Volleyball Rules & Handbook©

September 1, 2026

Introduction

Rainbow Sports League was founded with the philosophy that all people are welcome to participate in a safe, social, and inclusive environment. The purpose of RSL is to engage members of the LGBTQ+ community, friends, and allies in healthy, active sports and activities by creating and managing structured games, leagues and tournaments in a safe, consistent, and organized fashion.

Rainbow Sports League follows these principals in order and in precedence. At no time shall any higher ranked principal be compromised for the sake of another by any official, team, or player.

1) **Safety:** All measures will be taken so that any and all activities rank safety as the league's number one priority.
2) **Participation / Inclusion**: All people are welcome in RSL games and activities, and participation is fundamental to all involved.
3) **Respect:** All people affiliated with RSL, its teams or its events shall treat each other with dignity and respect at all times, both on and off the field.
4) **Fun**: The purpose of RSL in its core, is to foster a fun, philanthropic, social environment.
5) **Honesty / Fair Play**: It is expected that all players, teams and officials shall adhere to a strict honor code at all times.
6) **Competition**: While RSL games and activities keep score and award champions, at no time shall any player, team, or official allow the competitive nature inherent in sports take precedence over any of the above founding principles.

Table of Contents

League Principals..... 1
- Sportsmanship 1.1
- Agreement 1.2
- Drug, Alcohol & Weapons Policy ... 1.3
- Weather 1.4
- Field / Venue Rules 1.5
- Discrimination 1.6
- Bullying & Taunting 1.7
- Disciplinary Policies 1.8
- Injury Polices 1.9

Field & Equipment 2
- Court Specifications..... 2.1
- Equipment Specifications 2.2

Players 3
- Number of Players 3.1
- Player Eligibility 3.2
- Team Captain 3.3
- All Players Participate..... 3.4
- No Show Policy 3.5
- Absenteeism Policy 3.6
- Injury 3.7
- Guest Players 3.8
- Rotation Rules 3.9

Teams 4
- Team Names 4.1
- Team Events 4.2

Fundamental Rules 5
- Matches..... 5.1
- Time Limits..... 5.2
- Scoring..... ..... 5.3
- Games Winning 5.4
- Tie Games 5.5
- Game vs Match Scoring..... 5.6
- Warm Ups 5.7
- Season Standings..... 5.8
- Home / Visitor Assignments 5.9
- Referees..... 5.10
- Forfeits 5.11
- Serving 5.12

Offensive Play..... 6
- Three Hits 6.1
- Blocks 6.2
- Legal Returns 6.3
- Illegal Hits 6.4
- Second Hits 6.5
- On-Court 6.6
- Touching the Net 6.7
- Plays off the Net 6.8
- Dinks 6.9
- Backrow Attacks 6.10

Defensive Play 7
- Number of Players 7.1
- Formations 7.2
- Blocking 7.3
- Faults / Points 7.4
- Under the net 7.5

Time Outs & Challenges 8
- Team Captains 8.1
- One Per Game 8.2
- Time Stop 8.3
- Rules Questions & Clarifications ... 8.4
- Intentional Delay of Game 8.5
- Time Outs 8.6

Tournament Details 9
- Timing 9.1
- Rules 9.2
- Eligibility 9.3
- Seeding 9.4
- Game Tie Breakers 9.5
- Tournament Brackets 9.6
- Match Scoring 9.7

Section I - Conduct

1. **League Principles**

1.1 Sportsmanship

Officials, players and their guests shall conduct themselves is a sportsmanlike manner at all times, both on and off the field. RSL expects the highest level of respect from anyone affiliated or attending our events and conduct unbecoming will not be tolerated at any time.

1.2 **Agreement:** By participating in an RSL event or activity, each competitor agrees

a) To be governed by the rules as presented by RSL, both as written and in the spirit and intent of said rules.
b) To accept any decisions or penalties imposed by said rules.
c) To respect all aspects of the league's priorities.
d) To treat all materials, equipment, and venues with great care including the environment in which we are playing. This includes, but is not limited to, garbage, foul language, smoking, illegal substance, weapons, and alcohol policies and damage to property.

