

Farha Sports Center Adult Volleyball Rules

Updated 11/25/2025

QUESTIONS?

Tyson Rey

Adult Sports Coordinator

YMCA Farha Sport Center Indoor Courts (Andover/South)

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Team/Player Requirements

- **Number of Players** – minimum of 4 to start game, max of 6 players.
- **Rosters** – All participants must complete a waiver before playing.
- **MAX ROSTER SIZE OF 12 PLAYERS**
- Roster must consist of first and last names.
- **The team roster is finalized after the penultimate regular season game. There will be no additions to the roster the final game week prior to the tournament.**
- **There will be no day-of-game substitutions.** If any changes are needing to be made to the roster (including subs), the team captain must notify the league director/coordinator (Tyson) prior to the deadline. For Women's divisions, the deadline is Tuesday at 12pm. For Coed divisions, the deadline is Thursday at 12pm. Any roster changes requested after the deadline will **NOT** be accepted. If a team is found to have played with an ineligible player (not on the roster sheet), they will forfeit that game.
- **Subs** – Players can sub in the league above them throughout the regular season. Subs cannot sub on multiple teams within the same division. **SUBS also apply to the above roster change deadline.**
- If there are any roster questions by either team, this must be addressed **before** the game begins.
- **Liberos are NOT permitted**

Tournament/Playoffs

- The post-season tournament / playoffs will consist of the top 6 teams across each division at the end of the regular season.
- **Rosters** – Players must play on the team that they are rostered on. Players can only play on one team in the tournament. Players must have played in at least 1 gameday to be eligible for the tournament.
- **Format** – Single elimination, best 2 of 3 series (3rd game to 15 if necessary). Winning team receives t-shirts.

Check-Ins

- Rosters will be provided with scoresheets. Teams must check in their players prior to the game (this is the captain's responsibility). The director will take the roster check ins from each Thursday and transfer to a master sheet, if teams did not check in they will not be marked for that week = come tournament time if a player is not marked at least once they will not be eligible
- *ID checks can be imposed if any roster issues arise.*

Games

- **Scoring** – 3 games to 25, win by 2, max score is 30. Rally scoring.
- **Referees** – teams will officiate their own game, any disagreement should result in a replay.
- **Scorekeepers** – scorekeepers are NOT provided, there will be a flip chart on the table for teams to track score if they don't have a spectator do it
- **Time Limit** – 60 minute limit per match, matches will begin promptly at the schedule time. All courts will go off of one universal clock. Once the clock runs out the game is complete, if it is tied play the next point.
- **Forfeit** – after 5 minutes if a team is not ready, game one will be forfeited. After 10 minutes, games 2 and 3 will be forfeited.

In Play

- **Obstructions** – If the ball touches the ceiling or basketball goal, it may be played on the same side as long as 3 hits haven't occurred yet. If the ball hits the ceiling or goal on the opponent's side, the ball is dead.
- Coed League
 - Legal Combos
 - 2 men, 2 women
 - 3 men, 3 women
 - 3 men, 2 women – ghost rule
 - 2 men, 3 women
 - Ghost rule – a team playing with 3 men and 2 women must have a ghost player. This is a hole in the rotation where the third women would be. This means that 3 out of the 6 rotations, the team will only have 2 front row players. The team will also give up a sideout when the ghost rotates to serve.

- A female must touch the ball before it goes over the net if there is more than one hit

Miscellaneous

- **Disorderly Conduct** – Any player or fan demonstrating disorderly conduct will be asked to leave. If they do not leave, the match will be forfeited and authorities will be notified.
- **Children** – Need to be supervised at all times. Violations can result in forfeiture.
- **Music** – Must be appropriate (limited on the cuss words)

Gamedays with NO scorekeepers

- Captains check in your roster on the sheet provided.
- There will be a scoresheet on the table for captains to write down the final score.
 - If scores are not written down nothing will be entered on Team Sideline.
- There will be a universal clock that is run by the site supervisor.
 - 60 minute clock will start right at 6:30
 - Once clock fully runs out, a 2 minute clock will be set followed by 60 minutes at 7:32
 - Once clock fully runs out, a 2 minute clock will be set followed by 60 minutes at 8:34
 - Injuries or other delays will be at the site supervisor's discretion.

Anything not listed will fall under KSHSAA rules.