

Official Volleyball Rules Governing the Annual

North American Chinese Invitational Volleyball Tournament

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SECTION M1.0 - ORGANIZATION

- M1.01 The official name of the tournament shall be “North American Chinese Invitational Volleyball Tournament” (abbreviated NACIVT) with the number of years of tournament existence placed in front of “NACIVT”.
- M1.02 This tournament will be hosted by the following cities in the order as follows: Los Angeles, Boston, Toronto, Washington, San Francisco, New York and Montreal. Each city reserves the right to withdraw from hosting the tournament. However, as a courtesy to the other cities, the city with intentions of withdrawing from hosting a tournament must inform the other cities in writing one year in advance.
- M1.03 The “North American Chinese Volleyball Association” (NACVA) shall consist of seven members. *Members can be male or female.* It will comprise of representatives from the various hosting cities. The NACVA is responsible for the interpretation of all rules and to provide a forum for protests. A minimum of five members with a majority vote is required to render a

decision. The NACVA is the highest authority of each annual tournament in deciding tournament rules and its decision(s) will be final.

(Notation: the NACVA was formed in 2014 to replace the NTC as the governing body of the NACIVT and became effective at the 71st NACIVT)

- M1.04 The NACIVT will be managed by the “Tournament Committee”, as designated by the Chinese Benevolent Association of the city sponsoring the tournament. In addition to the management of the tournament, the Committee will be responsible to hear and to resolve any protests. In the event that a resolution by the Committee is unsatisfactory to the protesting team(s), the protest can be brought to the NACVA for review.

SECTION M2.0 - COURT AND NET

- M2.01 The volleyball court shall be rectangle having the dimensions, 66 feet in length and 33 feet in width. The court shall be level without any obstructions.
- M2.02 The volleyball court shall be marked with straight, highly visible two-inch lines. The lengthwise lines are designated as sidelines and the widthwise lines are designated as end lines and centerline. Any fixed structures (such as walls, buildings, etc.) shall be at least 5 feet outside these lines.
- M2.03 The net shall be set up in the middle of the court having equal distance from, and parallel to the end-lines.
- M2.04 The top of the net shall be level. The height at the center of the net shall be 7’-8 1/2”.
- M2.05 Antennas shall be installed on each end of the net in line with the sidelines.
Antennas shall extend a minimum of 1’-6” above the top of the net. The referees will review any court restrictions that may impact the game and inform the captains prior to the start of a match.
- M2.06 The referees will review any court restrictions that may impact the game and inform the Captains prior to the start of a match

SECTION M3.0 - PLAYERS

- M3.01 All teams must have a least 2/3 of the players on the court at all times who are 100% Chinese in order to participate in any of the games of the tournament. The remaining players must be of Asian descent. ~~Asian players that had competed in prior tournament(s) (before 1991) on an established team are exempt from the 2/3 limitation requirement stated above and are permitted to play at any time.~~ Any questions regarding the eligibility of any player must be presented before a game to the Tournament Committee. Once the game starts, the game becomes official and non-contestable. At the request of the Tournament Committee, any competitor may be required to show proof of compliance to the above requirement. Burden of proof shall be the responsibility of the player. It is recommended that participants bring all applicable documentation to support his/her ethnicity claim. All participants previously accepted into the tournament in regards to the content rule shall not be subject to re-examination. If, in the opinion of the Committee that the protest is valid, the player will not be eligible to play and/or said team will be required to modify its line-up. In the event

that a protest cannot be satisfactorily resolved, the protest can be submitted to the NACVA for a decision. The decision of the NACVA will be final.

(Notation: the Grand-Father clause had been previously eliminated in 2007 and players who might have been grandfathered in the past must now play under the 1/3 guidelines. The one exception was made for Ron Whitmill because he was the only grandfathered player active at the 2007 NACIVT).

(Asian - origins from: Myanmar (formerly Burma), Cambodia, China, Hong Kong, Indonesia, Japan, Korean, Laos, Malaysia, Mongolia, Philippines, Singapore, Taiwan, Thailand, Vietnam)

** Mongolia added 57th NACIVT, effective 58th NACIVT.*

** Burma notation updated to Myanmar*

- M3.02 Each team shall consist of not more than 18 *male* players; one or two of which may be designated as “Captain” and “Co-Captain”. The names of all players shall be submitted prior to the start of the Tournament. Only those players, whose names have been submitted, are allowed to participate throughout the tournament.
(Notation: Rosters increased from 15 to 18. Ratified at 50th Captain’s meeting in Boston. Effective: 51st NACIVT)
- M3.03 Nine of the 18 players are regular players and the other nine are substitutes.
(Notation: Updated - Captain’s meeting, 50th NACIVT)
- M3.04 Player(s) can only be substituted after the ball has been declared “dead” by the referee. The Captain shall report number(s) of the substituted player(s) to the assistant referee who will then inform the scorekeepers.
- M3.05 Each player shall wear a uniform and all servers must have a clear and legible number(s) on the front and back of the uniform.

