



VOLLEYBALL

REGISTRATION HANDBOOK & TEAM PACKET



Welcome to the Z Games 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.

Injury Exception:

- If both female players are injured during a match:
 - The injury must be visibly evident and confirmed by the head referee.
 - The team may continue with four (4) players.
 - No male player may substitute into a female-designated slot.
 - Applies only if the match began in compliance with co-ed requirements.

Tournament Continuation After Injury:

- Teams can continue if they can field at least one (1) female player for subsequent matches.

- If no female player is available for a subsequent match, that match is ruled a forfeit. In elimination play, the team is eliminated.

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 & Warmups

- Teams are allotted **5 minutes of total warm-up time** before each match. Each team receives **2.5 minutes** to use as they wish, timed by the referee.
- If a prior match finishes early and time permits, teams may warm up until their scheduled match start time. Warm-up duration is ultimately at the discretion of the **referee and Tournament Director** based on whether the tournament is on schedule or delayed.
- Matches are played as best of 3 sets.
- Sets 1 and 2 are played to 25 points, win by 2.
- If each team wins one set, a deciding Set 3 is played to 15 points, win by 2.
- The first team to win 2 sets wins the match.
- A coin toss before the match determines first serve and side choice.
- Teams switch sides at the start of each new set.

2.2 Timeouts & Substitutions

- Each team is allowed:
- One (1) 30-second timeout per set
- **Six (6) substitutions per set** for Sets 1 and 2
- **Four (4) substitutions per set** for Set 3 (deciding set)
- **What counts as a substitution:**
A substitution is when **one player enters the court in place of one player leaving the court**. One player out, one player in = one substitution.
- **Locked substitution pairing (to prevent abuse):**
- A substitute who enters the game for a specific starter is **paired with that starter** for the remainder of the set.
- That substitute may only re-enter the game for the **same player** they originally replaced, and that starter may only re-enter for the **same substitute**.
- Players may **not** be freely rotated in and out for different teammates. Each substitution must be a one-for-one swap between the same two paired players.

- Substitutions may occur at any rotation position, but the paired relationship must be maintained.
- Rotation may not be changed during a timeout.
- **Pairings reset each set:**
Substitution pairings apply only within a single set. At the start of each new set, all pairings are cleared, and teams may form **new substitution pairs** for that set.

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.
- A ball that contacts any wall, bleacher, or object outside the court is out regardless of which side it occurs on. The point is awarded to the opponent.

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 in collaboration with 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