



GVPSSA Newcombeball Rules



Updated 2013

AIM OF THE GAME

- The aim of the game is to throw the ball over the net and try to make it touch the ground on the opponents side of the court, beyond the Dead Ball Area. The opponents try to intercept the ball and return it with the same purpose.

EQUIPMENT

- Juniors and Seniors - No.4 Volleyball

COURT

- 9.9 X 15m (slight variations may occur)
- Lines should be marked 1m from the net on either side to mark the “Dead Ball Area”
- The net should be a minimum height of 1.8m at the centre.

TEAMS

- There are 9 players on the court plus substitutes in each team.
- The team must consist of 1/3 girls.
- Substitutes may only enter the game at Rotation or if there is an injury.
- No selective substitutions or rotations of specific players are permitted.
- Seniors - years 5 and 6
- Juniors - years 3 and 4
- Seniors may not play for the junior team, However, juniors may be substituted into the senior team if numbers are needed. These substitutions must be cleared with the umpire.
- If a junior player plays in the senior team, they may not play in the junior game that day.
- If a junior plays more than 2 games for the senior team, they must finish the rest of the season as a Senior.

THE MATCH

- A match is played to the best of three sets OR 40 minutes.
- The first two sets are to 11 with no ADVANTAGE needed to win the set.
- The third set, if required, must be won by an ADVANTAGE of 2. eg: 10-12

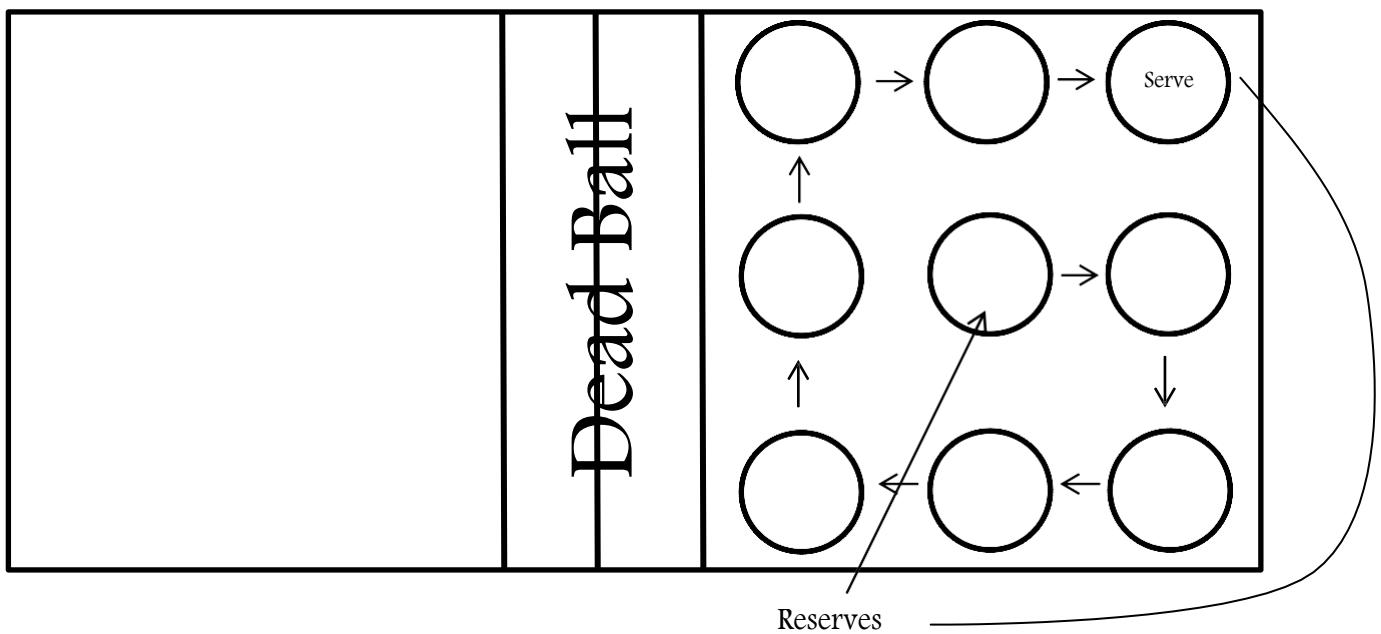
- Teams toss for either the serve OR choice of end.
- At the conclusion of each set, players remain in position and change sides.
- The next set commences with the losing team serving. They must rotate a new server in before beginning the set.

SERVING

- The server must stand behind the back line.
- They may throw the ball directly over the net.
- They may choose to throw the ball to a team mate IN THE FRONT ROW who then serves over the net.
- Service is lost if the front row player drops the ball.
- Service is lost if the ball is throw out of court.
- Service is lost if the ball touches the net during the serve.
- The server must wait for the umpire to call SERVE each time before throwing the ball. Service is lost if the server throws the ball before the umpire has called SERVE.
- A server may take 1 step only when serving the ball.
- A servers foot may go over the service line AFTER releasing the ball and before it has gone over the net.

ROTATING

- A player continues to serve until that service is lost. At this point, change of service occurs and the opposing team must rotate BEFORE serving.



A Team loses Serve or it's Opponents gain a point when:

- Players of a team catch/contact the ball more than 3 times consecutively.
- The ball touches the ground or an object outside the court.
- The ball is hit, batted, headed or kicked.
- A player takes more than one step with the ball in their possession.
- A team rotates incorrectly, then serves.
- A player touches the net.
- The ball passes under or into the net without being caught on the rebound.
- The ball is caught by more than one person on the serving side when the ball is being served to the front row OR caught by a person not in the front row.
- A server serves the ball when not behind the back line.
- A server serves before the umpire has called serve.
- A ball is caught or thrown with ALL of that persons foot outside the court.

OTHER RULES

- Players may hold the ball for a maximum of 3 seconds before passing to a team mate or throwing over the net.
- The ball may touch the net at any time apart from on the serve and continues to be "in play".
- Each team is allowed a maximum of 3 successive catches "contacts" with the ball before it must be thrown over the net.
- The ball may be thrown in any direction to a team member before being thrown over the net (Except during the serve.)
- The ball may rebound off the net and can be caught by the same team who threw it and remain "in play" UNLESS the rebound catch becomes a 4th touch of the ball for that team.
- Any ball that lands in the Dead Ball Area is OUT.
- A ball landing on any line (except the 2 metre side lines within the Dead Ball Area) in "IN".
- At no time can a player enter the "Dead Ball Area" or touch the "Dead Ball Line" with their feet.
- A jump is counted as a step. So to step and then jump while releasing the ball will result in loss of serve (if the offending players team holds service) OR the award of a point to the serving team.
- The rotation order must not change once the match has commenced.

WINNING

- The team winning 2 sets is the winner of the match.
- It is a DRAW if teams have won a set each after 40 minutes.
- If the second set has not been completed after 40 minutes, the team who won the first set will be declared the winner of the match.
- If one set has not been completed after 40 minutes the team with the most points will be declared the winner.