

SD42 Tripleball Rules

Fair Play rules are expected to be used by players, coaches, and parents

Your school athletic rep. should have a copy of these rules. They can also be found at:

<http://www.sd42.ca/fair-play-codes>

Match Organization Guidelines

- 1.) All matches should be scheduled to start no later than 3:00pm.
- 2.) Games will be scored using rally scoring (games to 25, must win by at least 2 points, best 2 out of 3 games, if a 3rd game is needed it is to 15).
- 3.) To encourage maximum participation, **teams must field a minimum of 9 players for all games; in the competitive division, teams fielding less than 9 players will forfeit the game. If both teams have fewer than 9 players, the game is a double forfeit.**
- 4.) Net height is 2.05m
- 5.) Children who play competitive, cannot play on a recreational team if that team is short players. Players on a recreational team, CAN play on a competitive team if that team is short players.
- 6.) The home team is responsible for providing a referee for the match, but visiting teams are welcome to bring someone to act as a "co-referee" if they would like. Again, this should be discussed among the coaches prior to the match.
- 7.) COMPETITIVE LEAGUE: It is the responsibility of the winning coach to update their scores after EACH match. See the email from Andrea Munro concerning where to submit this information. If needed her email is andrea_munro@sd42.ca

Game Play Guidelines

- 8.) All serves in competitive must be served from anywhere along the back line – must contact the ball before stepping into the court. (Rec league – please allow servers to serve from closer distances to encourage rally play).
- 9.) During each game, players must stay in rotation both on the court and on the bench. An individual player must rotate in order through all the positions on the court and down the entire bench before returning to the court. In competitive, coaches can only reset the rotation at the beginning of the tie breaker game, if they choose.
- 10.) Substitution (except in the case of injuries) must occur with the player entering the #6 position (back-center) when it is your team's turn to serve.
- 11.) A ball that contacts any wall or other structure is considered out of bounds. In the competitive division, if the ball contacts the ceiling on your own side of the net (during a rally), a player on your team can continue the play (provided that you still have one of your three hits available). However, if the ball contacts the ceiling and then travels to the opposition side, the ball is considered dead.
- 12.) Teams must switch sides after each set. They should also switch sides at the half way point of the third set.
- 13.) Teams are allowed 2 time-outs per match
- 14.) Standard volleyball ball handling and court rules apply. Please make sure that you are familiar.
- 15.) Players should cheer and congratulate the other team at the end of each match.

Please contact Andrea Munro if you have any questions.