

## **Volleyball Player Rotation**.

- Players rotate in a clockwise position.
- Position of players in order of the serve:
  - Right Back
  - Right Front
  - Center Front
  - Left Front
  - Left Back
- Center Back
- Position of players at net-
  - LF CF RF
  - LB CB RB

## **Basic Rules of Volleyball**

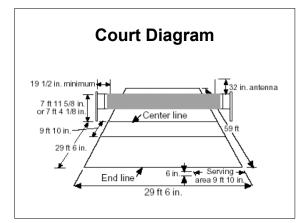
- Each team has three hits to attempt to return the ball.
- The volley continues until the ball hits the playing court, goes out of bounds, or a team fails to return it properly.
- When the serving team wins a volley, it wins a point and the right to continue serving.
- During this volley a player may not hit the ball twice in succession. One or both hands may be used.

## **Fouls and Errors**

- A player touches the net with any part of the body or hands, or reaches over the net.
- All of a player's foot goes over the center line.
- A player's fingers or hands make a "double hit" contact with the ball.
- A player hits the ball out of the boundaries of the court.

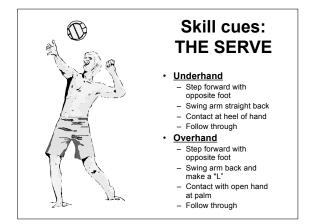
### Scoring

- Every time a team wins a rally they are given a point.
- When the serving team fails to score, it is *side out* and the receiving team becomes the serving team.
- The game is played to 25 points and you must win by two points.

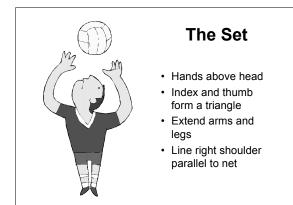


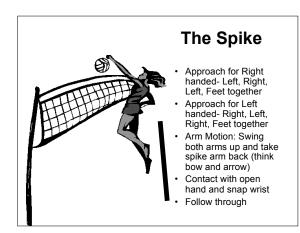
## **Common Volleyball Terminology**

- Ace Serve that results directly in a point
- Dig Passing a spiked or powerfully hit ball
- Deuce Any tie score of 14 points or more
- Pancake When player extends hand, palm down on floor, so that ball bounces off the back of the hand
- Side out When the receiving team wins the rally
- Spike A hard overhand hit with one hand over the net
- Foot fault Stepping completely over center line or
- stepping on or over baseline on the serve • Set A two-handed pass above waist level
- Bump/Forearm pass A two-handed underarm pass below waist level



# The Bump • Ready position with hands as though they are on a table • Contact with a flat platform • Shoulders pointed at target • Follow through (don't swing arms above shoulders)





# The spiking Arm MotionImage: spike spi