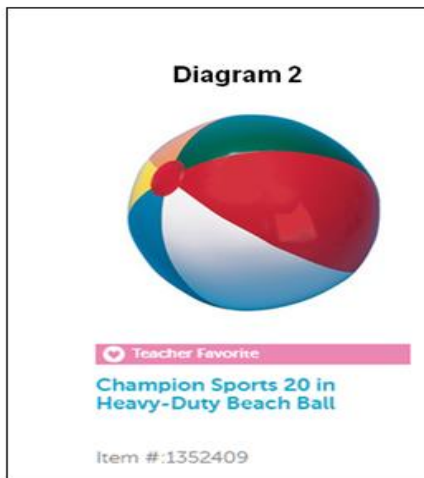
NOTE 13: When hands are held near the net in anticipation of blocking a ball the hands must be positioned behind or directly above the plane of the net when the rally starts. If positioned beyond the plane of the net when the rally starts, a fault has been committed.

(b.) Under-the-net encroachment faults:

1. **The plane below the net:** During a rally, it **is a fault** for players to break the plane below the net with any body part (knees, feet or even a hand).

NOTE 14: During ***open play*** if there is any physical contact under the net (kicked), the person contacted should voice the obvious fault immediately and play stops and point is awarded.

2. **The center line:** During a rally, it **is a fault** to touch the center line.

D. Diagrams

Diagram 1 Court Set-Up   (Not to scale)

In this example the boundary lines and centerline are yellow and one inch wide. The dotted (red) line is the outer edge of the boundary line. Each end line tape length is 13 ft. 10 in. This allows for the 1 in. tape used on each of the sidelines. Subs should be kept back 3 ft. from the courts boundary line if possible since this is a playable area within a players reach.   Net Post = ⬤
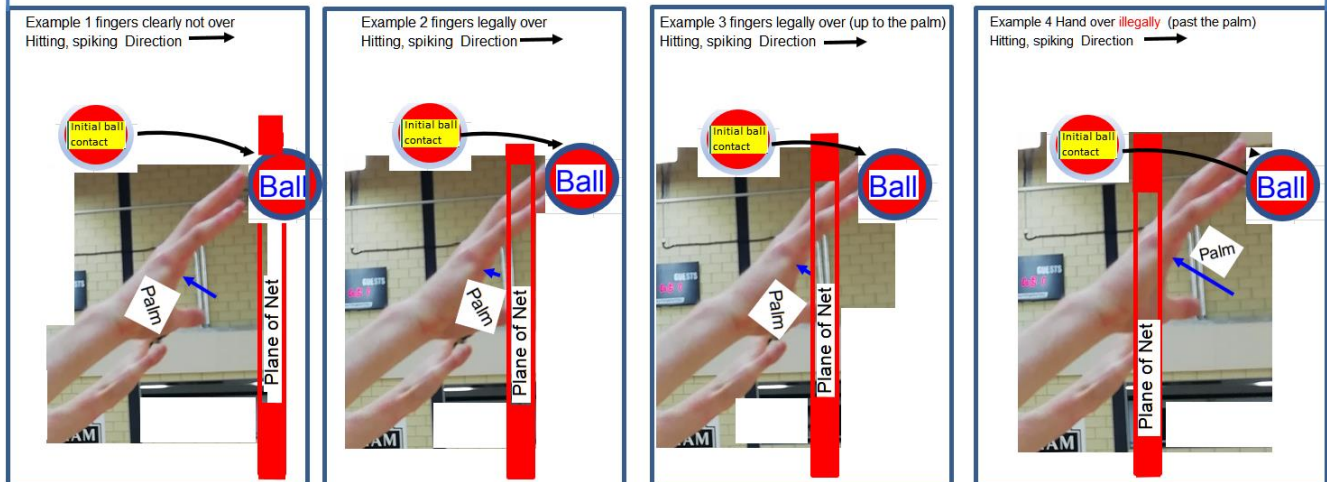
Diagram 2

❤ Teacher Favorite

Champion Sports 20 in Heavy-Duty Beach Ball

Item #:1352409

Diagram 3: Hitting and spiking -- over the net faults

"In the spiking or hitting action follow through, only fingers up to the palm of the hand can cross the plane of the net.
The red line represents the plane of the net.