SECTION M4.0 - OFFICIALS

- M4.01 The Tournament Committee shall be responsible for developing a schedule and designating teams to officiate each game. If a team fails to report to the court on time in which they are designated to work, this will result in the forfeiture of the team’s next game (not match). The score of a forfeited game will be 11-0.
- M4.02 Officiating teams shall consist of a referee, an assistant referee, two scorers and two linesmen for the preliminary round and four linesmen for any playoff rounds.
- M4.03 The referee has absolute authority during the game. He will make decisions regarding player(s) committing errors, fouls, scoring a point and completing a game. If the referee’s decision lacks sufficient proof or evidence and therefore, requires further clarification, each team can declare a protest. The protest must be declared by the team’s Captain and forwarded to the Tournament Committee. If the Tournament Committee cannot resolve the protest, then the NACVA will provide the final resolution.

- M4.04 The team captains and coaches are responsible for the conduct and discipline of their team members. During the match and when the ball is out of play, only the team captains may speak to the referees. Participants must behave respectfully and courteously in the spirit of fair play, including referees, other officials, opposing teams, opposing team members and spectators.
- M4.05 The referees also have the authority to penalize unsportsmanlike conduct in the form of a warning to any regular player, substituted player, or coach. He also has the authority to award points to each team and/or dismiss such a player from the game. Unsportsmanlike conduct are actions as follows:
(a) To continue to argue about the referee's decision
(b) To insult and/or criticize the officials
(c) To insult and/or criticize any player of the opposite team.
- M4.06 The assistant referee shall inform the scorers about player substitutions.
- M4.07 The assistant referee shall be posted opposite to the referee. His primary responsibility is to aid the referee in observing net contacts and foot violations. He shall report all observations to the referee upon request or as the violations occur.
(Suggestion: The Referee should concentrate on the flight of the ball. The assistant should concentrate his attention on the net at all times. The assistant referee is allowed to call (whistle) any faults or errors as they occur).
- M4.08 The scorers will record the score of the match. The scorers shall sit next to the assistant referee and opposite the referee. The scorers shall record numbers of all servers prior to the start of each game. The scorers shall also keep a record of the service rotation.
- M4.09 The linesmen shall stand (not sit) at the opposite corners of the court. They shall have a clear view of the sidelines and end lines. The linesmen shall have the responsibility of visibly signaling the referee of the following events:
1) Server touches the baseline when the ball is contacted for service.
2) Server not having at least one foot on the ground when the ball is contacted for service.
3) Where the volleyball contacts the ground.
4) The last player to contact the ball prior to the volleyball contacting the ground.
- Upon request, the linesmen shall report their observations to the referee. The referee has the power to overrule the linesmen. At the discretion of the referee, he can also declare a "replay" if members of the officiating team have a difference in judgment and the referee is unable to render a judgment on the play.

SECTION 5.0 - REGULATIONS

- M5.01 At the start of the match, one of the two opposing team captains will call the toss of a coin. Winner of the coin toss shall have the choice of either service or court. Upon selection by the winner of the coin toss, the loser of the coin toss shall decide on the remaining option.
(i.e. - Winner of coin toss can select item a) or item b)
a. To serve or to receive
b. Choice of playing court side

M5.02 A player shall serve after the referee's signal (usually by whistle). *The player has (7) seven seconds to start the serve after the referee's whistle is blown. Failure to do so will result in a side-out and a point awarded to the opposing team.* Play is started when one of the servers of the serving team has served the ball into the opponent's side of the court. The serve must be conducted in the serving area located behind the end line and between the extensions of the sidelines. The serving player must have at least one foot on the ground when the ball is contacted for service. A player continues to serve until his team makes an error or commits a foul. Thereafter, the first player in the serving order of the opponent's team will serve.

(Commentary: If the server does not have one foot touching the ground at the time the ball is contacted for service, this will constitute a foot fault. The serving team will lose the service and a point will be awarded to the opposing team).

