



General Rules of Play

In reverse coed volleyball, the height of the net is 2.24 meters, the same height used in regulation female volleyball. Each team consists of an equal number of male and female players who alternate position and serving order. In 4's there are no rotational rules.

Restriction to Male Players

There are two important restrictions on the actions of male players during reverse coed volleyball. Male players are prohibited from blocking at any point in the game and may not attack a ball while it is above the height of the net if they are in front of the attack line. The attack line is marked 10 feet from the net. Male players behind this line are permitted to attack a ball even if it is above the height of the net. Males are also permitted to jump serve during reverse coed volleyball.

Warm-Ups

Warm-up time can be decided on by team. Take the time you need but be realistic--you're not a college player anymore ;)

Blocking Rules for Female Players

Only female players may block in reverse coed volleyball.

Backrow Attacks

If the last team contact is by a male, the player's last court contact must be behind the 3m line or a portion of the ball must be below the height of the net when the ball is contacted, otherwise it is a fault. There is NO clear upward trajectory interpretation to this.

Net Play

If you contact any portion of the net during play, it is a fault.

1st Play Ball

Finger action (beach dig) allowed for first contact on a hard-driven ball. Hard-driven is defined as a ball you don't have time to think about to play with your hands.

Court Boundary

Entering any adjacent court that is scheduled for competition during play is a fault.

Centerline

If a player goes under the net during play, it is not a fault, unless it interferes with the other team's ability to make an immediate play the ball.

Timeouts

A single one-minute time out per team per set is allowed.

Game Delay Forfeiture

Any delay longer than 5 minutes creates a forfeiture of the current set, including those caused by injury. The tournament director has discretion to extend injury time-outs.

Finger Action

We encourage you to call your own mishandled sets! You know when you double or lift a set, so don't be known as the person who doesn't call their own faults. Key takeaways--Be consistent and be fair.

No open hand tips. You are permitted to two hand push as long as you remain square to the trajectory of the ball.

Start to Finish

You must finish the tournament with the same 4 players you start the tournament with. There may be no additions to your team roster unless there is an extenuating circumstance. If this is the case, you must discuss the information with the tournament director for a final decision.