1.3 **Drug & Weapons Policy**: Rainbow Sports League is a drug and weapon-free zone, and any use or distribution of any illegal substances or the possession of any weapons of any kind while attending or engaging in any RSL sponsored events is strictly prohibited.

a) **Alcohol**: While may or may not be regulated by venue restrictions, any public intoxication will not be tolerated and is subject to disciplinary actions, including ejection from venue for the remainder of the day.

1.4 **Weather:** Outdoor activities may be cancelled or delayed under these guidelines.

a) Lightning within a 30-mile radius, postpones activities for 30 minutes.
b) Heavy rain of any kind postpones games for one hour following the conclusion of rain.
c) If similar conditions return within the postponement periods, activities will then be cancelled for the day and re-scheduled according to the rain date calendar.
d) Games will be cancelled following a 1-hour continual period of heavy rain.
e) Activities may proceed if the rain is considered light and variable, and the field conditions are safe.
f) Should any venue or facility be closed or restricted in use, RSL will advise through e-mail and social media communications as soon as possible.
g) **Each season will have one weather reserve day.** Canceled days will push the entire schedule back up to one week (including playoffs). If playoffs cannot be held by the conclusion of the weather reserve date, the winners will be determined by regular season records. Individual game cancelations may also be made up by adding additional games to a regular season date.

1.5 **Field / Venue Rules:** All rules and policies put in place by the venue must be respected and will be strictly enforced. (Such as, no pets, no smoking, no loud music, no alcohol, etc.)

1.6 **Discrimination:** RSL has a strict no-discrimination policy. If anyone feels they have been discriminated against for any reason they are to report it to league management immediately. Any person affiliated with an RSL event making racial, ethnic, religious, or sexual orientation slurs or actions are subject to disciplinary proceedings up to and including dismissal from the league.

1.7 **Bullying & Taunting:** Teasing, shouting, arguing, cheering against, complaining, name-calling, excessive swearing, verbally or physically abusing or intimidating players or game officials in any way (even if intended as a joke, but not received in that manner) will not be tolerating under any circumstances, regardless of if it occurs in person, off venue, or on-line.

a) Umpires shall be responsible for monitoring on field and sideline behavior and can issue warnings and make recommendations to the Game Referee for any disciplinary actions.
b) Game Referee may issue individual warnings / cards and if deemed that it is caused by multiple players on a team, he may provide a "team warnings", followed by a forfeit on the current or future games upon the second occurrence.
c) Off the field behavior, including at social events, public spaces, or even on social media that project any players, teams or league officials in an aggressive or highly negative light will be considered the same as behavior on the field, and is subject to the same disciplinary policies and procedures.

1.8 **Disciplinary Policies:** Apply to any infraction listed or unlisted that is deemed unsportsmanlike or is contrary to the RSL core philosophy and principals.

a) Game Referee, staff, or league officials may issue warnings.
b) Only Game Referees and league officials can issue Yellow or Red Cards at any time.
c) Players receiving a Yellow Card must sit out the remainder of the inning (Kickball) or game in match play sports (Dodgeball, Volleyball, Darts, Cornhole etc.). A five-minute sideline penalty issued for timed "period" sports (Soccer, Hockey, Basketball, etc.)
d) Red Cards may be issued for more serious violations, and are not required to follow a Yellow Card.
e) Red Card "Levels" will be dependent on the severity of the violation as determined by the Game Referee in consultation with league officials.

Level 1 Violation: Removed from field of play for the day
Level 2 Violation: Removed from field of play for the day and suspended for the next two game days.
Level 3 Violation: Removed from field of play, suspended for the remainder of the season, including playoffs, and suspended from all RSL activities for 6 months.
Level 4 Violation: Removed from field of play and banned from all RSL activities indefinitely, including the remainder of the season and playoffs.

f) After a Red Card has been issued, any additional infraction within its 6-month window will constitute a charge of gross misconduct and will be subject to long-term suspension or permanent ejection from the league as determined by the GM and League Officials.
g) Players receiving Level 3 suspensions or ejections may apply, in writing, for re-instatement following a 6-month waiting period.

