

# Bung's 2020 4's Volleyball Rules

(Adapted from the USAV 2016-2019 and AVP Rulebooks)

## 9. Playing the Ball

Each team must play within its own playing area and playing space. The ball may, however, be retrieved from beyond the free zone.

### **9.1 TEAM HITS**

A hit is any contact with the ball by a player in play.

Each team is entitled to a maximum of three hits for returning the ball over the net. If more are used, the team commits the fault of: "FOUR HITS."

These team hits include not only intentional hits by the player, but also unintentional contacts with the ball.

#### **9.1.1 CONSECUTIVE CONTACTS**

A player may not hit the ball two times consecutively (exceptions, see Rules: 9.2.2.2, 9.2.2.3, 14.2 and 14.4.2).

#### **9.1.2 SIMULTANEOUS CONTACTS**

Two players may touch the ball at the same moment.

9.1.2.1 When two teammates touch the ball simultaneously, it is counted as two hits (with the exception of blocking). If they reach for the ball, but only one of them touches it, one hit is counted. If players collide, no fault is committed.

9.1.2.2 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.

9.1.2.3 If simultaneous hits by two opponents over the net lead to extended contact with the ball, play continues.

9.1.2.4 If the ball hits the antenna after simultaneous hits by two opponents over the net the rally should be replayed.

#### **9.1.3 ASSISTED HIT**

Within the playing area, a player is not permitted to take support from a teammate or any structure/object in order to hit the ball. However, a player who is about to commit a fault (touch the net or interfere with an opponent, etc.) may be stopped or held back by a teammate.

### **9.2 CHARACTERISTICS OF THE HIT**

9.2.1 The ball may touch any part of the body.

9.2.2 The ball must not be caught and/or thrown. It can rebound in any direction.

9.2.2.1 Simultaneous Contacts:

The ball may touch various parts of the body, provided that the contacts take place simultaneously.

9.2.2.2 Consecutive Contacts:

At the first hit of the team, provided it is not made overhand with fingers, consecutive contacts are permitted provided that the contacts occur during one action. During the first hit of the team if it is played overhand using fingers, the ball may NOT contact the fingers/hands consecutively, even if the contacts occur during one action.

**(NJVB EXCEPTION: For leagues listed as “B” level or below, the ball may have consecutive contacts on any first hit of the team, regardless of the way the ball is played, provided that the contacts occur during one action.)**

9.2.2.3 However, at blocking, consecutive contacts may be made by one or more players, provided that they occur during one action;

9.2.2.4 Extended Contacts:

In defensive action of a hard driven ball, the ball contact can be extended momentarily even if an overhand finger action is used. Plays involving finger action require special attention. If the play is defensive and reactive in nature, as in the case of a hard-driven ball, momentarily held or double-contacted balls are not considered faults.

Furthermore, this may apply to the second touch of a team if the block contact was slight and the ball is still a hard-driven attack or to the defensive action (team first contact) after a ball has been blocked. If the player decides/intends to use finger setting action to contact an off-speed attack, the contact must be “clean.”

### 9.3 FAULTS IN PLAYING THE BALL

9.3.1 FOUR HITS: a team hits the ball four times before returning it.

9.3.2 ASSISTED HIT: a player takes support from a teammate or any structure/object in order to hit the ball within the playing area.

9.3.3 CATCH: the ball is caught and/or thrown; it does not rebound from the hit. (Exceptions 9.2.2.1, 9.2.2.2.)

9.3.4 DOUBLE CONTACT: a player hits the ball twice in succession or the ball contacts various parts of his/her body in succession.

**(NJVB EXCEPTION: For leagues listed as “B” level or below, minor double contacts are allowed when played overhand using the fingers (ex. setting or passing).**

## Rule 10. Ball at the Net

### **10.1 BALL CROSSING THE NET**

10.1.1 The ball sent to the opponent's court must go over the net within the crossing space. The crossing space is the part of the vertical plane of the net limited as follows:

10.1.1.1 below, by the top of the net;

10.1.1.2 at the sides, by the antennae, and their imaginary extension;

10.1.1.3 above, by the ceiling or structure (if any).

10.1.2 The ball that has crossed the net plane to the opponent's free zone totally or partly through the external space may be played back within the team hits, provided that:

10.1.2.1 The ball when played back crosses the vertical plane of the net again totally, or partly through the external space on the same side of the court. The opponent may not prevent such action.

10.1.3 The ball is "out" when it crosses completely the lower space under the net.

10.1.4 A player, however, may enter the opponents' court in order to play the ball before it passes outside the crossing space, or before it crosses completely the lower space.

### **10.2 BALL TOUCHING THE NET**

10.2.1 While crossing the net, the ball may touch it.

### **10.3 BALL IN THE NET**

10.3.1 A ball driven into the net may be recovered within the limits of the three team hits.

10.3.2 If the ball rips the mesh of the net or tears it down, the rally is cancelled and replayed.

## Rule 11. Player at the Net

### **11.1 REACHING BEYOND THE NET**

11.1.1 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.

11.1.2 After an attack-hit, a player is permitted to pass his/her hand beyond the net, provided that the contact has been made within his/her own playing space.

## **11.2 PENETRATION INTO THE OPPONENT'S SPACE, COURT AND/OR FREE ZONE**

11.2.1 A player may enter into the opponent's space, court and/or free zone, provided that this does not interfere with the opponent's play.

## **11.3 CONTACT WITH THE NET**

11.3.1 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, any action of playing the ball (or trying to), landing, and any movement in preparing for a new action.

11.3.2 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.

