



Official Volleyclub Rule Set 2024

By players for players

Recommended for implementation in competition from 1st December 2023





1. Game Definition

Volleyclub is a sport played by two teams of two players each on a court divided by a net using juggling clubs.

Therefore, **Volleyclub** has a unique position as a net game since it requires its players to throw and catch the game club whilst, additionally, manipulating two self clubs.

Volleyclub aims to combine the speed, athleticism and team play of other net games with the creativity, coordination and precision of juggling.

2. Playing Area

- 2.1 The **playing area** consists of the playing court and the surrounding zone.
- 2.2 The **playing court** measures 16×8 m. It is divided by a net in the middle, making each **field** of the court measure 8×8 m. For beginners and children a court size of 14×8 m with each field being 7×8 m of size is recommended.
 - 2.2.1 The **court lines**, both side and end lines, are considered part of the field. They are recommended to be 5 cm wide and clearly distinguishable from the surface of the court.
 - 2.2.2 The playing area can have any **surface**, be it sand, grass or a gym floor. Sand is, however, recommended. The surface has to be free of any danger of injury.
- 2.3 The **surrounding zone** shall allow the players enough room for service and movement and is recommended to be at least 2.5 m to each side. The zone above the surface of the playing court shall be at least 5 m high and must be free from any and all obstructions.
- 2.4 The 8 m wide area directly behind the end line of each field is the **service zone**. Players can serve from any position in that zone. The end line itself is not part of the service zone.
- 2.5 The **net** that divides the court vertically in the middle is 2.43 m of height at every point. Therefore, the height must be measured from the centre of the court to avoid improper tightening of the net. The net must be at least 8 m long to divide the entire court and should be 1 m wide.
 - 2.5.1 The two **side bands** of the net shall be of the same width as the court lines and placed directly above the side lines. They are considered part of the net.
 - 2.5.2 Two **antennae**, 1 cm in diameter and extending 80 cm above the net, may be installed over the outer edges of the side bands of the net on either side but are not required. If installed, they are considered part of the net. In case of installed antennae, a club **crossing or being returned over the net** is defined as moving over the net **in between** the antennae even if the net extends beyond.
- 2.6 The **posts of the net** shall be positioned equidistant to the side line and must not be set within the court. They are not considered part of the net.



3. Playing Equipment

- 3.1 The **game club** must be 51 to 53 cm long and weigh 215 to 230 g. It must have a round or swinging knob and a coloured stripe around the middle of the corpus and/or the centre of gravity of the club. The stripe has to be clearly visible and different in colour than the corpus of the club. Otherwise, the game club may have any colour or combination of colours. For official tournaments the “Henry’s Pirouette Volley Club” is recommended.
- 3.2 A player’s two **self clubs** may be of any type and colour as long as they are clearly distinguishable from the game club.
The **referee** can disallow a player from using a certain self club if it does not comply with these rules.
- 3.3 There are no restrictions on **clothing** or other **equipment**. It is recommended, however, to wear sports wear such as jerseys.
The **referee** may disallow any piece of equipment or clothing style if it can be reasonably considered a risk of injury or if it is deemed inappropriate by the tournament organisers.

4. Teams and Players

- 4.1 Each team consists of **two players** exclusively.
- 4.2 A team may choose a **team name** or is referred to by the names of its players.
- 4.3 A team may choose a **team captain** or shares the following responsibilities:
 - 4.3.1 The team captain takes part in the **club toss**, choosing to serve or receive – or choosing their team's starting field, respectively.
 - 4.3.2 The team captain is also responsible for **validating** or, if appropriate, protesting the results of a concluded game.
- 4.4 A team can designate a **team coach**, but cannot receive any coaching or other assistance during a match.
Tournament rules may, however, include **tactical timeouts** during which coaching may be allowed.
A team coach must not be part of any other team and is not considered a player of this or any other team.
- 4.5 Any player may **interact with the referee** while the **game club** is **out of play** to ask for clarification of a ruling, be informed of the current standings, be allowed to realign the court lines, or request any number of things including, for example, a new game club or a tactical timeout.