1.9 **Injury Policies:** Safety is and will always be the number one priority for Rainbow Sports League and the following polices are in place for everyone's well-being.

a) Injured players may be replaced or can exit a game at any time without penalties.
b) Any injury that incapacitates a player, even if momentarily, will stop active play immediately at the Game Referee's discretion.
c) Any injury to the head that causes any dizziness or unconsciousness must be reported immediately to the attending league officials who shall stop game play to assess the situation. Emergency medical officials will be called for any head related injuries.
d) Any injured player that is actively bleeding must exit the field of play and cannot return until the bleeding has stopped or has been treated and covered.
e) The RSL will have on-hand, at least one First Aid kit at every venue for use by its players and officials as needed.
f) Injured players that required immediate medical attention must provide a doctor's note verifying that they are recovered and physically capable prior to returning to active play.

Section II – Volleyball Basics

(League may be split into two divisions, Competitive & Recreational – not all rules apply to both divisions)

Part 2: Field & Equipment

2.1 **Court** - RSL is responsible for establishing a safe playing court under the following guidelines.

a) **Terrain:** Outdoor - Both Grass & Sand Courts will be specified for this league. Games will alternate between Sand and Grass Courts. Indoor – Courts as designed

b) **Court size and shape**: As determined by Sand & RSL court line markers – approx. 30'x60'.

c) **Markers:** Where possible, lines and/or markers will be placed surrounding the court in order to determine in / out of bounds. These also may include net antennae.

d) **Game Referee:** If used. May stop play to correct any improper court set-up and at their discretion may reverse a call or institute a replay. Line Refs may also be used.

e) **Protests:** Any protests regarding improper court set up will not be accepted.

2.2 Equipment

a) **Nets:** RSL will provide appropriate nets. Outdoor Nets to be set at highest setting. Indoor nets will be at cooed height (7' 7.5")

b) **Ball:** Official RSL provided volleyball shall be used in all games unless agreed upon by both captains to use an alternative. Balls shall be inflated to 4.5 psi.

c) **Uniforms:** Team uniforms are not required.

d) **Shoes:** Outdoor - No shoes are required; however, beach shoes socks or sneakers are permitted. Cleats of any kind are not permitted. Indoor – appropriate footwear required.

Part 3: Players

3.1 **Number of Players:**

a) 6v6 -- Six on the court, four players minimum to avoid forfeit. Roster size - maximum of 10 and minimum of 8 registered players per team.

b) 4v4 – Four on the court, two players minimum to avoid forfeit. Roster size – maximum of 8 and minimum of 5 registered players per team.

3.2 **Player Eligibility:** All players must meet the following criteria:

a) Must be 21 years or older.

b) Must have signed liability and conduct forms.

c) Must have paid registration (or substitution) fees.

d) All players must have a valid photo ID with them on game days, and are subject to verification at any time. Any player without an ID, shall be removed from the game.

3.3 **Team Captain:** Each team shall have one official "Captain" representing their team. This "Captain" may be substituted should the registered captain be absent. Captain may not necessarily play, but must be registered with the team.

3.4 **All Players Participate:** Each player attending a game day shall play. All players serve. However, rotating in following a side-out is permitted. See 3.9 for rotation rules.

3.5 **No Show:** Players who no-show, with no warning or contact, twice during a regular season are subject to removal and replacement by the team captain. Players removed from a roster for this reason are not eligible for refunds.

3.6 **Absenteeism:** Players who miss three or more regular season game days, regardless of the reason, are subject to removal and replacement by the team captain. Players removed from a roster for this reason are not eligible for refunds.

3.7 **Injury:** Players no longer able to play due to injury may apply for a pro-rated refund.

3.8 **"Guest Players":** May play on any team under these restrictions:

a) Regular season games only (not tournaments).
b) They must not be a registered member of any team in that sport's league.
c) They must sign a waiver and pay a "per game" fee prior to playing.
d) They can only replace an absent member of the roster. They cannot "add" to the roster size.
e) Each team may only have a maximum of two subs during any regular season game.
f) Any scores or games may be forfeited should a sub take the field prior to registering.
g) SUMMARY:
   - You CAN ONLY have a guest player if a roster player is absent
   - You CAN ONLY have a maximum of two guests per game
   - You CAN ONLY have guest players during regular season play
   - You CANNOT have a guest player added as an 8th or more player in a game
   - You CANNOT have guest players during playoffs
   - You CANNOT have guest players when you have a full roster in attendance
   - Individual guest players are limited to three game days. Upon the 4th, they must pay and register as a full roster player, (assuming there is room / less than maximum)