11.3.3 When the ball is driven into the net, causing it to touch an opponent, no fault is committed.

## **11.4 PLAYER'S FAULTS AT THE NET**

11.4.1 A player touches the ball or an opponent in the opponent's space before or during the opponent's attack-hit.

11.4.2 A player interferes with the opponent's play while penetrating into the opponent's space under the net.

11.4.3 A player interferes with the opponent's play by (amongst others):

- touching the net between the antennae or the antenna itself during his/her action of playing the ball,
- using the net between the antennae as a support or stabilizing aid,
- creating an unfair advantage over the opponent by touching the net,
- making actions which hinder an opponent's legitimate attempt to play the ball,
- catching/holding on to the net.

Any player close to the ball as it is played, and who is him/herself trying to play it, is considered in the action of playing the ball, even if no contact is made with it.

However, touching the net outside the antenna is not to be considered a fault (except for Rule 9.1.3).

## **Rule 12. Service**

The service is the act of putting the ball into play by the correct serving player placed in the service zone.

### **12.1 FIRST SERVICE IN A SET**

12.1.1 The first service of a set is executed by the team determined by the toss.

**(NJVB EXCEPTION: During league play, both teams have choice of serve or receive to start two of the four games. During playoffs, the higher seed has first choice of serve or receive, and then it alternates until the final game, where it is decided by coin toss.)**

## **12.2 SERVICE ORDER**

12.2.1 The players must follow the service order recorded on the score sheet.

**(NJVB EXCEPTION: The players must follow the service order established between the first serve of the first player and the second serve of that player, regardless of the number of players. The service order must remain consistent throughout the set.)**

12.2.2 After the first service in a set, the player to serve is determined as follows:

12.2.2.1 when the serving team wins the rally, the player who served before serves again;

12.2.2.2 when the receiving team wins the rally, it gains the right to serve and the next player in the receiving team's service order serves the ball.

## **12.3 AUTHORIZATION OF THE SERVICE**

The 1st referee authorizes the service, after having checked that both teams are ready to play and that the server is in possession of the ball.

**(NJVB EXCEPTION: Players should make sure that the receiving team knows is aware that they service is coming. For self-refed sets, teams should agree on the score before the service takes place.**

## **12.4 EXECUTION OF THE SERVICE**

12.4.1 The ball shall be hit with one hand or any part of the arm after being tossed or released from the hand(s).

12.4.2 Only one toss or release of the ball is allowed. Dribbling or moving the ball in the hands is permitted.

12.4.3 The server may move freely within the service zone. At the moment of the service hit or take-off for a jump service, the server must not touch the court (the end line included) or the ground outside the service zone. His/her foot may not go under the end line. After the hit, he/she may step or land outside the service zone, or inside the court. If the line moves because of the sand pushed by the server, it is not considered a fault.

12.4.4 The server must hit the ball within 5 seconds after the 1st referee whistles for service.

12.4.5 A service executed before the referee's whistle is cancelled and repeated.

12.4.6 If the ball, after having been tossed or released by the server, lands without being touched or caught by the server, it is considered as a service.

12.4.7 No further service attempt will be permitted.

## **Rule 13. Attack Hit**

## **13.1 CHARACTERISTICS OF THE ATTACK-HIT**

13.1.1 All actions which direct the ball toward the opponents, with the exception of service and block, are considered as attack-hits.

13.1.2 An attack-hit is completed the moment the ball completely crosses the vertical plane of the net or is touched by an opponent.

13.1.3 Any player may carry out an attack-hit at any height, provided that his/her contact with the ball has been made within the player's own playing space (except Rule 13.2.4, 13.2.5 below).

## **13.2 FAULTS OF THE ATTACK-HIT**

13.2.1 A player hits the ball within the playing space of the opposing team.

13.2.2 A player hits the ball "out."

13.2.3 A player completes an attack-hit using an open-handed finger action, if using fingertips that are not rigid and together, and/or if wrist-action is used to direct the ball.

13.2.4 A player completes an attack-hit on the opponent's service, when the ball is entirely higher than the top of the net.

13.2.5 A player completes an attack-hit using an overhand pass which has a trajectory not perpendicular to the line of the shoulders. The exception is when the player is attempting to set to his or her own teammate.

## **Rule 14. Blocking**

### **14.1 BLOCKING**

14.1.1 Blocking is the action of players close to the net to intercept the ball coming from the opponent by reaching higher than the top of the net, regardless of the height of the ball contact. At the moment of contact with the ball, a part of the body must be higher than the top of the net.

14.1.2 Block Attempt

A block attempt is the action of blocking without touching the ball.

14.1.3 Completed Block

A block is completed whenever the ball is touched by a blocker.

14.1.4 Collective Block

A collective block is executed by two or three players close to each other and is completed when one of them touches the ball.

### **14.2 BLOCK CONTACT**

Consecutive (quick and continuous) contacts may occur by one or more blockers, provided that the contacts are made during one action. These are counted as only one team hit. These contacts may occur with any part of the body.

### **14.3 BLOCKING WITHIN THE OPPONENT'S SPACE**

In blocking, the player may place his/her hands and arms beyond the net provided that this action does not interfere with the opponent's play. Thus, it is not permitted to touch the ball beyond the net until an opponent has executed an attack-hit.

### **14.4 BLOCK AND TEAM HITS**

14.4.1 A blocking contact is NOT counted as a team hit. The blocking team will have only two more hits after a blocking contact.

14.4.2 The first hit after the block may be executed by any player, including the one who has touched the ball during the block.

### **14.5 BLOCKING THE SERVICE**

To block an opponent's service is forbidden.

### **14.6 BLOCKING FAULTS**

14.6.1 The blocker touches the ball in the OPPONENT'S space either before or simultaneously with the opponent's attack-hit.

14.6.2 Blocking the ball in the opponent's space from outside the antenna.

14.6.3 A player blocks the opponent's service.

14.6.4 The ball is sent "out" off the block.