

AIA Unified Volleyball Rules

1. UNIFIED SPORTS TEAM COMPETITION RULES

1.1 Roster/Lineup

1.1.1 The roster shall contain a proportionate number of athletes and partners.

1.1.2 The lineup shall never exceed three athletes and three partners during competition. After the match begins, only the following lineup is allowed:

3 athletes and 3 partners

3 athletes and 2 partners (in the event of injury or illness)

Failure to adhere to the required ratio results in a forfeit.

1.1.3 Libero replacement: athletes can replace athletes only, and partners can replace partners only.

1.2 Coach

1.2.1 Each team shall have an adult, non-playing coach responsible for the lineup and conduct of the team during the competition.

1.3 Service Order

1.3.1 The serving order and positions on the court at service shall be an alternation of athletes and partners.

1.3.2 Once a server has scored three consecutive points, their team rotates to the next server and continues to serve.

1.3.3 Scoring

1.3.3.1 A match is won by the team that wins the best of three sets. A one-set match is won by the team that scores 15 (or 25) or more points with a two-point advantage. Teams change sides when one team has scored eight points if playing to 15. Switch to 13 if playing to 25. In the case of a 1–1 set tie, the deciding set (third) is played as a tiebreaker with rally point scoring procedures to 15 points and no point cap. Teams change sides when one team has scored eight points.

1.3.3.2 A set is won by the team that first scores 25 points with a minimum lead of two points (except the deciding third set). In the case of a 24–24 tie, play is continued until a two-point lead is achieved. In predetermined three-set matches, when all three sets count as a win or loss, the third set is not considered a deciding set and will be played to 25 points.

1.3.3.3 If a team fails to serve properly, return the ball, or commits any other fault, the opponent wins the rally and scores a point. When the serving team wins a rally, it scores a point and continues to serve. If the receiving team wins the rally, it scores a point and gains the right to serve.

1.3.3.4 A served ball touching the net and continuing over the net shall remain in play, and the receiving team has three plays to return the ball to the opponents.

1.3.4 Referees

1.3.4.1 Referees shall have full authority to interpret the rules. The Competition Management Team shall be consulted regarding further questions.

1.3.4.2 the ability level of the athletes will be called Ball handling. At least two

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Two line judges shall be positioned at opposite corners on each court's left and rear corners. Each line judge shall be responsible for judging whether a ball is in or out for their assigned end and sidelines, as well as appropriate touch calls as instructed by the first referee. In some competitions, a four-line judge system may be utilized. In this case, two-line judges will be assigned the end lines, and two-line judges will be assigned the sidelines.

1.4 Protests

- 1.4.1 Any protest involving the judgment of the officials will not be considered.
- 1.4.2 Only the Head Coach may protest and must do so immediately before authorizing the following service. If the protest involves the last point of the set, it must be filed within the first 60 seconds of the interval between sets. If the match's final point is disputed, it must be recorded within the first 60 seconds after the match's final point is scored.
- 1.4.3 For a protest to be considered, it must be (1) a misinterpretation of a playing rule, (2) a failure of the referee to apply the correct rule to a given situation, or (3) a failure to charge the correct penalty or sanction for a given fault.

1.4.3.1