3.9 **Rotation Rules:** For both Competitive and Recreational Divisions:

a) When 6 or less (6v6) or 4 or less (4v4) players are in attendance, all players play and there is no rotating out or sit-outs. *IE: You can't have selective rotations. To play with 4 and rotate out the 5th and 6th players for example in 6v6, or play with 2 or 3 when you have 4 in 4v4.*
b) When more than 6 (or 4) players are in attendance, there shall be a standard rotation in at service position.
c) When using a rotation, all players participate in the rotation. There are no "skips" with any individual players "staying in" while others rotate out.
d) The service order must remain unchanged throughout the game.
e) **Late players may rotate in until such time there has been a full team rotation**. IE: Once the first server returns to the service position, no new players may be added to that game, but can join for additional games. This may be modified with agreement from opposing captain.
f) When more than 7 players are in attendance (6v6) or 5 in 4v4, the team may choose between rotating in players (following above rules b-e) and "sit-outs", or a combination of the two.
g) A player can only "sit out" a maximum of one game per night.
h) There are no in-game player "substitutions", except in the case of injury.

i) Players CANNOT start out of rotation. Players must remain in their rotational position, until the server hits the ball. Players can move anywhere on their half of the court after the server hits the ball. After each rally, both teams must return to their correct rotational position before the next serve.
j) Teams may elect to use any legal formation after the serve. (5-1, 6-2, etc..)
k) **NO LIBERO position**
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Part 4: Teams

4.1 **Team Names**: While may be suggestive or double entendre may not be deemed offensive or disrespectful in any way.

4.2 **Team Events:** May organize chat rooms, social media accounts, practices, or events, however, the Rainbow Sports League code of conduct extends to those locations as well and must be followed in the same manner.

4.3 **Team Sponsors:** Teams may solicit individual team sponsors, under the condition that they are not in direct competition with league sponsors, and only upon written permission by the league. Failure to comply with these conditions may disqualify a team for the remainder of the season, with no refunds.

4.4 **Team Jerseys**: Teams may elect to wear team specific or custom jerseys, with permission by the league. It is strongly suggested that the league logo be included somewhere on the front facing panel, in at least a 6” diameter size. Failure to include the league logo will limit inclusion in league provided professional photos and features among league provided media.

4.5 **Alteration to Professional Photos**: Any alteration to the photographer or league watermarks on league provided professional photos shall be grounds for suspension.

Section III Volleyball Game Play

Part 5: Fundamental Rules

5.1 **Matches**: Consist of 3 games. (There may be multiple divisions, Competitive & Recreational)

5.2 **Outdoor Time Limit**: There is no individual game time limit, however the total Match time limit is 50 minutes. Evening games start at 7:00 and 8:00 sharp (or other designated game time) regardless of status of play. The Referee shall attempt to provide 5 minute and 2 minute "warnings" but failure to do so shall not be cause for redress. At the end of the time limit, the game in progress ends and the team with the highest score is awarded the win. Should the game be tied, one more play shall be instituted, and the winner of that play is awarded the game win. If time runs out before third game has begun, then both teams will be scored a Loss for that game. **Indoor Time Limit**: Game clock starts at designated game times, regardless if play has commenced, with a match time limit of 45 mins.

5.3 **Scoring**: Rally scoring to 21 for each game. (may be modified for tournament play) INDOOR: THIRD GAME TO 15, Win by 2, max 18

5.4 **Game Winning**: In order to win a game, a team must win by 2 points, with a cap of 24. **Exception:** Should a 1st or 2nd game be abandoned as per weather guidelines, or other unforeseen circumstances, it shall be counted as a completed game once past the completion of 10 combined points between the two teams. The highest score at that point is awarded the win. Otherwise, the game is abandoned and must be re-scheduled, to start over with no-scores held over. 3rd game counts once first serve takes place.

5.5 **Tie Games**: There shall be no tie games. Each game must play until a winner is declared.

5.6 **Game vs Match Scoring: <u>All games count</u>**. The third game is always played, even if a team is up 2-0, as game wins and points scored will be recorded and count toward season standings.

