



# RULES & FORMAT - MID-WINTERFEST VOLLEYBALL TOURNAMENTS

[www.applevalleymn.gov/volleyball](http://www.applevalleymn.gov/volleyball)

Weather Line: (952)953-2399, option #1

Apple Valley Community Center, 14603 Hayes Rd

Tournament Director: Nick Thompson  
(952)953-2316

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## GENERAL INFORMATION

Apple Valley Mid-Winter Fest Adult Volleyball Tournaments will be governed by MRPA playing rules. Exceptions or points of emphasis are below. In the best interest of the tournament, the Tournament Director reserves the right to make decisions which may or may not be covered.

## ROSTERS & ELIGIBILITY

1. **Minimum age:** All participants must be at least 18 years old prior to participating.
2. **Players may only play on one team** per day.
3. **Rosters are due** at least 15 minutes before a team's first match. Team may add players to their roster through end of their 2<sup>nd</sup> match. Rosters will be locked at that point. Download a roster form at [www.applevalleymn.gov/volleyball](http://www.applevalleymn.gov/volleyball).

## GAME SITE INFORMATION

Games will be played at the Apple Valley Community Center, [14603 Hayes Rd](#). Locker rooms are available with showers and lockers. Players should bring a padlock if they want to use a locker.

## INCLEMENT WEATHER & THE WEATHER LINE

Call 952-953-2399, option #1 if there is winter weather. If there is no mention of the games on the recorded message, you should assume games are on.

## AWARDS

1. Division Playoff Champions: \$60 team gift card and t-shirts
2. Division Playoff Runner-up: \$30 team gift card
3. Lower Bracket, if played (3<sup>rd</sup> or 3<sup>rd</sup> & 4<sup>th</sup> place pool play) Playoff Champ: \$20 team gift card

## PLAYING RULES

### EQUIPMENT

1. **Volleyballs:** balls are provided or teams may use their own regulation balls. The team serving first can choose what ball will be used during that particular game.
2. **Uniforms:** similar colored shirts with numbers are recommended and preferred, but not required.
3. **Electronic equipment** including a camera, audio, video, or streaming device may not be worn or used by an official, player, spectator, or coach during league play.
4. **First Aid:** Each team should supply a first aid kit for their team.

### THE GAME

1. **Minimum number of players:** A team must have at least four players to start and continue a game. Teams that have at least four players at the scheduled game time must begin to play.
2. **Libero:** Teams may use a Libero player (back row specialist) and the Libero may serve.
3. **Co-Rec player combinations:** Teams cannot play with more men than women. Teams may have up to two more women than men.
4. **Forfeits** will be scored as a 10-0 win.
5. **Rally scoring** will be used for all tournament games. See "pool play" and "bracket play" for details.
6. **Pool play**
  - a. Match format:
    - i. Three-team pools: Each team will play two matches consisting of three games to 21 (6 games total), winning by 2 points with a cap at 23. 55-minute time limit per match.
    - ii. Four-team pools: Each team will play three matches consisting of two games to 21 (6 games total), winning by 2 points with a cap at 23. 35-minute time limit per match.
    - iii. Five-team pools: Each team will play four matches consisting of two games to 21, winning by 2 points with a cap at 23. 35-minute time limit per match.

- b. Match points will be awarded as follows:
    - i. 3 & 4-team pools: One point to each game winner
    - ii. 5-team pools: One point to each game winner and one point for the team who has a higher point total in the two games (if tied, each team receives 1.5 points).
  - c. Advancing to bracket play:
    - i. Multi-pool format: The two teams who have the highest match point totals in their pool advance to the championship bracket playoffs. If tournament format and time allows, 3<sup>rd</sup> place or 3<sup>rd</sup> & 4<sup>th</sup> place teams in Pool Play will advance to a separate consolation bracket play-off.
    - ii. Single-pool format: All teams advance to a single elimination bracket seeded by pool play match points.
  - b. Tie-breakers: 1) Total games won; 2) Total match points in head-to-head matches against tied teams; 3) Point differential in head-to-head matches against tied teams – max 10 per game. 4) Total point differential – max 10 per game, 5) Coin Flip.
7. **Bracket Play**
- a. All playoff bracket play will be single elimination.
  - b. Matches will be best two out of three games. The first two games will be played to 25 points, winning by two points with a cap at 27. The third game, if needed, will be up to 15 points (17-point cap).
  - c. Time limits: All rounds other than championship: 1hr; Championship matches-no time limit.
  - d. When possible, teams will not be placed in the same side of a bracket as teams from their original pools.
8. **Game timing**
- a. **Time outs:** Teams may call one 30-second time out per pool play game and two 30-second timeouts per game during playoffs. Teams may not call a time out during the last two minutes of the match.
  - b. **Starting early:** The referee will start matches ahead of schedule if both teams are ready to play. Be ready to play, play-off games may be moved up 30 minutes from the scheduled times if a court and official are available for all play-off games.
  - c. **Time limit:** Varies, see “Pool Play” and “Playoffs”.
  - d. **Unfinished or tied game at the end of the last game:** If the last game is not finished when the time limit arrives, the team ahead at that point will win the game. If the score is tied at that time, one additional rally will be played and the winner of the rally will win the game.
  - e. **Unplayed games:** If the last game has not been started at the time limit, the game will not be played and both teams will be given ½ point for the unplayed game.
9. **Ceiling/basketball hoops rule & divider curtains:** If a ball hits the ceiling or basketball hoops on your side of the net and your team member has hit it there, you can continue playing the ball. If the ball hits the ceiling and crosses the net, or hits the ceiling on the other side of the net, it is a point/side out. A player may not touch or move a wall, bench, or divider curtain prior to or during their play on the ball. However, once the ball has been played, a player’s follow through may put him/her into the wall/bench/curtain.
10. **Beginning the game:** A coin flip will determine side & serve. The winner of the flip choose their preference (side or serve) that will apply to the first and third game and the loser chooses the option that the winner didn’t choose. Teams will switch sides after each game.
11. **Co-rec hits:** If a ball is hit more than once by a team, one of these hits must be a female member. (Blocking the ball is not considered a hit.)
12. **Blocking:** Only players who are in the front row at the time of serve are eligible to block. Back row players may not participate in a block or attempt a block with the following exception:
  - a. Co-Rec : 1 male player can come up from the back row to block when the team is in a rotation that has only 1 male blocker in the front row. This allows for 2 male blockers at all times.
13. **Substitution:** Teams may use one of two methods for substitution: 1) Rotating into the game at a consistent position (left front, right back, etc.); or 2) Traditional substitution where you enter for a specific player and each player may have three entries into the game.