



New England Region Club Level Tournament Rules

Work Teams: Coaches can't be part of the work team. They need to be in the playing area (behind score table, behind R1, helping Lines or R2)



There will be NO CELL PHONE OR FOOD AT SCORE TABLE

Get the call right-don't rely on replay as solution (it says we don't know what happened)

- Ask player/referee (or lines) what they saw accurately and make the call based on what they saw (use probing questions not direct translation- how far was her foot under, can you show me, etc.)
- Use coaches of playing teams for over-ride, for obvious illegal hits, nets, or in/out.
- **Honor system – let's set right modeling for our players.**

Ground Rules

- Balls off wall are out.
- **Centerline rule:** Players may cross center line as long as **any part of their body** is directly above the center line and they must not present a safety hazard to opponents.
IT IS NOT A FAULT TO STEP ON THE CENTER LINE AND HAVE PART OF YOUR FOOT ON OPPONENTS SIDE
- **Touching the net:** Any contact with the net during the action of playing the ball is a fault.

Teams with less than 6 players:

All sets played by a team with less than 6 rostered players will be counted as forfeits. If a team has less than 6 players on their roster they will not be eligible for playoffs.

Teams that start tournament with 6 players and drop under 6: All sets played with 6 players count, all remaining sets are forfeit and the team is not eligible for playoffs.

Teams that start tournament with less than 6 players and then have 6 rostered players: All sets played with less than 6 players count as forfeit. Once team has legal roster of 6 players, sets count and team becomes eligible for playoffs.



New England Region Club Level Tournament Rules

- **Teams are not allowed to play with less than 5 players.**
- Teams have choice of playing with 5 players (and using the ghost player rules) or borrowing a player.
- If a team borrows a player from another team within their own club at the tournament. The borrowed player must stay with that team for the entire tournament. If the new team does not make playoffs, the "Borrowed" players may return to their original team for playoffs.
- Borrowing a player from the work team. The coach of the work team shall select the player(s). If work team does not have enough players to cover work assignment, borrowed player can come from another team with in same pool.
- Work team and other teams within pool **DO NOT** have to supply players.
- **Ghost Player Rule:** A team with only 5 players may play with a ghost player. The ghost player must appear on the lineup and must be maintained in the rotation. When it is the ghost player's turn to serve, the R1 will award an immediate point/sideout to the receiving team.
- **Any set that is forfeited, scores will count to make seeding fairer for playoffs.**

Tournament Formats:

- All tournament must use NERVA Jrs. Approved formats.
- NO TIMED GAMES
- Guaranteed of 6 sets
- Playoffs may be one 25 point set.

Warm-ups should be consistent: 1st match for each team is 1 min shared, than 3 minutes each; subsequently, they will be 1-2-2 minutes. Sharing of court beyond 1 minute is not allowed. Team off court cannot warm up in playing area.

Qualifications for Playoffs

Tournament Director will announce playoff process at coaches meeting.

Cannot eliminate any team tied in any way for a playoff spot without a play in. This should be 1 set 15 points.

If home/host team is unable to work finals; then following protocol should be followed between semi-final losing teams.

- **If 1 semi-final ends, before the last game of other semi-final starts, late semi-final loser works. If both losing teams equidistant- coin flip. If one semi-final team has a noticeably longer commute, they will be allowed to leave. Last, any losing coach could stay out of courtesy based on other factors.**
- **Team in last round not in playoffs will work 1st round of playoffs. If neither team is in, the team with longer commute will be allowed to leave. Ties will be broken by coin toss.**