5.7 **Warm-Ups:** Each team is entitled to a 5-minute warm up prior to the start of the first game. However, official clock starts promptly at game time. **INDOOR** – warm ups are limited to prior to the first session only, and any avail time prior to the next game start time.

5.8 **Season Standings:** Determined by **number of games won** (W/L record). In case of a tie, it is broken by head-to-head games won. In case of a further tie, it is broken by total points scored. There shall be no ties in season standings.

5.9 **Home & Visitor Assignments**: IE: Choice of Side vs. Serve/Receive, will be determined by a coin toss, Rock-Paper-Scissors shoot out, or other random method provided by the Referee. Winner selects either side or serve for game 1 only. Sides and first service are then switched after each of the remaining games.

5.10. Referees: Games may or may not be officiated by one authorized individual. If no referee is present, games will be played self-governed, with captains responsible for making calls against their own players. All members of the league accept that they and/or their team MAY be assigned Game Referee and/or line judging responsibilities for games their team is not playing. All rules of tardiness and absenteeism apply for games that members are scheduled to referee.

a) This Game Referee, if used, may be a professional or volunteer or member of a team not participating in the match.

b) Should volunteers be utilized, each team is responsible for having available at least two trained and capable referees for assignments throughout the season. **Failure to provide a referee or line judge when assigned is subject to a game or match forfeit or a 5-point penalty in subsequent games, at the Head Referee's discretion.**

c) Volunteers may not referee games in which their team is participating.

d) Game Referee has jurisdiction of all calls, including game cancelation and final rulings are not subject to protest.

e) All Game Referees and Line Judges are under the jurisdiction of the RSL Head Referee that has final authority over any rule discrepancies or decisions.

f) If no Game Referees are present, team captains are responsible for self-ruling on calls.

g) ALL Disagreements are solved by "do-overs" with each captain limited to one-per game.

5.11 **Forfeits**: A team not ready at 10 minutes past game time forfeits all three games. Teams must have a min of 4 (6v6) and 2 (4v4) players on court to avoid forfeits. All forfeited games will be recorded as a 21-0 score to count toward total points scored and point differentials used in the event of a tie for seeding and placings. If both teams forfeit, both teams are credited with a loss and no scores are recorded.

5.12 **Serving**: Serving must be completed under these conditions.

a) All players serve. Players must serve in the same order throughout a game. Serving out of order will void the current point, and the service order will be corrected and the point replayed. There shall not be a point or forfeiture of service caused by serving out of order.

b) Players must serve behind the back line (not to the side) as measured by both feet being behind, and not touching, the line at the point of contact with the ball.

c) Any contact with the court or the back line prior to contact with the ball is considered a foot fault, and the point is awarded to the opposing team.

e) Players may serve anywhere along the back line.

f) Server must ensure the receiving team is in position and ready to receive prior to serving. If a whistle or other signal from a Game Referee is being utilized, the server shall make no motion or action of the serve prior to signal from the Referee. If the Referee deems any part of the serve motion takes place prior to the signal, the Referee shall call for a re-serve. If the same player faults in this way a second time, the serve will be forfeited, and a point will be awarded to the opposing team.

g) Server must announce the score and "service" prior to serving. If the server fails to announce this, it is considered a dead-ball, the play is stopped and re-played. A server who fails to announce this is given only one re-play per service and a second occurrence is considered a point for the opposing team, and forfeiture of the serve.
h) Serves may be over or underhanded. However, the ball must be released from the "holding" hand prior to being struck for the serve.
i) A serve must go over the net to be played by the opposing team. Balls that hit the net and subsequently go over the net (Let serves) are permitted and are valid serves.
j) Serves must take place within 8 seconds of the "ready" whistle.

Part 6: Offensive Play – A Division (Indoor rules will generally apply)

