

6v6 Pickle Volleyball



Rules

UPDATED January 27, 2025



1. Pre-Game – Equipment, Game Time, Defaults, Courts

Spirit of the League: The primary focus of FCSSC is FUN! This league is a positive and encouraging environment that is welcoming to players of all backgrounds and playing abilities, with the goal of getting moving, meeting new people, and having fun while doing it! We look forward to an awesome season of welcoming and inclusive play.

Play that is competitive, overly aggressive, rough and/or unsportsmanlike such as pushing, shoving, elbowing, shouldering, tripping, hacking, slashing, sliding, tackling, ball blasting, chirping, name calling, threats and intimidation, is prohibited and will not be tolerated by FCSSC. FCSSC IS FIRST-AND-FOREMOST-FOR-FUN. ANY ROUGH OR PHYSICAL PLAY WILL RESULT IN IMMEDIATE EXPULSION FROM THE GAME, THE LEAGUE, THE CLUB AND/OR ALL OF THE ABOVE. All players should go out of their way to avoid contact with other players and/or eliminate actions or behaviours that could jeopardize player safety. If accidental contact occurs it is expected that players will apologize for that contact, ensure everyone is all right and stop the game to seek appropriate help as required. This rule supersedes all others!

Equipment/Set-Up: FCSSC Game Hosts will provide paddles and a pickleball and will set-up the net(s) for the game. Teams are welcome to bring their own paddles if they'd like. In addition, FCSSC's Game Host will keep score when possible (ie. Only one game in the gym at a time). If the FCSSC Game Host is unable to keep score, we ask that each team select a player to assist in keeping score.

Mixed Gender Requirements: FCSSC is committed to providing inclusive access to for-fun sport for players of all gender identities.

Teams are comprised of six (6) players with a minimum of 2 players of the non-majority gender (for example, a team with 4 men must have 2 players of another gender on the court). Teams can play with less than 6 players on the court without forfeiting to a minimum of 4, and **must** play with less if they don't meet the gender requirements:

- Teams that only have one (1) non-majority gender players must play with only 5 players on the court
- Teams with no non-majority gender players must play with only 4 players on the court

Game Time/Default:

- Please arrive 15 minutes early so that you can start your games on time.
- Games are 55 minutes in length.
- Games are comprised of 3 RALLY POINT games to 25 points, with a margin of at least 2 points separating the winning and losing team. Games are capped at 27.
- A default will occur if any team cannot field a squad by 10 minutes after the official start time. The second game of the match will be defaulted 20 minutes after the official start time and the third and final game of the match will be defaulted 30 minutes after the official start time (e.g. a team that defaults the first game, can still play the second and third games, providing that enough players eventually arrive). Captains may agree to waive the rules regarding minimum people but this should be decided before the game starts, and the Game Host must be notified. IF IT IS AGREED THAT THE GAME COUNTS, IT COUNTS!

Alcohol/Drugs: ALCOHOL AND DRUGS ARE NOT PERMITTED DURING LEAGUE PLAY! ANY OFFENDERS WILL BE ASKED TO LEAVE THE LEAGUE WITHOUT REFUND. No exceptions.

2. In Game – General Rules

This sport combines the game of volleyball with pickleballs and paddles!

General Rules:

1. Similar to volleyball, teams get a maximum of 3 touches before their ball must be returned to the other side of the net. All 3 touches must be volleys (no bounce in between), and if the ball touches the ground it results in a point for the other side.
2. Players are permitted to return a serve, but must do so from behind the No Spike Zone.
3. A ball that hits the wall or ceiling is considered out of bounds.
4. Players may only use their paddle to play the ball.
5. **No Spike Zone:** The space between the attack lines and around the net is considered a “No Spike Zone” (similar to the kitchen in Pickleball). When playing inside this area, players must make contact with the ball using an upward motion with their paddle so that the ball moves upwards (as opposed to being ‘spiked’ downward)
6. All body parts (arms, legs, feet) and paddles must stay on your own side of the court to prevent injuries at the net.
7. Teams may call a one (1) minute time-out per match if needed except during the final 10 minutes of play.

Serving and Rotation

1. Serves must be made from anywhere behind the attack line. Unlike pickleball, serves may be made overhand, backhand, sidearm or otherwise. Servers may let the ball bounce before serving (drop-serve).
2. Similar to volleyball (and unlike pickleball), the ball may be served from anywhere along the attack line. There are no limitations on which side of the opposing court a serve must be hit to, but the ball must be served past the No Spike Zone.
3. A serve that hits the net but lands within the court boundaries (beyond the No Spike Zone) is considered “in”. A serve that lands outside of the court boundaries or within the No Spike Zone is considered “out”.
4. Servers rotate after five consecutive points. The same team continues to serve as long as his/her team successfully wins the point.
5. Each player must sub off in clockwise rotation, unless it means their team would not meet gender requirements. Subs must enter the game at the center back of the court, to the left of the server (position 6) before your team starts a new server.

Scoring/Finishing a Game:

1. Rally point scoring WILL be used during league play - you do not have to be serving to score a point.
2. If time runs out in the middle of a set, whoever is winning the set at that moment is considered the winner. A team must win at least 5 points in a set in order for it to count as a win/loss. If neither team gets at least 5 points, the set is deemed a tie.
3. If 10 minutes have elapsed after the official start of the game and not enough players are present to field a team, the first game of the match is defaulted. At 20 minutes after the start of the official start time, the second game is defaulted, and at 30 minutes after the official start time, the third game is defaulted. Each defaulted game results in the loss of one (1) in the overall standings.

Discrepancies: All games are self-refereed. Any disputes will be discussed amongst the two team captains. Please play honestly and call your own infractions. If a dispute cannot be settled the point should be re-served.

3. Post-Game – Score Reporting & Departure

Score Reporting: FCSSC Game Hosts will report the score for each game. Please be sure to inform your GH of the game’s score before leaving the facility! Scores and standings can be viewed through your account at www.forestcityssc.ca

Departure: Each week after your game, it is important to leave the court in a timely manner. Teams could be playing after you and will need to get their game started on time. It is also possible that the facility could be closing upon the completion of your game and all staff and FCSSC members will need to depart the building at that time.

4. Playoff Games

No Ringers: To play on playoff nights players must have played a minimum of 2 regular season games for that team. For volleyball leagues, games = nights.

Substitutes: A player is only allowed to play for one team in each playoff round. Players cannot sub in for another team during the same round, most particularly in a championship game. Exception: a player may sub for another team in the same league during the same play-off round IF the game is not a championship game (i.e., title on the line) and the team needing a sub would default the game without the substitute player (resulting in both teams being unable to play).