KERALA CLUB SEATTLE

Kerala Club Volleyball League (KVL) 2018 Rules

KVL rules will be largely consistent with **current FIVB rules**. Any situations that arise during a game that are not covered in League rules are at the discretion of the Referee and/or both Captains. Any complaints/issues must be brought to the attention of KVL Coordinating Committee. Appeals, if any, can be made to the Kerala Club Board.

I. Game Rules

a. Each match will consist of **three Rally Point Sets – 21, 21 & 15**
b. Either team may substitute an unlimited number of players at any stoppage of play. If given permission by the opposing captain, a player may substitute for another team on a per match basis.
c. Each team shall be allowed 1 time out per set & each time out shall not exceed 30 seconds
d. **Ceiling**:
When ball hits ceiling or any area designated as part of ceiling in a particular court, the following rule applies:
   i. If a player hits the ball and it hits the ceiling and comes back down in his own side of the court, that player's team may keep the ball alive, providing they haven't already used their three hits.
   ii. If a player hits the ball and it hits the ceiling and comes down on the opposing team's side, then it is the opposing team's point.
e. **Net:**
   i. The net height has to be 8 feet on the sides and 7'11-5/8'' at the center.
   ii. Incidental contact with the net is not a fault as long as the player doing so is not involved with the play and does not interfere with the play. (If you set the ball for a player and then you brush against the net it is not a fault.) Any intentional touching of the net is a fault.
   iii. No going under the net. A player has crossed under the net when his entire foot crosses the centerline. If the player touches the feet with the centerline it is not a fault. The entire foot has to be on the opposite court for it to become a fault.
   iv. It is permitted to penetrate into the opponents' space under the net once the ball hit the ground
f. **Service :**
   i. Any player may return the serve on the first hit, however, No player may block or attack a served ball while the ball is above the height of the net. To attack means to direct the ball into the opponent's court.
   ii. If the server throws the ball up in the air and decides not to hit it, he is allowed to catch the ball/or let the ball bounce as long as the player does not make a swinging action to hit the ball. Referee deems an un-attempted serve and then blows whistle for the second attempt to serve. Only one re-serve attempt is allowed.
   iii. The server may serve from anywhere behind the back line and right side of his preceding player.
   iv. A served ball that touches the net and continues into the opponent's court is in play.
  Returning the Serve:
   v. A Double hit on any first ball over the net, whether hit hard or soft, is no longer a fault as long as you don't carry it. This means, on any first ball over including service, you can hit the ball with hands apart as long as you don't carry it. Yes, you can now hit the first ball coming over the net in the classic beginner style (two palms up with hands apart) as long as it doesn't rest in your hands for a carry. Second and third hits of the ball follow normal rules.
   vi. You may hit the ball with any part of your body including the feet.
g. **Blocks, Serves and Spikes:**
   i. A player may reach over the net to block a ball; however, a player may not reach over the net to volley or spike the ball or to block a set. It is not a fault if, after spiking a ball, that player's hand follows through over the net so long as it does not touch the net or an opposing player.
   ii. A ball which bounces off a player while blocking a ball may be hit again by that player. This does not constitute a double hit.
   iii. If a ball ricochets off a player's body after attempting to field it, the ricochet does not constitute a double hit as long as it is the first hit of the ball after passing over the net.
h. **Spiking :**
   i. Spiking from back row is allowed as long as that player is at least 9 feet 10 inches away from the net.

II. Time Management

a. A minimum of 4 Players must be available to start the game. No Show (or less than 4 Members present) constitutes sets awarded to opposing team 25-0
b. Team No-Show / Playing or showing up with less than 4 players will result in a $25 penalty.
c. The first match of the day in both courts will be stopped exactly **one hour after booking starts** with an alarm. If the ball is in play during this time, game will be stopped when ball goes out of play and scores at that time is final.
d. The second match of the day in both courts will be stopped exactly **one hour 50 minutes after booking starts** with an alarm. If the ball is in play during this time, game will be stopped when ball goes out of play and scores at that time is final.

III. Equipment Setup

a. The home team Captain for the first match (Team#1 in the fixture for the first match) is **responsible for setting up the Net & Court to ensure readiness before 1st game**.
b. The home team Captain for the second match (Team#1 in the fixture for the second match) is **responsible for taking down the Net & ensure cleanup is done after the 2nd game**.

IV. League Table

a. The Winning team Captain is responsible for reporting the Final Score of the Game to the KVL Management Committee WhatsApp Group.

b. Final Standings for Playoffs are determined as follows:
   a. Win % (Ratio of Sets Won Vs Sets Lost)
   b. Point Difference/Game (Difference between Points Scored and Points Against)
   c. Number of Sets won
   d. Number of Points won

V. KVL Coordinators:

Rakesh Narayan   425-698-9034 (mobile) rakeshnpillai@gmail.com
Ojus John   425-829-6301 (mobile) ojus.john@gmail.com
Boney Mathew
Sreehari VC
Santhosh Pillai

To reach out to KVL Committee or Kerala Club Board, email info@keralaclubseattle.net