6.1 **Three Hits:** Following a serve**,** each team is permitted up to three hits in order to return the ball to the other side of the net.
6.2 **Blocks:** A block does not count toward one of the allotted three hits.
6.3 **Legal Returns:** These include blocks, bumps, sets, spikes, and digs. You may use any part of your body, hands, chest, head, feet, etc.. to complete these actions.
6.4 **Illegal Hits**: Carrys, throws or doubles are illegal, and play will end. Any open handed, under-handed hit is considered a carry. ***As per USAV 2026 revisions, double contacts on a team's second hit, provided the ball remains on the team's side of the court or is played to a teammate are permitted.*** A carry is defined as excessive contact or re-direction of the ball while in the players contact. A lift is any open palm contact with the ball. All calls are up to the captains and/or game Referee's discretion.
6.5 **Second Hits**: A player may not hit the ball twice in a row. This includes a set where the ball does not make simultaneous contact with both hands at the same time. **Exceptions:** In the case of simultaneous contact on the second hit (see above) or with the ball by two or more players, either player may take the subsequent hit without penalty. Or, in the case of a blocked ball, the blocker may hit the ball a second time following the block – for both 6v6 and 4v4.
6.6 **On-Court**: During a return, a player may run anywhere on or off the court to hit the ball. **Exception:** A player may NOT cross into the other team's side either by going/stepping offside under the net. However, they may pass the imaginary plane outside the net into the opposing side as long as they do not enter the opposing team's court boundaries.
6.7 **Touching the Net**: **Players may not touch the net** (or poles or any structure or object) while playing the ball. Touching the net (or other structures) is considered a lost point by that team.
6.8 **Plays off the Net**: Balls may be played that have bounced off of the net as long as the team has not utilized all three hits and the ball has not yet hit the ground.
6.9 **Dinks:** Dinks are permitted for both 6v6 and 4v4
6.10 **Backrow Attacks**: 6v6 only - The three backrow positions cannot jump above the top of the net in front of the imaginary ten-foot line and hit the ball. The position of the "take-off" foot is what is measured, not the landing. In the absence of an actual 10-foot line, the assumption for any backrow attack will be "illegal" if the location of take-off is unclear or questioned. (IE: in case of a "tie" with "did they or did they" not take off in front of the 10ft line, the call defaults to "illegal".) No restrictions for 4v4.

NOTE: **Offensive Play – B Division: Sections 6.4 and 6.10 above do not apply.**

Part 7: Defensive Play

7.1 Number of Players: Maximum 6 players (6v6) or 4 (4v4) on the court at one time. All players in attendance play, using a "rotate in" or "sit-out" rules as described in 3.9 above.

7.2 Formations: Teams may use any formations they prefer, and "rotate in" players during the game. However, the proper serving order must be maintained throughout the game.

> **Injury Exemption**: In case of injury, any player may be substituted by any active player on the team's roster for that day, or a player may "sit out" the remainder of a game and their failure to serve in their service position is not penalized.
>
> **Injury Guidelines**: Injury substitutions are subject to sportsmanship guidelines and may be open to disciplinary action should the Game Referee deem the injury claim to be false or overstated.

7.3 Blocking: Players may block balls either coming over the net or on a trajectory to come over the net. A player may not reach over the net to block a ball being set or passed by the other team and not projected to come over the net. Blocking the serve is not permitted.

7.4 Faults / Points: The following are considered faults, which end play and award a point.

a) The ball hitting the ground
b) A team hits more than three times (not including a block) / a play that would require a fourth hit to return the ball over the net.
c) A player touching the net
d) A ball landing out of bounds prior to a defensive hit/pass (Lines are considered in-bounds)
e) A returned ball crossing over the antennae / out of play
f) A player touches the ball or an opponent on the opponent's side before or during the opponent's hit
g) A player interferes with an opponent's ability to play a ball by going under or over the net entering into the opponent's side
h) An illegally hit ball (Carry / throw, double hit etc..) [A division]
i) Illegal serves and service foot faults
j) A defensive player blocks the serve
k) A player has an illegal set [A division]
l) INDOOR: A ball hitting the ceiling, lights, basketball nets, etc… <u>and coming down on the opponent's side.</u> (Remains In play if remaining on same side.)

7.5 Under the Net (Based on FIVB/USAV standards)
- A player may step on the center line – this is legal.
- A player may cross partially over the center line, provided that some part of the foot (or hand) is still touching or directly above the line.

It is a fault if:
- The entire foot or hand crosses completely over the center line.
- Any part of the player's body crosses the line & interferes with the opponent's ability to play the ball.

<u>NOTE: Faults – B Division: "h" and k" shall not apply. All others apply</u>

Part 8: Time Outs & Challenges

8.1 **Team Captains**: Only team captains may challenge calls. Team players arguing, questioning, or challenging any call are subject to disciplinary policies.