5. Match Structure and Format



- 5.1 **Before the match**, and in the event of an upcoming **final set**, the referee conducts a **club toss** whereby the **game club** is spun horizontally to the ground but not around its symmetry axis and with at least four rotations. After it lands, the team facing the club's knob chooses either to **serve** or **receive** – or which **field** of the playing court to start on. The team facing the club's top makes the remaining choice.
- 5.2 A **Volleyclub match** is won by the team that first wins the predetermined number of sets. It is recommended to play a best-of-5-sets match, meaning the team that first wins 3 sets wins the match.
 - 5.2.1 A **set** is won by the team that first scores the predetermined number of points required, leading by at least two points, or the team leading by two points after the predetermined number of points has been exceeded.
In Official Open Tournaments, it is mandatory to play each set to at least 7 points and recommended to play to 9 points.
 - 5.2.2 In **group stage** games, best-of-3-sets matches are recommended.
- 5.3 Teams **change sides** after every set so that each team plays at least one set on either field. In case of a **final set** or **extreme weather conditions**, it is advised to change sides after every 6 points played.
- 5.4 The **serving team** may freely choose which player serves first. The serving player serves the first point. Subsequently, the other team serves and each server serves for two points, alternating between the teams and the players of the serving team.
The **referee** must enforce the keeping of this **alternation of service**.
- 5.5 Tournament rules may allow **technical timeouts** of 60 seconds after every set. They may also allow for one **tactical timeout** of 30 seconds per team during every set. A tactical timeout may only be requested as described in rule 4.5 .
The **referee** may allow players more time if circumstances demand it, especially in the case of extreme weather conditions.
- 5.6 In case of **interference**, the match has to be stopped immediately and the cause of the interference resolved by the tournament organisers. The **point** must then be **replayed**.
Interference may be caused by **injury** of a player not directly related to the events of play or by **external interference**.
Tournament organisers are recommended to set a time frame in which an injury has to be resolved. Otherwise, the team causing the interference must **surrender** as described in rule 10.3 .



6. Club Control

- 6.1 Players interact with clubs during play by **taking, holding, or releasing control** of them. During these **stages of control**, a player is considered **in control of** the clubs they interact with. Otherwise, the clubs are considered to be **out of control**.
- 6.2 **Controlled** clubs may be **hit, manipulated, or repositioned**.
 - 6.2.1 **Hitting** a club means taking and releasing control instantly within a single contact.
 - 6.2.2 **Manipulating** a club means taking and releasing control with prolonged contact, namely **catching, throwing, and holding**, respectively.
 - 6.2.3 **Repositioning** a club means moving it from one contact point to the same or another contact point in between taking and releasing control. Thus, a player may choose to lose contact with the club but must keep it within reach to restore contact at any time.
- 6.3 **All clubs** may be **controlled** anywhere except the opposite field.
- 6.4 **All clubs** may be **controlled** with any part of the body.
 - 6.4.1 **Any self club** a player is **holding** is considered part of this player's body.
- 6.5 A player must not at any time **manipulate** and/or **reposition** more than **two clubs**. Consequently, when **catching the game club**, a player is not allowed to be in control of both self clubs. Instead, at least one self club needs to be in the air any time a player manipulates the game club. When **hitting the game club**, however, a player may use one or both self clubs, so long as they hit at the same time.
- 6.6 A player **manipulating** or **repositioning** the **game club** may execute at most **one throw** with their remaining **self club** before they must release the game club out of control. The game club must, therefore, always be **released out of control** from the position it was received in when taking control or repositioned to whilst in control. If both self clubs were thrown **before taking control**, the game club may be caught in or repositioned to either hand. It must, however, **not be moved** from one hand to the other like **self clubs**.
- 6.7 A player may not **take control** of the **game club** consecutively.
- 6.8 The **game club** must always be **released out of control** in an **upwards direction**, meaning it must have **upwards momentum** the moment it leaves a player's control. If the **game club** is **passed**, this rule does not apply.
- 6.9 **Passing the game club** is executed by **releasing it out of control** without it crossing the net. The game club may only be passed **up to two times** between team partners before it has to be returned over the net. The game club may not be passed to oneself.
 - 6.9.1 Only when releasing or taking control of a passed game club, **self clubs** out of the player's control may interact with the game club.
- 6.10 **Serving the game club** means to **throw** it from the **service zone** over the net. The **service** may only be thrown after at least two completed **self throws**. Any **additional throws** prior to the service throw are not considered **part of play**.
 - 6.10.1 For the **service**, the **game club** must be **released** by its **handle and/or knob** in a **significant arc**, meaning the highest point of the throw must be at least 160 cm higher than the point of release. Additionally, the game club must be **spun vertically** to the ground but not around its symmetry axis and **rotate leisurely**, i.e. it must be thrown in a fluent and regular motion without snapping of the wrist or arm.



