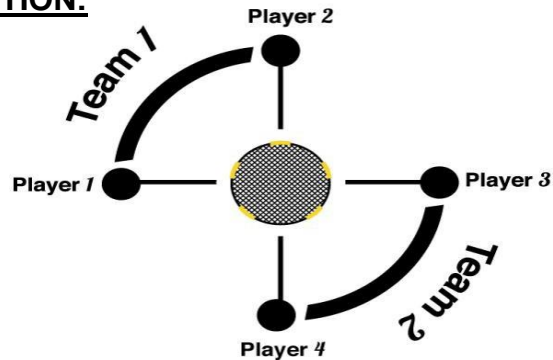


## ROUNDNET LEAGUE RULES

USAR rules apply unless stated otherwise in this document.

### 1. PLAYING ORIENTATION:



### 2. MINIMUM REQUIREMENTS

- A. Teams must be comprised of 2 players of any gender unless specified otherwise.

### 3. SETUP & EQUIPMENT

- A. Ball – 12 inches in circumference. Parks department will provide ball but teams may use their own ball if both teams agree.
- B. Roundnet set – The tension of the net should be consistent throughout. A ball dropped from 5 feet above the net should bounce approximately 20 inches.
- C. Playing orientation (see image above)
- D. Winner of rock, paper scissors or a coin flip get to pick side or serve for the first set. The loser will get to pick the second set. The third set will be decided by another instance of coin flip or rock paper scissors.
- E. Closed toed shoes must be worn.

### 4. ELIGIBILITY & ROSTER

- A. A player must be 18 years of age by the start of team's 1st game to be eligible.
- B. Teams will consist of 2 (min) – 6 (max) players. Only 2 players may play at a time.

- C. Substitutions may only be made after a dead ball.
- D. A player cannot be a member of 2 teams within the same league (if applicable).
- E. No new players may be added to the team's roster after the second week of play. Any requests to add/remove players must be sent to the Athletics Coordinator at [plulinski@cob.org](mailto:plulinski@cob.org)

## 5. GAME OVERVIEW

- A. Each match will consist of a series of three games. The first team to score 21 points will be declared the winner of each game. Teams must win by 2.
- B. All matches will have 1 hour time limits. If you are involved in a game when the time limit occurs, the game will count if one team has 10 or more points and a 2 or more-point lead. If neither team has 10 or more points the game will not count. No time limit for post season tournament games.
- C. Teams will be given a **10-minute** grace period for the **first games of the day only**. After the 10-minute grace period, the team failing to place the minimum number of players on the field shall forfeit the contest. The first game will not begin before the scheduled game time.
- D. Teams are allowed one time out per game.
- E. Roundnet is self-officiated. If there is a discrepancy about a call, the point should be replayed.

## 6. PLAY

- A. All players except the receiver must begin the point at least 7 feet from the net. When possible, a service line will be drawn.
- B. The receiver may stand at any desired distance
- C. Once the server strikes the ball, players may go anywhere they choose.
- D. Possession changes when the ball contacts the net.
- E. Each team has up to 3 touches per possession
- F. Determine a serving order which alternates players from the two teams (e.g. player 3 follows player 1, etc.)
- G. To equalize sun and wind effects rotate starting position 90 degrees counter-clockwise every 5 points.

## 7. SCORING

- A. Rally scoring (points can be won by the serving or receiving team)
- B. Each match is comprised of 3 games. Games are played to 21 where teams must win by two points. In each match, teams will play 3 games to 21 and will record a point for each game won in that match.
  - a. Ex. Team 1 won two out of three games against team 2.
    - i. Winning team to report to Athletics Coordinator: Team 1 (2-1).
- C. The rally ends and a point is awarded when:
  - a. The ball contacts the ground or otherwise isn't returned onto the net within 3 touches.
  - b. The ball is hit directly into the rim at any time, including a serve.
  - c. The ball bounces and falls back onto the net or rim.
  - d. The ball clearly rolls across the net.