8.2 **One Per Game**: Captains get one official challenge per game. A captain attempting to challenge additional calls during a game will be penalized one point per attempted challenge. No time outs will be allowed in the last five minutes of timed matches (regardless of whether the referee has given such warning.)

8.3 **Time Stop**: Time shall not be stopped for challenged calls.

8.4 **Rules Questions & Clarifications**: Captains may request a rules clarification, once per game, that may or may not change a call, but it shall not count as an official challenge. Time does not stop under these circumstances.

8.5 **Intentional Delay of Game:** Not permitted under any circumstances and may be subject to game penalties or disciplinary actions.

8.6 **Time Outs**: Each team is permitted one "Time Out" per game lasting no longer than one minute. However, the following are also permitted.

a) **Internal teaching moments**: Captains may request a brief pause in the game to answer players' questions, to clarify rules, or to give instruction. These shall be requested between active plays, and then approved by the Game Referee. These shall last less than 30 seconds.

b) **Injury Time**: Should an injury occur; the Game Referee may pause play in order to assess the situation or allow assistance to a player.

c) **Time Clock**: The official game clock does not stop for any of the above.

Section IV Volleyball Tournament & Playoff Regulations

Part 9: Tournament & Playoff Details: *(Tournaments & Playoffs may be split into multiple divisions, depending on the number of teams and skill levels. Divisions will be designated to follow "A" or "B" rules.)*

9.1 **Timing**: Following each regular season, and on special occasions, The Rainbow Sports League may host a playoff or special tournament under these guidelines.

9.2 **Rules**: Tournaments shall follow the same on-court rules and regulations as the regular season. See Sections 1-3. However, game scoring / lengths and timing may be modified (shorter) to accommodate tournament schedules.

9.3 **Eligibility:** To play in end of season playoffs, each player must qualify under these guidelines.

a) **Play on the competing team**: Either as a regular roster player, a roster replacement player, or a sub, for at least 1/3 of the regular season games to quality to become a regular roster player. Substitute players during the regular season that would like to transition to a roster player, must still fully register, and pay the full registration fee (minus any previously paid sub fees) to be on the team roster prior to the playoffs / tournament.

b) **Roster**: Must be on the team's roster submitted at least 1 day prior to the tournament.

c) **Tournament Substitutions:** There are no on-site / last-minute substitutions during the season ending tournaments that don't fit the above criteria.

d) **Roster Replacement Players:** After a season begins, if a player has been removed from a team's roster either by injury or by any other reason, that player may be replaced by another player added to the roster.
   D1 The player "dropping off" of the roster does not receive a refund.
   D2 The replacement player must pay the full, regular rate, registration fee, minus any substitution fees paid, had they played previously on the same team during that season.

9.4 **Seeding:** Tournament seeds will be based on regular season (or pool play) placings. First by number of games won, then by number of matches won, then by total points for the season.

a) **Two-way ties are broken**:
   A1) First by direct Game-to-Game record.
   A2) Then, if the same, by who most recently won, Game-to-Game.
   A3) Then, if the same, by point differential among all competitors, from regular season.
   A4) Then, if the same, by coin toss.

b) **Three-way (or more) ties are broken**:
   B1) First by direct Game-to-Game records.
   B2) Then, if not broken among all teams, by point differential among all competitors, from regular season.
   B3) Then, if still the same, by coin toss.

9.5 **Game Tie Breakers**: All games play until a winner is declared.

9.6 **Tournament Bracket**: Utilize standard single elimination formats as found on www.interbasket.net In case of a forfeit or for any other reason a team does not participate in the tournament, the division assignments and brackets remain the same as if they were present.

a) Highest seed plays lowest seed.
b) Second highest plays second lowest seed.
c) Third highest plays third lowest, etc...
d) Bye games are assigned using the standard bracket formats
e) Game TIMES are by league management assignments and are not determined by seeding location. IE: Higher seeded teams are not guaranteed a specific time or order in which the games are held.

9.7 **Match Scoring:** For tournaments, we will be utilizing match scoring with best out of three advancing to the next round, and best out of three determining the champion.

9.8 **Court vs Serve**: First choice goes to the higher seeded team. Subsequent games is the loser's choice.

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