



# VOLLEYBALL

## REGISTRATION HANDBOOK & TEAM PACKET



Welcome to the ZSC Volleyball Tournament. This handbook provides all necessary information for team registration, eligibility, match structure, and conduct. The tournament follows official FIVB rules where not otherwise specified, with additional ZSC-specific regulations outlined below.

All participants are responsible for reviewing and understanding this handbook prior to registration.

## SECTION 1: REGISTRATION INFORMATION

### 1.1 Team Eligibility

- Teams must register with a **minimum of 6 players**.
- A team may dress up to **6 players on court and 3 substitutes** per match.
- A match may begin or continue with a **minimum of 4 players**.

### 1.2 Co-Ed Requirement (Mandatory)

This is a co-ed tournament.

- Each team must list **at least two (2) female players** on:
  - The official roster
  - The official scorecard
- At least **one (1) female player must be on the court at all times**.
- Failure to comply will result in **match forfeiture**.

### 1.3 Registration Requirements

Each team must submit:

- Completed team registration form
- Full roster (including gender designation)
- Team captain contact information
- Signed waiver forms (if required)
- Registration fee

Incomplete registrations may not be accepted.

## SECTION 2: MATCH FORMAT & SCORING

## 2.1 Match Structure

⚠ Note: The match structure and games format will be provided shortly and depending on:

- Number of registered teams
- Scheduling constraints

Teams will be notified prior to tournament play.

## 2.2 Timeouts & Substitutions

- Each team is allowed:
  - **One (1) 30-second timeout per set**
  - **Two (2) substitutions per set**
- Substitutions may occur at any rotation.
- Rotation may not be changed during a timeout.

# SECTION 3: GAMEPLAY OVERVIEW

## 3.1 Basic Play

- Each team is allowed **three (3) contacts** to return the ball.
- A block does **not** count as a team contact.
- The ball may contact any part of the body.
- Contact must be clean:
  - No lifting
  - No carrying
  - No palming
  - No pushing

Violations will be called as a **lift**.

## 3.2 Service Rules

- The winner of the coin toss chooses to serve or receive.
- The server must remain behind the service line until contact.
- Only one toss or release per serve.
- A serve that contacts the net and crosses over remains in play.
- Serving out of order results in:
  - Point to opponent
  - Loss of service
  - Correction of rotation

## 3.3 Back-Row & Blocking Rules

- Only **front-row players may block**.
- Blocking or attacking a served ball is prohibited.
- A back-row player may attack only if they jump from behind the 3-meter line.
- Touching the 3-meter line during takeoff is a violation.

## 3.4 Net & Centerline Rules

- Net contact between the antennae during play is a fault.

- Hair contact is not a fault.
- A foot may cross the centerline if part remains on/above the line and there is no interference.
- Full body crossing that interferes with play is a fault.

## SECTION 4: FACILITY & SAFETY RULES

### 4.1 Court & Obstruction Rules

- The ball may not be played off an adjacent court.
- A ball hitting overhead objects is in play if:
  - It occurs on the same side
- If the ball hits the ceiling and lands on the opponent's court, the rally is dead, and the opponent is awarded the point.

### 4.2 Equipment & Safety

- Jewelry should not be worn.
- Players may wear glasses or contact lenses at their own risk.
- Proper athletic attire and court shoes are required.

## SECTION 5: FAULTS & PENALTIES

A fault results in a point awarded to the opponent.

Common faults include:

- Ball touching the floor
- More than three team contacts
- Double contact
- Net violation
- Illegal back-row attack
- Illegal block
- Out-of-position at serve
- Ball landing out of bounds
- Service faults
- Persistent delay of game
- Interference under the net

Referees' decisions are final.

## SECTION 6: CONDUCT & DISCIPLINE

### 6.1 Provoke & Retaliation Rule

To ensure a safe and respectful environment:

- Any individual who provokes physical harm will:
  - Be ejected immediately,
  - Be banned for **three (3) years**
- Any player who retaliates:
  - Will be ejected,

- Will be banned for **two (2) years**

Zero tolerance will be enforced.

## **SECTION 7: TOURNAMENT AUTHORITY**

- The Host Committee and ZSC Sports Coordinator reserve the right to modify rules without prior written notice.
- Professional referees' rulings and interpretations will be upheld during all matches.
- All participants agree to abide by tournament decisions upon registration.

## **SECTION 8: TEAM CAPTAIN RESPONSIBILITIES**

Each team captain is responsible for:

- Ensuring roster compliance
- Ensuring co-ed requirements are met at all times
- Confirming players understand tournament rules
- Managing substitutions and rotations
- Maintaining team sportsmanship

## **FINAL REMINDER**

By registering, teams acknowledge that they:

- Have read this handbook
- Understand the rules and eligibility requirements
- Agree to abide by all tournament regulations