## 8. SERVING

- A. If the receiving team wins the point, the next designated player serves according to the initial sequence. Otherwise, the server switches places with his/her partner and serves to the other receiving team member.
- B. The receiving team sets their position first. The server stands 180 degrees across the designated receive who is the only player allowed to field the serve.
- C. Serves may be struck with any amount of force; short serves are allowed.
- D. The ball must travel at least 10 cm (4 inches) after the release before it is struck.
  - a. Note: the spirit of this rule is to make sure that the receiving team can tell that the ball has been released and can see that it has been legally struck. If neither of these aspects are in question, then the toss is aligned with the intention of the rule.
- E. If a server serves two faults, the receiving team wins the point. Violation of ANY of the following rules is a fault:
  - a. The server must toss the ball upwards at least 4 inches.
  - b. If the server tosses the ball, they must hit it. Dropping, catching, or swinging at and missing a toss all count as a fault.
  - c. Hitting a serve with a foot inside the service line.
  - d. Pocket serves
- F. If the server commits a service fault, either player on the receiving team has until the ball is hit for a second time, there is a change of possession, or immediately (i.e within ~3 seconds) after a dead ball to call "fault." The server is then allocated

a second serve. If a second “fault” is called, the receiving team is awarded a point.

- G. Serves must be below the receiver’s raised hand. If the ball can be caught by the receiver, it has to be played. If the ball is too high (not playable/over the raised hand), the receiving team must call “let”. The serving team has one more try to serve the ball. If the serving team cannot hit a legal serve on the second try, they lose the point. If the receiving team does not call “let”, continue play.
- H. The serve must come cleanly off the net on a serve. If the ball takes an unpredictable bounce (commonly known as a “pocket”), the receiving team must call “let”. The serving team has one more try to give a clean serve. If the serving team cannot hit a legal serve on the second try, they lost the point. If the receiver does not call “let”, continue play.
- I. If the ball takes an unpredicted bounce, and lands back on the net or rim, it’s the other teams point and change of possession.
- J. If the ball contacts the rim at any time, it is a point for the other team and a change of possession.

## **9. RALLIES**

- A. Touches must alternate between teammates. Consecutive touches by one player result in a loss of a point.
- B. The ball must be contacted cleanly, not caught, lifted, or thrown. Players may not hit the ball with two hands, even if placed together “volleyball style”.
- C. Players may use any individual part of their body to hit the ball.
- D. After the serve, any unusual bounce (i.e. pocket) that does not contact the rim is legal and playable.
- E. A shot which lands on the net, rolls into the rim and then off the net (i.e. roll-up) is played as a pocket, not a direct rim hit.
- F. If a team cannot determine the legality of a hit, replay the point.
- G. Pockets – A pocket is when the ball contacts the outer parts of the net near the rim. This will cause the ball to change its trajectory. During a serve, a pocket will count as a fault. During regular gameplay, a pocket is playable.

## **10. INFRACTIONS**

- A. Defending players must make an effort to not impede the offending team’s possession or play on the ball.
- B. If an offender collides with a defender, or a defender’s position prevents an offensive play on the ball, the infringed player may call “hinder” to force a

replay of the point. The offensive team must have a legitimate play on the ball to call hinder.

- C. If a defensive player attempts to play the ball when it is not their turn, they lose the point.
- D. If a player hits a shot off the net then the ball hits their teammate, they lost the point. If a player hits a shot off the net then the ball hit them, they lose the point.
- E. If any player makes contact with the Roundnet set that moves the set or affects the trajectory of the ball, they lost the point. If the contact with the Roundnet set does not move the set or affect the trajectory of the ball, play on.

## **11. PLAYER CONDUCT**

- A. Fighting will not be tolerated. Teams or players involved in fighting before, during or after games will be put on probation or suspension after the first offense. After the second offense, the team will be suspended from the league for the remainder of the season with no refund.
- B. Any player who is ejected from a game for profanity, rough conduct or unsportsmanlike conduct will be suspended for the next two games which his/her team plays, **NOT INCLUDING THE GAME THE PLAYER IS EJECTED FROM**. After the second offense, the player will be suspended for the remainder of the season. Any and all player misconduct must be reported to league coordinator immediately.

## **12. FACILITY RULES & RAINOUT INFORMATION**

- A. Due to the nature of playing on a turf field, matches will only be cancelled for any level of weather which meets the level of closing Civic Field. Additionally, please note that if lightning or thunder occurs, a 30-minute delay of activities will occur before matches can resume.
  - a. I.e., play will be allowed to resume 30 minutes from the last thunder or lightning event (not to exceed 1-hour of delay).
- B. If any events are caused to be cancelled due to weather, all best efforts will be made to reschedule on the back end of the season and/or on an alternate day of the week.