**Effective with the 57th NACIVT, the referee's whistle is no longer required for a player to serve during the seven seconds.*

M5.03 At the point when the ball is contacted for service, the server shall not have any portion of the body in contact with the end line. This violation will nullify the serve, the serving team will lose the service and a point will be awarded to the opposing team.

M5.04 If a player serves before the referee's signal, the service effort shall be canceled re-serve as directed.

M5.05 Team captains may request verification of the service order of the opposing team or their own team. If the opposing team is found to be serving out of order, a warning will be given. A replay will be declared and no adjustments will be made to the score. The correct server shall continue to serve. Each team would be allowed this warning once per game. When a team commits the fault in their second occasion, the team committing the fault will lose the service and a point will be awarded to the opposing team.

(Notation: First violation is a warning)

M5.06 The team not serving first in the preceding game of a match shall serve first in the next game of the match.

(Notation: If a third game is scheduled, a coin toss will take place.)

M5.07 When the ball is served or in play, the ball must cross over the net completely between the antennas. A ball that touches an antenna or does not completely crosses the net will be considered "out". If a ball is served, makes contact with the top of the net and lands inbound on the opponent's side of the court, the server will have an additional opportunity to re-serve. If the second serve contacts the net again, the serving team will lose the serve and a point will be awarded to the opposing team. Finally, if a ball is served, makes contacts with the top of the net but lands outside of the opponent's court boundaries, the serve will be considered "out".

(Suggestion: If during the first attempt of a serve, the ball touches the net, crosses over, and the ball is caught by the opposing team before the ball has contacted the ground, the server will have an additional opportunity to re-serve).

M5.08 When the service changes, the receiving team becomes the serving team. *Only the*

~~four defensive players can serve of which three shall be designated as servers at the beginning of the game.~~
Any three (3)-court players can be designated as servers at the beginning of a game. The service shall be rotated among these three servers in sequence with none of the servers serving more than one out of three service changes. A server substitution will also take the player's position in the service rotation as long as he complies with the above "one out of three" service rule.

- M5.09 It is illegal for a player to attack **or block** a served ball while the ball is completely above the height of the net.
- M5.10 A ball that lands on the sidelines or end lines will be considered to be "in".
- M5.11 A player is not allowed to attack, penetrate, pike or block the ball on the opponents side of the net regardless whether the player contacted the ball or not.
A play may not be made on the ball unless it crosses the vertical plane of the net. Such action will be considered a violation and a point will be awarded to the opposing team. It is the responsibility of the referees to make the call and their decision will be final.
- (Notation: Players are NOT permitted to penetrate the vertical plane above the net at any time while the ball is in play.)**
- M5.12 A player may not touch the opponent's court with a hand(s), foot or feet at any time unless some part of the penetrating hand(s)/foot/feet remains either in contact with or directly above the centerline. It is the responsibility of the referees to make the call and their decision will be final. Loss of service (if applicable) and a point will be awarded to the opposing team if any player violates this rule. The referees have the authority to eject a player if he continues to violate this rule.
- M5.13 When the ball is still in play, a player cannot touch the net with any part of his body; however, the net would not be considered touched if the net naturally swung toward the player after the ball bounced off the net.
- M5.14 A maximum of four (4) touches are allowed before it crosses into the opponent's court provided that one of the touches comes in contact with the net. No player is allowed to touch the ball two consecutive times unless the ball has bounced off the net between the touches. **If a player touches the ball two consecutive times with a net touch in between, he is not allowed a third consecutive touch.** Block(s) count as a touch.

(Rule Revision : Effective 72nd rendition of the NACIVT in Los Angeles 2016, Introduced during NACIVT Toronto 2012)

If any contact with the ball is made through the net by the defensive/blocking team as the ball is being played into the net by the offensive/attacking team, the 1st referee and 2nd referee (both up and down officials) will blow the play dead and a "Re-Serve" will be called and no point to be awarded on the play. Referees may consult their linesmen for play review to assess if contact was made.

However, if any play made by the defensive/blocking team resulting in contact of the ball through the net as it is being played into the net that is deemed by the referees to have been intentionally made to cause interference in order to gain an advantage, is against the spirit of sportsmanship and may warrant the referees to call a net contact on the defensive/blocking team and the point shall be awarded to the offensive/attacking team.

