

2025 Cherry Point Volleyball Tournament Policies

START DATE – March 10th-14th, 2025.

TOURNAMENT POC: Questions or concerns may be referred to the MCCS Athletics Office:

Jalenda Berry – Athletic Director 466-4284

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Mekinna Rahn– Intramural Sports Coordinator 466-2390

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ELIGIBILITY

1. All authorized MCAS Cherry Point personnel.

ROSTERS

1. Each team must submit a roster listing player's name to include the player's status - active duty (include rank), dependent, retiree, or DoD civilian personnel. **Max of 12 players per roster; Must have at least 6.**
2. Team coaches are responsible for ensuring all players listed on their roster are legal.
3. No additions to rosters are allowed for the tournament.
4. No individual may play for more than one team.
5. Failure to adhere to these policies when adding a player or players will result in the player being declared illegal.
6. Having an illegal player or players on a team roster will result in forfeit and therefore removal from the tournament.
7. All non-active duty personnel will sign a liability waiver before they are allowed to play.

I.D.CHECKS -There will be random ID and roster checks prior to games throughout the season.

- All players **MUST** present a physical DOD government ID for ID Checks

SCHEDULE

1. Games will be scheduled starting at 1730.
2. There shall be a grace period of 10 minutes for first scheduled game only. Game time is forfeit time for all following games.
3. Missed or forfeited games will not be made up and the team will be eliminated from the tournament.

EQUIPMENT

1. Game balls shall be supplied by the Athletics Division for all games.

RULES & POINTS OF EMPHASIS

1. Game Time and Scoring
 - a. All matches will consist of one (1) game, best two out of three sets, to 21 points for the first two sets 15 for the third set, with a 40-minute time limit. If the game is not complete when the 40-minute time limit expires, the following will govern play:

- i. If a team has the lead in the game, it will be considered a win-regardless of score.
 - ii. If both teams are tied, the next point wins the game.
- b. A full team should consist of six (6) players. The maximum number of players a team roster may have is twelve (12).
- c. It is highly recommended that players NOT wear jewelry (ie. Chains, rings, earrings, etc.)
- d. Teams should be present in the gym 20 minutes before their scheduled game start after the first game, teams need at least 5 people present for game to begin or will result in a forfeit.

2. Time-outs and substitution

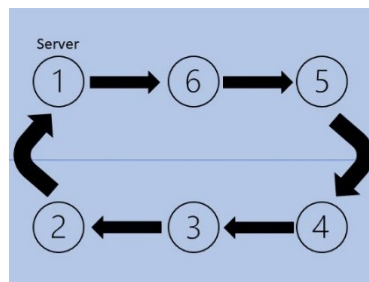
- a. Each team is allowed two thirty second (:30) timeout and twelve substitutions per set. Time out may be called prior to server receiving ball on either side of court (between plays).
- b. If a team falls below the minimum number necessary to play due to a player being injured, the team will forfeit the match. The game clock may be stopped for a maximum of 5-minutes to allow a player to stop bleeding if such an injury occurs.
 - i. THE TIME ALLOWANCE IS ONLY FOR PLAYERS WHO ARE BLEEDING, AND THE TEAM CANNOT CONTINUE WITHOUT THEM.

3. Switching Sides

- a. Teams switch sides every 8 points (in the third set only). Teams switch sides when the sum of both teams' points add up to 8 or multiples of eight.

4. Ball in Play

- a. The rotational order is determined by the team's starting line-up and controlled with the service order and players' positions throughout the set.
 - i. When the receiving team has gained the right to serve, its players rotate one position clockwise: the player in position 2 rotates to position 1 to serve, the player in position 1 rotates to position 6, etc. Teams must maintain a serve order.



- b. One reserve may be awarded if the server tosses the ball and allows it to fall on the ground.
- c. A player **may not block or attack** a served ball.
- d. Each team has up to three contacts at the ball before the ball returns to opposing team's side of the court; blocks do not count as a contact.
- e. A player may not contact the ball two times in a row unless there is simultaneous contact with one or more body parts at the same time.
- f. Two players may contact the ball at the same time, it will count as one hit.

- g. You cannot lift, double contact, or throw the ball.
- h. You can spike, roll, fist, knuckle, tip, or cobra a ball with your hand but you cannot push or throw.
- i. The ball may contact any part of the player's body.
- j. No part of the body may touch the net at any time unless a ball or person driven into the net causes the contact.

5. Sportsmanship

- a. Profanity and unsportsmanlike conduct can result in ejection and/or disqualification from future matches.
- b. If a player is ejected from a game, they shall serve an automatic one game suspension.
- c. The Intramural Sports Coordinator reserves the right to increase the suspension depending on the severity of the unsportsmanlike conduct.
- d. Forfeit for behavior – It is the direct responsibility of the head coach to control their team; failure to control players' actions, speech and attitudes may result in the head official's OR Athletic department's right to terminate the game and charge the offending team with a forfeit.

6. Protests

- a. Judgment calls may not be protested.
- b. As the tournament is self-officiated it is up to the teams to keep each other in check, if there are disputes the athletic coordinator will step in to help resolve the issue.
- c. The Intramural Sports Coordinator will rule on all protests in a timely manner. All decisions are final.
- d. Objections or disputes to calls of the Athletic department are considered un-sportsman like conduct refer to the above.

7. Communication

- a. All changes to the schedule and canceled games will be communicated through email and the BAND app.
- b. It is the responsibility of the coaches to check for updates. If a team fails to show up for a game change a forfeit will be issued.

Seeding

- 1. Seeding
 - a. Tournament seeding will be based on the order that LOIs are submitted.
- 2. Play
 - a. The tournament will be double elimination.

AWARDS

- 1. Individual medals will be awarded to team members of the first, and second tournament winners. (12 medals per team)

NOTE: Pets, alcohol, and tobacco (including vapes) will not be allowed on the premises.

Coaches are responsible for ensuring ALL players are aware of rules/regulations.