

Hard Court Coed 6's Rule of Play

Captain's Version Revised 09/10

GAME FORMAT, TIMES, WARM UPS and FORFEITS:

- Matches are one hour in length for every division.
- All 3 Games of the match will be played using RALLY scoring (point per serve regardless of which team is serving). 1st and 2nd Games will be played to 25 pts. Cap at 25 pts. Refs will use their best judgment how many Rally points to play the 3rd game knowing that time ends at 60 minutes.
- **Game time is Match Clock Start Time.** Refs will start and end games on time! It is your responsibility to have your players to the court BEFORE match time in order to start on time. Captains should check clipboards for court assignments and move their team onto the court quickly. If during or after the captain's meeting your team wishes to warm up, get water, etc, it is during YOUR 60 minutes... realize that as you argue you didn't get your games finished.
- **Tied Games** : Teams tied as the whistle blows, ONE more point will be played to determine the winner.
- **Let Serves**: If a served ball contacts the net and continues into or lands on the receiving team's court in bounds it is ruled a PLAY ON.
- Jump Serving is permitted in all levels.
- First team contact allows that the ball may be doubled, it may not "come to rest", be lifted, thrown or carried. Ball Handling calls (double hits and lifts) are referee judgment. We respect that you have an opinion, but it is their judgment as to what level they are calling.
- **Under no circumstances may a DIVISION 1 team play without using a ghost!** An unfair advantage results in 3 rotations without the position/place being held by the ghost. Other divisions may play with less than 6 players on court (even if this results in 3 men 2 women on court). Under no circumstances may a team play with more than 3 men on court.
- Forfeits: Circumstances may allow for a team to play with fewer than 6. Captain's meeting is forfeit time for the first game. Teams have 15 minutes until the next game of the match is forfeited. Another 15 minutes and the 3rd game of the match is forfeited. If a team arrives "late" or becomes complete enough to play (female arrives, ghost can be used in Division 1) the match will be started and as many games as possible should be completed within the remainder of the 60 minutes. Should any of the 3 games be started and time run out, the team that was "incomplete" at match time will lose the game being played and any of the remaining games in the match.

COURT BOUNDARIES:

- Players must have 6.6 feet of depth in the service area to serve the ball. Since some of our service areas don't have this depth, players will be allowed to step into court (1 step) to serve.
- Players are NOT allowed to enter an adjacent court before, during or after a play on the ball. This rule is for your own safety. If no match is scheduled or there is no play or warm-up on an adjacent court, players may enter the court to play a ball.
- Dividers (curtains, boards): If a player is making an attempt to play or is pursuing a ball that he/she would probably have made a legal contact with if the divider had not been there, a replay will be granted.

CEILING and OVERHANGING OBJECTS:

- If the ball contacts the ceiling or any overhanging object (basketball equipment) **15 feet or more** above the player's court and remains on the player's side of the net, it is a **PLAY ON** situation.
- If a ball contacts the ceiling or any overhanging object (basketball equipment) **Below 15 feet**, the play will be blown dead by the ref and a judgment as to whether or not a teammate is making an attempt to play the ball will occur. Should the ref deem a player is attempting to play the ball and could have made a play a replay should be granted, if not then a point will be awarded the opposing team.
- If the ball contacts the ceiling or any overhanging object (basketball equipment) **15 feet or more above** the player's court and then travels into the plane of the net (where it is contacted by the opponent) or into the opponent's court it is a **DEAD BALL** situation and a point will be awarded the other team.
- If the ball after being played, contacts the ceiling or overhanging object (basketball equipment) over the opponent's court it is a **DEAD BALL** and the opponent will score a point.

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BLOCKING:

- A player is a blocker if he/she is near the net and any part of the player's body is above the height of the net when the ball is contacted. (Ex. Player whose hands are above the height of the net but the ball is hit into the player's head/face/shoulder. This is still a block.) (Please note: this means that height challenged players, no matter if showing block or jumping their little hearts out are NOT Blockers if they are NOT above the height of the net, their contact of the ball at the net will be considered the first team contact).
- Blocks are not counted as a team contact. (Explanation: therefore a male player may block a ball and then contact it again sending it over the net without this being a double contact or a violation of the coed rule)
- A **back row** male player may enter the front zone and participate in or block a ball when there is **ONE** male front row player.
- NO **back row** female players may block or participate in a block.

COED Rule:

- When more than one team contact is used by a team, a female must be one of the contacts.
- Clarification: A male player may block and then contact the ball sending it over the net (or another male player may contact the ball after the block and send it over the net) without this being a violation of the coed rule.

Safety:

- A ref's best judgment will be used for calling replays for balls on your court. Some may prefer to call each and every ball on a replay. Others may inform captains that referee discretion will be used for balls rolling through the backcourt or those that do not affect the outcome of a play. Address this at the Captain's meeting with your ref if they don't bring it up. KNOW what your ref will call on this topic!
- Teams waiting for their match to begin may use adjacent courts or areas for Ball Handling only. NO side-to-side, circle or partner, hitting, spiking or **FULL pepper** will be allowed due to "balls on" situations that would occur on playing courts.

Sanctions:

- Captains and players will be allowed to address questions and/or concerns to refs regarding a play. We consider this environment a learning experience.
- It is your job as captain and the player's own responsibility to monitor behavior on court before, during and after playing. While refs have the ability to issue sanctions (red and yellow cards), verbal warnings will be used to diffuse situations. If behavior isn't corrected **immediately** the Head Ref or League Director will be asked to intervene and player will be removed from the court, gym, and/or league (depending on severity).
- Should ANY PLAY situation arise: disagreement with the rule applied to a play, or argument over a call, happen, you have the right to PROTEST the call. Protest is the official term for a dispute of a rule applied to a call. Protesting has nothing to do with the tone, loudness or anger involved in a dispute. Address your concern as a question and if the answer given doesn't suffice, see the Head Ref for a ruling. You may not according to the rules protest a referee's judgment only the application of a rule.