

Thunderbird Roundnet League

Rules

Rules and Regulations

Section A: League Specific Equipment Regulations

1. The use of cleats with metal studs is forbidden in the UBC Roundnet League
2. Equipment to be used in the UBC Roundnet League
 - a. The use of cleats or turf-specific shoes by all participants in the Thunderbird Adult Soccer League is **STRONGLY** recommended for the safety of all participants in the league.

Section B: League Specific Rules of Play

The UBC Roundnet League is subject to the 2022 USAR Rules, which can be consulted [here](#).

The laws below are designed to affirm specific USAR rules and denote exceptions to the USAR Rules specific to the UBC Roundnet League.

1. Overview

- a. Roundnet is a team sport played by two teams each consisting of two players. Opposing team members line up across from each other with the roundnet set in the center. A point begins when the server hits the ball off the net towards the opposing player. After the service, there are no sides or boundaries. The object of the game is to hit the ball off the net in such a way that the opposing team cannot successfully return it. A team is allowed up to three touches to return the ball onto the net. Once the ball is played off the net, possession switches to the opposing team. The rally continues until a team is unable to legally return the ball. Players may move as they wish during a point, so long as they don't physically impede an opponent's play on the ball.
2. Moral Clause - Roundnet is a self-officiated sport where responsibility for fair play falls on the players. All players are expected to know the rules, and the integrity of roundnet depends on each player upholding them. Highly competitive play is encouraged, but never at the expense of mutual respect among competitors, adherence to the rules, or the basic joy of play.
3. The Field of Play
 - a. Fields used in the UBC Roundnet League shall be 30 feet by 30 feet at minimum.
 - b. The Centre point of each field will be indicated using a cone. It is intended that the centrepoint of the net be placed at this cone.
 - c. When possible, other demarcations of the field, including service positions and the no-hit zone (where applicable) will be indicated on the field.
 - d. When no lines are present, service positions will be demarcated using chalk or tape at the request of the players. Players will be responsible for the removal of the tape at the conclusion of their session.

4. The Players

- a. The UBC Roundnet League is a doubles league, meaning that teams MUST have TWO (2) players on the field at one time.
- b. No Substitutions will be permitted during matches, with the exception of an injury attended to and reported by UBC Intramurals Staff.
- c. Substitution of players in between sets is permissible.

5. Gameplay

- a. Games in the UBC Roundnet League will consist of a best of 3 Set format.
- b. Each set will be played to 21 points, with the first team to reach 21 points bring the winner of the set.
- c. Each set must be won by two or more points, with the winning score advancing beyond 21 if required.
- d. In the event that a winning margin of more than two cannot be reached, the first team to reach 30 points will win the set.
- e. At the conclusion of the game, the losing team is responsible for reporting the result of the match to Intramurals Staff.

6. Playing Format

- a. To Score a Point - Roundnet is played using rally scoring; points can be won by the serving team or receiving team. A team scores a point when:
 - i. The opposing team fails to legally return the ball to the set.
 - ii. The opposing team commits an infraction.
 - iii. The opposing team's server has two successive faults.
- b. A point may be replayed when:
 - i. Teams disagree on the legality of a hit.
 - ii. Teams disagree on an infraction.
 - iii. Certain types of hinders occur (see SECTION)

- iv. If a point is replayed after a legal serve is hit, the game resumes at the same score, player positions, and serving order. The server will start on their first serve.
- v. If a point is replayed because the teams cannot agree on the legality of the serve, the game resumes at the same fault count.
- c. Service - Representatives of the two teams fairly determine which team chooses to (1) serve first or receive first or (2) select the starting positions for their team
 - i. For an odd-numbered game of a match, the first choice may be deferred to the other team
 - ii. For an even-numbered game of a match, the first choice will be made by the team that made the second choice in the previous game. the remaining choice.
 - iii. At the start of a game, the serving team sets their positions first. The player set up on the right side is the one that will begin serving. Once the serving team is set, the receiving team positions their players.
 - iv. Only the designated receiver (opposite the server) can field the serve.
 - v. The other two players may only move from their positions once the ball is hit by the server.
 - vi. If the serving team wins the point, the server switches positions with their partner and serves to the other member of the opposing team.
 - vii. After every five points, players rotate one position counterclockwise to equalize conditions.
 - viii. Once the receiving team wins a point, they get the service possession and the player on the left side will start serving for their team. From there on, service alternates between teammates after each change of service possession. This serving order continues for the rest of the game.

