



Special Olympics
New Mexico

Unified Volleyball
Tournament Format and Rule Modifications

1. Games will be limited to 15 minutes. Matches will be limited 45 minutes. Matches are winning two out of three games.
2. A game is won when a team scores 25 points with a two point advantage rally scoring. *The third game will score to 15 with a two point advantage rally scoring.*
3. Standard co-ed rules.
4. An athlete does not have to serve game point if not in rotation.
5. When ever possible, an athlete must hit the ball at least once during a 3 man rally.
6. If ball is hit directly to a partner or athlete, they are allowed to return serve without a 3 man rally.
7. Overhand serves are allowed in A and B Level only.
8. After 3 consecutive points for the server, the line will rotate to the next player.
9. Each athlete and partner must be played at least once during the game.
10. Neither partners nor athletes may attack the net on a serve.
11. Double hits, lifts, and carries are not allowed.
12. Only one serve attempt per serve. **At C Level, Athletes will receive a second serve once during their rotation.**
13. C level players that are playing on a B level team need to be identified at the start of the game on the roster with a C. This needs to be given to the table and discussed with the Official. This identification will allow the C level athlete to receive a second serve once during their rotation. This also allows C level athletes to move up between the 10ft line and serving line (Middle Court) during their serving rotation. The purpose of this is to help the athletes skills improve and transition from a C level athlete to a B level athlete in the future.
14. Player Domination:
 - a) A Partner is not allowed to interfere with an athlete when attempting to make a play.
 - b) A player domination violation will result in a side-out with the service to the other team.
 - c) Each player will be allowed 2 infractions, thereafter the player will be ejected from the game.
 - d) Player domination will be called if, in the judgment of the official, one or more partners are controlling the "flow" of the game.
15. Spiking is allowed in upper level competition, but players (athlete and partner) cannot intentionally hit opponent above the shoulders.
16. Partner Regulations:
 - a) Partners may not attack the net. (at lower level competition)
 - b) Partners may not block at the net. (at lower level competition)
 - c) Partners may not serve overhand. (at lower level competition)
17. **The Clock will stop for all time-out calls.**