Ex. 1, 2 and 3 : Hand position is legal , not a fault. (Fingers up to the palm are not over the net.)
Ex. 4: Hand position is not legal. The palm of the hand has crossed the plane of the net. At least one hand has pentrated the plane of the net. **_"Over the net fault"._**

Example 1 fingers clearly not over
Hitting, spiking Direction →

Example 2 fingers legally over
Hitting, spiking Direction →

Example 3 fingers legally over (up to the palm)
Hitting, spiking Direction →

Example 4 Hand over illegally (past the palm)
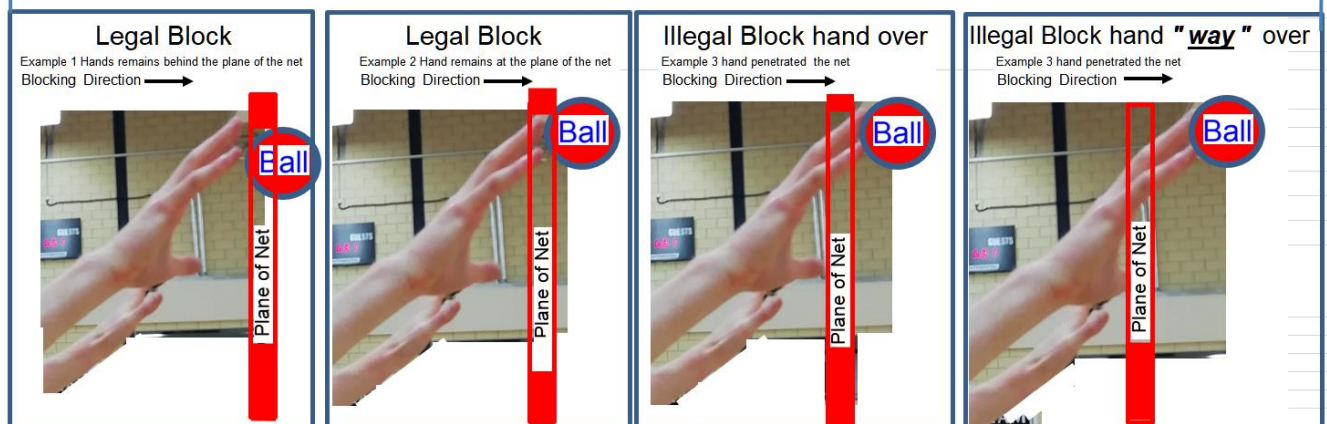Hitting, spiking Direction →

Diagram 4: Blocking -- over the net faults

In the blocking action, a player's hand or hands must remain behind or directly above the plane of the net.
Once any part of the hand crosses the plane of the net, a fault has occurred.
The red line represents the plane of the net.
Ex.1,2: Blocking hand or hands remains behind or at the plane of the net. Legal block.
Ex.3,4: Blocking hand or hands penetrated the plane of the net. **_"Over the net fault"._**

Legal Block
Example 1 Hands remains behind the plane of the net
Blocking Direction →

Legal Block
Example 2 Hand remains at the plane of the net
Blocking Direction →

Illegal Block hand over
Example 3 hand penetrated the net
Blocking Direction →

Illegal Block hand _"way"_ over
Example 3 hand penetrated the net
Blocking Direction →

Diagram 5 - Ball in or out

Ball Out

Ball In

N E T

Ball Out

Diagram 6   Team Rotation

Diagram 5	Clockwise	Team Rotation
Right back server	Middle back	Left back
Right front	Middle front	Left front

N E T

Left front	Middle front	Right front
Left back	Middle back	Right back server

or

Subs

Subs

or

Diagram 7 : Courts net posts play. Any ball, including a served ball, must not be completely outside of the net posts when crossing the plane of the net.