- ix. The starting positions help to ensure all players are in the correct positions and the score is accurate. When a team's score is even, the server will be to the right of their partner. When a team's score is odd the server will be to the left of their partner. Whenever a game starts the serving team's score is zero, so serving starts from the right. The service possession switches once the opposing team scores a point. They now have one point and thus start serving from the left.
- x. Before serving, the server must set their position with all points of contact behind the service line. During the act of serving – including the swing, the follow-through, and the momentum from the serving action – all points of contact must remain behind the service line.
- xi. The ball must travel at least 10 cm (4 inches) after the release before it is struck. Note: the spirit of this rule is to make sure that the receiving team can tell that the ball has been released and can see that it has been legally struck. If neither of these aspects are in question, then the toss is aligned with the intention of the rule.
- xii. In the act of serving, the ball must not be caught.
- xiii. Serves may be struck with any amount of force; short serves are allowed.
- xiv. Serves may not be higher than a receiver's shoulder when in an athletic stance
- xv. Before serving, (1) the server announces the score to the receiver, placing the serving team's score before the receiving team's score and the serve number ("first" or "second"), (2) the receiver must immediately verbally acknowledge readiness (i.e. within three seconds), and (3) the server must immediately announce "service" (i.e. within three seconds). After

announcing “service,” the server has five seconds to toss the ball.

- xvi. If the server commits a Service Fault (rule 4.6) the serving team has one more attempt to hit a legal
- xvii. If a second “fault” is called, the receiving team is awarded a point.
- xviii. The receiving team may choose to play through a fault that is not actively called

d. Playing the Ball

- i. A team is entitled to a maximum of three hits alternating between players for returning the ball to the set. If more are used, the team commits the infraction of “Four hits” and loses the point.
- ii. Consecutive Contacts - A player may not hit the ball twice consecutively. If teammates touch the ball simultaneously it is counted as two hits. Either teammate may take the next hit provided they have not already used all three hits.
- iii. The ball may touch any part of the body, but cannot be caught.

e. Infractions - All result in loss of point

- i. Four hits - A team hits the ball more than three times before returning it to the set.
- ii. Non-rebound - The ball is caught.
- iii. Two-handed hit – A player hits the ball with both hands simultaneously.
- iv. Double-contact - A player hits the ball twice in succession or the ball contacts various parts of their body in succession (exception rule 5.3.5).
- v. A defensive player attempts to play the ball out of turn.
- vi. An offensive player hits a serve or shot off the net which subsequently hits themselves or their teammate.

- vii. A player is in contact with the ball while the ball is in contact with the net
 - viii. A player contacts the set (rims, legs, or netting) during a rally. This includes contact from equipment that has fallen off a player.
 - ix. The ball contacts any part of the ground
 - x. The ball's initial contact with the set hits the rim, legs or underside of the net directly.
 - xi. The ball bounces multiple times on the net or bounces on the net then hits the set on the way down.
 - xii. It is a loss of point for the hitting team if on the final hit of the possession the hitting player makes contact on or within the No Hit Zone while in the act of hitting.
- f. No Hit Zone – The 90 cm (3 foot) area from the center of the net is the No Hit Zone. The final hit of all possessions must be initiated outside of this area.
- i. If a player has touched the No Hit Zone for any reason, that player cannot make the final hit of a possession until they establish two points of contact with the playing surface completely outside the No Hit Zone.
 - ii. A player may enter the No Hit Zone at any time except when that player is making the final hit of a possession.
- g. Hinders
- i. The players whose turn it is to play the ball are entitled to freedom from interference by the opponents or another physical impediment (i.e. a player, ball, or other object from outside a match impedes the game).
 - ii. To avoid interference, players that are not playing the ball must make every effort to provide the other players with both an unobstructed access to the ball and the freedom to hit the ball with a reasonable swing;

- iii. A hinder occurs if the opponent fails to fulfill either of these requirements, even if the opponent makes every effort to fulfill those requirements.
- iv. A player encountering a possible hinder has the choice of continuing to play or of stopping play. A player seeking a replay or point should stop play immediately and say “hinder.”
- v. A replay or point shall not be allowed if there was little to no interference, interference occurred but the ball is unplayable, The player moved past the point of interference and played on, or the player created the interference in moving to the ball, (i.e. when the opponent clearly provides a direct access but the player takes an indirect route)
- vi. The hindered team is awarded a point if there was interference, which the opponent did not make every effort to avoid
- vii. The hindered team will get a replay if there was interference, which the opponent made every effort to avoid, and the ball is not unplayable.

h. Making Calls and Settling Disagreements

- i. Calling Service Faults, Hitting Infractions or play infractions must be called immediately after occurrence by stopping play.
- ii. Hinders must be called immediately after occurrence by saying “hinder” or “violation” and stopping play.
- iii. Disagreements - If teams cannot determine the legality of a hit, serve, or call, they must replay the point. Teammates do not have to agree with each other for that team to issue a disagreement. If three players think one thing, and the fourth player still disagrees after discussion, this merits replaying the point.

Section C – League Specific Facilities of Play

The UBC Roundnet League will take place at MacInnes Field.