7. Scoring and Faults

- 7.1 A team **actively scores** a point by playing the **game club** over the net so that it **successfully lands** in the opposite field without being caught.
- 7.1.1 A **successful landing** is determined by the first touch of the **game club**.
If the **game club** lands **outside** of the opposite field **first**, it is not considered successful, even if it touches the field afterwards in any way.
Similarly, if a player catches and holds on to the **game club** before it touches the ground, it is considered a **catch** and not a successful landing.
If the **game club** lands **inside and outside** of the field **at the same time** or if it is unclear where the **game club** touched first, the **referee** decides. In Official Open Tournaments, it is mandatory, however, to count such a case as a successful landing.
- 7.2 A team **passively scores** a point if the opposing team commits a **team fault**. Teams can **passively score** points even after both players have committed **player faults**.
- 7.3 A player committing a **player fault** is not allowed to further interact with the game for the current point.
They are recommended to signal the team partner and leave the court immediately after the fault, but are allowed to stay on the field (e.g. to try to confuse the opponent).
Player faults are the following:
- 7.3.1 At any time during play **touching the net** with **any part of the body**.
- 7.3.2 At any time during play **dropping a self club**.
- 7.3.2.1 **Dropping a self club** means releasing it **out of control** in any way and **not taking control** of it again before it **touches** anything else.
- 7.4 On **team fault**, the opposing team scores the point.
Team faults are as follows:
- 7.4.1 Committing a **player fault** while **in control of the game club**.
- 7.4.2 Playing any **self club** in such a way that it **lands in the opposite field** and **threatens to interfere** with an opposite player's actions **during play**.
The referee decides what constitutes a threat of interference. In Official Open Tournaments, it is mandatory, however, to count any case of a self club landing within 2 m of an opposite player during play or the landing spot of the game club after crossing the net a threat of interference, as well as any case where a player's self club lies on the opposite field whilst one of the opposite players is in control of the game club.
- 7.4.3 Playing the **game club** in such way that it **touches anything or lands anywhere other than in the opposite field, including the net**.
- 7.4.4 Playing the **game club incorrectly** or playing any **self club incorrectly** whilst in control of the game club, thereby conflicting with the rules in section 6. Club Control. In Official Open Tournaments, it is mandatory to **replay** the first incorrect execution of rule 6.10.1 per player in a match. A receiving player may, before attempting to receive, **challenge** for incorrect execution of rule 6.10.1 once per match, forcing a replay. Should the player have challenged before the referee called the same, the player regains their challenge.
- 7.4.5 **Dropping** more than once before **service** or repeatedly taking a long time to serve. The **referee** decides what counts as a long time. It is recommended, however, to let players take at least 7 seconds to serve.