M5.15 The ball can be touched (or struck) in any direction. The ball can only be touched by the player's arm below the elbow. Touching or striking the ball by any other part of a player's body is a foul.

(Notation: Legal contact = arms, starting from the elbows to the fingertips)

M5.16 Simultaneous contact of the ball by more than one player of the same team during blocking is considered a touch.

(Suggest that none of the blocking persons cannot touch the ball immediately after the initial block)

M5.17 "Pancake" is a legal contact of the ball and shall be considered a hit.

M5.18 Teams shall exchange courts when one of the teams has scored eleven points first. The team shall continue to serve according to the team's service rotation.

M5.19 Three "Time-outs" per team per game. Each "time-out" will last for no more than one minute. "Time-outs" can only be authorized by the referee upon request by the Captain and after the ball has been declared dead. It is the Captain's responsibility to notify the referee. If the referee does not acknowledge or recognize the request for any reason and the rally proceeds, the rally will stand and a point will be awarded to the winner of the rally.

- M5.20 There is no limit on the number of substitutions.
- M5.21 No screening allowed. The players of the serving team must not screen the opponents from seeing the server or the path of the ball. Frontcourt players must be separated by approximately one arm's length distance from each other. Only frontcourt players are allowed to raise their arms above their shoulders. Backcourt players are not allowed to "pack" together. If requested, they must make an attempt to shift their position by either moving sideways or by bending down.

(Notation: Rule ratified 49th NACIVT, effective with the 49th NACIVT)

- M5.22** *At the moment the ball is contacted for service by the server, all court players must be completely within the boundaries of their respective sides (except the server - of course). This will avoid confusion as to who are court players and others, (substitute players).*

- M5.23** *The ball is out when it contacts an object outside the playing court (fence, concrete steps, railings, etc.), contacts an overhead obstruction (tree branch, leaves, etc.), people, antennae, ropes, chains, posts, or the net itself outside of the antenna/side band. If the ball contacts an overhead object (tree leaf or branch, etc.) the ball may be in play if it does not impede the normal flight of the ball.*

(Addendum for 53rd NACIVT)

SECTION M6.0 - SCORING AND WINNING

- M6.01 A point is scored when the referee awards a point to that team. A point will be awarded to a team when the opposing team makes an error or commits a foul.
- M6.02 The team that first scores 21 points, with at least a two-point advantage, wins a game.
- (Notation: Ratified 47th NACIVT - NO CAP on deuce games. ALL games must be won by at least a two-point advantage).*
- M6.03 *If the score reaches (20-20 Deuce), the game will be won by the team that gains a two-point advantage first. (22-20, 23-21, 24-22 and so on)*
- (Notation: Ratified 47th NACIVT - NO CAP on deuce games. ALL games must be won by at least a two-point advantage).*
- M6.04 The Tournament Competition Committee will determine the number of games per match for the preliminary and playoff rounds.

M6.05 The method of matching the teams in the preliminary and play-off competitions shall be proposed by the Tournament Committee and must be approved by a meeting of the team Captains.

SECTION M7.0 - FORFEITS

M7.01 A team has forfeited a game or match if that team has refused or is unavailable to play after the referee's announcement to begin the game.

M7.02 After the customary warm-up period (minimum 5 minutes per team) has lapsed, a team will forfeit a game if that team has less than nine (9) players present on the court within 5 minutes after the referee's announcement to begin the game. Following the forfeit of the first game, the referee shall allow 10 minutes to announce the beginning of the second game. Another 5 minutes will be allowed before the referee can declare the absent team to be in forfeit of the second game. A forfeit is not considered if that team has presented reasonable excuses acceptable to the Tournament Committee prior to the start of the game.

** The Tournament Committee reserves the right to modify the warm-up times due to time constraints.*

M7.03 The score of a forfeited game will be 11-0.

SECTION M8.0 - DISCONTINUATION OF THE GAME

M8.01 In the event of rain or darkness, the referee can authorize the discontinuation of the game. Upon continuation, the score shall be resumed as before.

M8.02 In the event that the tournament is interrupted by rain or darkness, the Tournament Committee has the responsibility of developing a modified tournament schedule. Any modified schedule must be reviewed and approved by the captains of the teams participating in that round of the tournament.