To ceiling

live ball

play continues

dead ball stop play

dead ball stop play
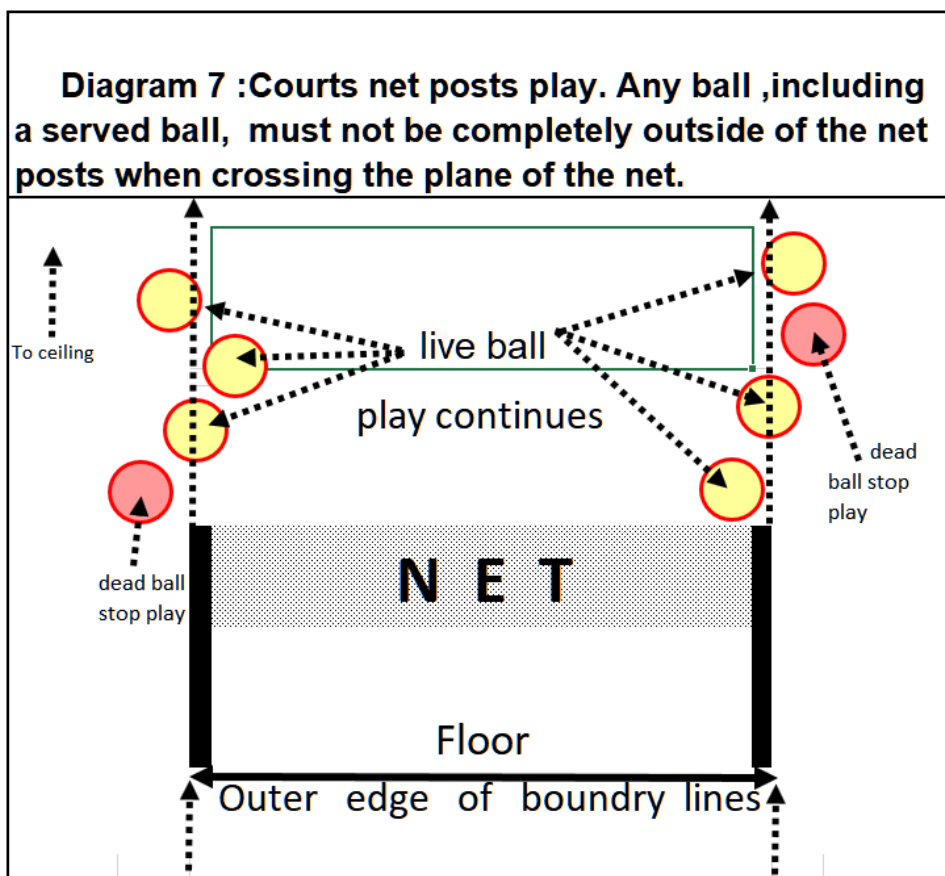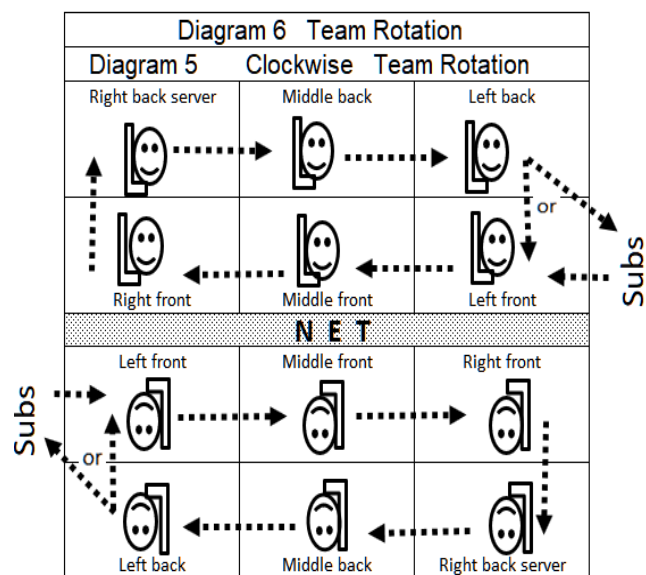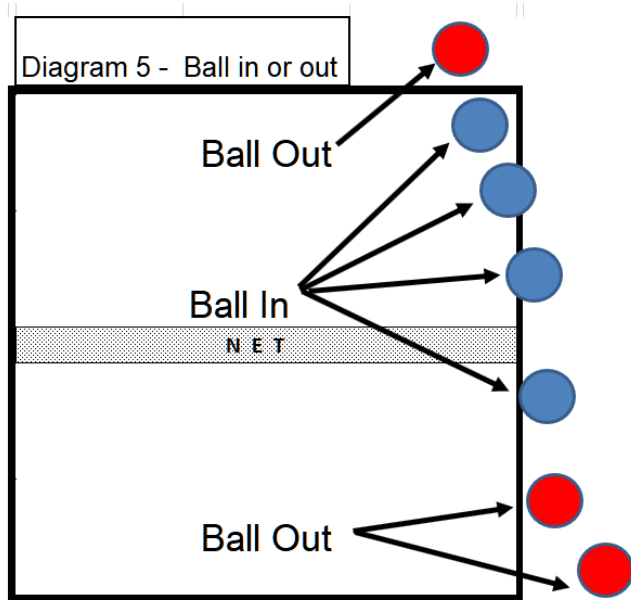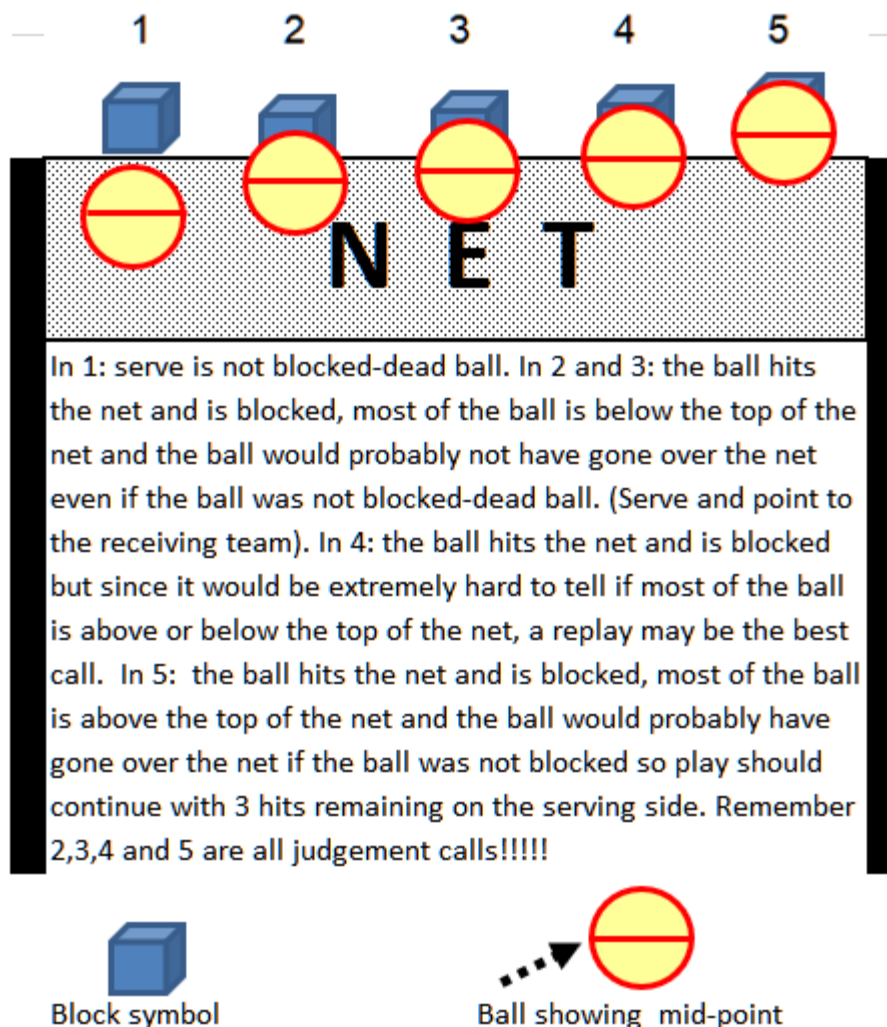
N E T

Floor

Outer edge of boundry lines

Diagram 8: Served ball in play or not? Was most of the ball below or above the top of the net? The ball contact in positions 2,3,4,5, all require judgement calls.

1   2   3   4   5

N E T

In 1: serve is not blocked-dead ball. In 2 and 3: the ball hits the net and is blocked, most of the ball is below the top of the net and the ball would probably not have gone over the net even if the ball was not blocked-dead ball. (Serve and point to the receiving team). In 4: the ball hits the net and is blocked but since it would be extremely hard to tell if most of the ball is above or below the top of the net, a replay may be the best call. In 5: the ball hits the net and is blocked, most of the ball is above the top of the net and the ball would probably have gone over the net if the ball was not blocked so play should continue with 3 hits remaining on the serving side. Remember 2,3,4 and 5 are all judgement calls!!!!!

Block symbol

Ball showing mid-point