Hardin Smmons University University Recreation Department

- Teams shall consist of two (2) players. There is no gender requirement for open play. Each team must have a minimum of two (2) players in order to begin a game.
- 2. Each game will be rally scoring to 21 points (must win by two) with a cap of 25 points. __If a third game is necessary, it will be rally scoring to 15 points (must win by two) with no cap. __ In rally scoring, points are awarded for sideouts in addition to normal scoring opportunities for the serving team. Thus, the defending team has the ability to score points as well as the serving team.
- 3. Each team has up to three (3) hits per possession, but does not need to use all three (3) hits.
- 4. Hits must alternate between teammates if the team is taking multiple hits to return the ball.
- 5. After the ball is returned into the net, the order resets.
- 6. The ball must be hit, not be caught, lifted, or thrown.
- 7. Any part of the body can be used to hit the ball however, players cannot contact the ball twice in a row regardless of what part of the body used.
- 8. If a defensive player attempts to play a ball when it is not his/her turn, his/her team loses the point.
- 9. If a player hits a shot off the net then the ball hits his/her teammate, his/her team loses the point.



- 7. The ball must come cleanly off the net on a serve. However, serves can be as hard or as soft as the server likes and drop shots are allowed.
- 8. Serves must be below the receiver's raised hand. If the ball can be caught by the receiver, it must be played, If the ball is too high, the receiver
- 9. If the serving team cannot hit a legal serve on the second try, the point/and serve are lost, the other team will begin service, Once the ball is served, players can move anywhere around the net.
- 10. After a server wins the point, the serve must change positions with his/her teammate so he/she is directly across from the other member of the receiving team.
- 11. The four players serve in the same sequence throughout the match, changing the server each time a rally is won by the receiving team.

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