SECTION M9.0 - TIE-BREAKING RULES

M9.01 Tie breaking procedures for RANKING ONLY: (for 2 teams tied)

1. Win-Loss record (%)
 - a. Total Matches (if best 2 out of 3 is played), or
 - b. Total Games
2. Winner of head-to-head match
 - a. If match is 2 out of 3 games, winner is determined.
 - b. If match is 2 straight games, and split 1-1, THEN
3. Head-to-head games point-spread (points gained minus points given)
4. Win-loss record (%) of all games within the division. If still tied, THEN
5. Total pool play games point-spread (points gained minus points given)
6. Coin toss

M9.02 NO team will be eliminated from qualifying for the playoff round on the basis of points. (Tie-breakers for 2 teams)

1. Win-Loss record (%) of:
 - a. Total Matches, or
 - b. Total Games
2. Winner of head-to-head match.
 - a. If match is best 2 out 3 games, winner is determined.
 - b. If match is 2 straight games and split 1-1, THEN 3. One “sudden-death” game.

If more than two teams are tied, then the tie-breakers are:

1. Win-Loss record (%) of COMMON matches
2. Win-Loss record (%) of COMMON games
3. Point differential (Points gained minus point given) of COMMON games
4. Win-Loss record (%) of all games within division
5. Point differential of all games within division.

~~If at any time the tie breaking rules results that two teams remain, then the tie breaking rules for two teams are used.~~

(Notation: the above tie breaking clause was removed, effective the 71st NACIVT)

If more than two teams are involved in the tie, they will use the tie breaking rules to rank them for a one-game elimination play-off. When there are three teams, the team rank first will get a bye. And when there are four teams, the team rank first will play the fourth team and the winner will play the winner of the second and third ranked team.

SECTION M10.0 - RULE AMENDMENT PROCEDURES

- M10.1 All proposed rule amendments will be presented and approved by the NACVA. The NACVA shall notify all participating teams of the result no later than August 1st in order for the amendments to be effective at the time of the upcoming tournament. Otherwise, said amendments will be in effect for the tournament on the year after.

The NACIVT 9-man Volleyball Rules supersedes any other volleyball rules. However, in the case where certain rules are not defined within the NACIVT 9-man Volleyball Rules, the most current (2001-2002) “Official United States Volleyball Indoor Rules” shall be used for consultation.

SECTION W1.0 - RULES AND REGULATIONS

- W1.01 The Annual North American Chinese Invitational Volleyball Tournament, Women’s Division shall be governed by the United States Volleyball Association (USVA), Official United States Volleyball Rule Book from the most recent published rule book with the following exceptions/highlights:

SECTION W2.0 ELIGIBILITY REQUIREMENTS

- W2.01 All teams must have at least 2/3 of the players on the court at all times who are 100% Chinese in order to participate in any of the games of the tournament. The remaining players must be of Asian descent. ~~Asian players that had competed in prior tournament(s) (before 1991) on an established team are exempted from~~

~~2/3 limitation requirement stated above and are permitted to play at any time.~~

Any questions regarding the eligibility of any player must be presented before a game to the Tournament Committee. Once the game starts, the game becomes official and non-contestable. At the request of the Tournament Committee, any competitor may be required to show proof of compliance to the above requirement. Burden of proof shall be the responsibility of the player. . It is recommended that participants bring all applicable documentation to support his/her ethnicity claim. All participants previously accepted into the tournament in regards to the content rule shall not be subject to re-examination. If, in the opinion of the Committee that the protest is valid, the player will not be eligible to play and/or said team will be required to modify its line-up. In the event that a protest cannot be satisfactorily resolved, the protest can be submitted to the NACVA for a decision. The decision of the NACVA will be final. See Section M1.03 regarding formation of the NACVA.

(Notation: the Grand-Father clause had been previously eliminated in 2007 and players who might have been grandfathered in the past must now play under the 1/3 guidelines. The one exception was made for Ron Whitmill because he was the only grandfathered player active at the 2007 NACIVT).

(Asian: origins from: Myanmar (formerly Burma), Cambodia, China, Hong Kong, Indonesia, Japan, Korean, Laos, Malaysia, Mongolia, Philippines, Singapore, Taiwan, Thailand, Vietnam)

- * *Mongolia added 57th NACIVT, effective 58th NACIVT*
- * *Burma notation updated to Myanmar*

SECTION W3.0 - RULE AMENDMENT PROCEDURES

W3.01 All proposed rule amendments will be presented and approved by the NACVA. The NACVA shall notify all participating teams of the result no later than August 1st in order for the amendments to be effective at the time of the upcoming tournament. Otherwise, said amendments will be in effect for the tournament on the year after.