
1. SCHEDULE/SCORESHEET

Schedules and game times will be posted online at least 48 hours before game day. If you don't see the schedule online or receive it by email, it means it's still being finalized.

2. FACILITIES & EQUIPMENT

VIVA Volleyball rents facilities from school boards and public or private venues. As guests, players must follow all facility rules and expectations. Please clean up after yourself and ensure no garbage or recyclables are left behind.

3. PLAYERS

CO-ED 6'S (4 Male/2 Female)

A minimum of four players is required to avoid a default loss, with at least one female player on the court. If no female is present, the team forfeits.

A maximum of four male players can be on the court at any time. If a co-ed team has only one female (playing with four males), they will have a vacant "ghost" position to balance play.

Ghost Player Rule:

- The ghost player rotates alongside the female player.
- When the ghost reaches the service position, the team automatically loses serve, and the opposing team is awarded a point.
- In effect, the team with a ghost must forfeit serve after every 5th rotation, allowing the full team to serve back-to-back.

This rule does *not* apply to teams playing with four players (3 males, 1 female).

4. GAME FORMAT & SCORING

Game durations and starting scores vary by league and location based on permit times. Teams must complete both sets within the allotted time. Scores can be tracked using the provided scoreboards or called out audibly. The winning team of each set must record the score on the scoresheet.

A countdown timer will sound through the portable speaker to signal the end of the game. When it goes off, teams should finish the current rally, but no new serves or plays should begin unless the game is tied. To maximize playtime, keep breaks between and after sets to a minimum.

5. CO-ED 6'S LEAGUE SPECIFIC RULES

Official Game Rules

Official league ball for this league will be MIKASA V200W

- Games are self-officiated, and players are responsible for calling their own faults.
- Common faults include lifts, net touches, stepping on the line while serving, and crossing under the net.
- If a fault is missed, an opposing player may *politely* bring it to attention, assuming it was unintentional. However, teams should generally *not* call faults against their opponents.

Ceiling Rule: If the ball contacts the ceiling over your own side of the court, it remains playable as long as it does not cross the net into your opponent's side. This includes bottom of the fan, top/side/bottom of raised basketball net and light fixtures. However, if the ball contacts the ceiling over the opponent's side, it is considered a fault.

6. ZERO TOLERANCE POLICY/SPORTSMANSHIP

To promote a safe and sportsmanlike environment, VIVA Volleyball has outlined its stance on unsportsmanlike behavior. All players must be aware of the expectations when participating in VIVA Volleyball leagues. The League Convener and/or Team Captain is required to ask any player to leave the court if they engage in any of the following actions:

1. Swearing directly at another player or the Convener.
2. Intentionally pushing, shoving, or making physical contact with another player.
3. Making comments designed to provoke an altercation with another player.

We ask that all players demonstrate fairness, respect, and generosity toward the opposing team and the sport itself when competing in a self-officiated league. Failure to comply may result in a verbal/written warning or expulsion from the league.