8. Fair and Foul Play

- 8.1 All players are expected to **follow the referee's rulings** and **behave respectfully and fairly**, especially relating to offensive language and conduct, endangering other players or officials in any way, serving and alternating in a timely manner, and the handling of clubs while not in play (e.g. not throwing the game club far away from the server).
- 8.2 The **referee** may sanction any behaviour **violating** rule 8.1 with a **penalty** and continuous or severe violations like malicious endangerment, physical attacks or highly offensive conduct by **disqualification**.
As long as a single violation is not deemed too severe or malicious, it is recommended to warn players before issuing a penalty or disqualification.
- 8.2.1 In case of a **penalty**, the sanctioned player's team is considered to have committed a team fault and treated as such.
- 8.2.2 In case of **disqualification**, the sanctioned player and their team must leave the playing area immediately and are considered to have surrendered the tournament as described in rule 10.3 .

9. Referees

- 9.1 A **tournament** requires a **head referee** to enforce the rules in this rule set as well as any potential tournament rules. The head referee is in charge of organising and verifying the results of all games and is the highest authority for protest or questions concerning the rules.
- 9.2 **Every game** shall be overseen by **at least one referee**, and preferably a second referee, a scorer and two line judges. All of these **officials** are to avoid any physical contact with players during the game, making space for them if necessary.
- 9.2.1 The **first referee** may perform all tasks of other officials. Their main responsibility, however, is to call **active and passive scoring**, especially team faults, all decisions concerning the game club, and fair and foul play. They also inspect the playing area and equipment before the match and perform the **club toss**.
They can **overrule** any decisions or signals given by other officials.
The first referee is positioned at one end of the net, preferably on a referee's stand.
- 9.2.2 The **second referee** has the responsibility of calling **player faults** as well as **obstruction and endangerment** of other players. They make their decisions independently but can be overruled by the first referee.
The second referee is positioned at the opposite end of the net to the first referee.
- 9.2.3 The **scorer** operates the **score board** and fills in the **score sheet** at the end of the game. In case a limited number of **timeouts** is allowed by the tournament rules, the scorer records them and notifies the first referee if the permitted number is reached.
The scorer is positioned at the score board next to the second referee at the opposite end of the net to the first referee, allowing them clear view of the score board.
- 9.2.4 The **line judges** are positioned at the corners of the court closest to the right hand of the first and second referee, respectively.
They control the **end line and side line** on their side of the court and signal the head referee any time a club lands outside the field.



10. Volleyclub Tournaments



- 10.1 **Volleyclub tournaments** may be held anywhere by anybody for anyone. They are supposed to be fun and inclusive events for players, organisers, and audiences alike. By presenting Volleyclub in an organised manner tournaments are uniquely positioned to combine the relaxed and happy vibes of sunny beaches with the athleticism and creativity of Volleyclub.
- 10.2 Before a tournament, teams may choose to **withdraw**. A withdrawn team is considered to not have entered the tournament but is disallowed to re-enter. However, either one or both individual players may re-enter the tournament in different teams.
- 10.3 Teams may **surrender** at any time during a tournament. During group stage, the team is considered to have lost all matches without scoring any points. During finals stage, the team is considered to have lost their current, meaning on-going or upcoming, match without scoring any points. In both cases, the team is no longer allowed to participate in the tournament even if they could have continued participating after an ordinary loss.
- 10.4 Before a tournament match, teams may choose to **forfeit**. A forfeiting team is considered to have lost the forfeited match without scoring any points but can continue the tournament if an ordinary loss would allow it.
In case **both teams forfeit** their match, they have to play the match. The winner is then considered to have forfeited.
- 10.5 **Tournament organisers** may enter their Volleyclub tournament in the **Official Volleyclub Open Tournament Tour (OVC OTT)**.
- 10.6 **Official Open Tournaments** must fulfil the requirements defined in the current **Official Volleyclub Open Tournament Tour Rule Set**.
- 10.7 As part of the tour, **Official Open Tournaments** can be featured on the official websites, organisers may use all the official resources, and participating teams can earn ranking points.
- 10.7.1 The official websites **display the results** of all Official Open Tournaments and may provide additional information about the tournament. They also offer resources to aid in organising Official Open Tournaments and determining their results.
- 10.7.2 Ranking points are based on the placement of a team in Official Open Tournaments and determine the **Open Tournament Rank** as well as **seeding** of a team and player as described in the **Official Volleyclub Open Tournament Tour Rule Set**.