
2021 KANSAS CITY CORPORATE CHALLENGE

COED VOLLEYBALL

DATES / TIMES: Sunday -Wednesday, May 16–19, 2021

Scheduled game times will be available on the KCCC website on March 25th by 5:00 p.m. (www.kccorporatechallenge.com).

LOCATION:

Mid-America West Sports Complex
Okun Fieldhouse
20200 Johnson Drive
Shawnee, KS 66218



KCCC is taking several steps to enhance the health and safety of the event for participants, volunteers, and staff:

- **Masks:** all athletes, volunteers, and staff will be required to wear masks at all times during event, unless facility guidelines specify otherwise.
- **Physical Distancing:** maintain at least a 6-foot distance between each other.
- **Cleaning and Disinfecting:** extra handwashing and hand sanitizer stations will be available at the event.
- **Facility Guidelines:** KCCC events will adhere to all safety protocols required at each of our host facilities.
- **Spectators:** To adhere to all facility capacity limits, maintain proper social distancing, and limit contact tracing, NO spectators will be allowed at the event.
- If anyone is experiencing symptoms consistent with COVID-19, they will abstain from the event (including but not limited to: fever, chills, cough, sore throat, and shortness of breath).

- Each company may enter one Coed team in the Volleyball Tournament. Teams must have a minimum of 2 male and 2 female players to start. Teams may play with 5 players (2 male and 3 female or vice-versa). 6 person teams can have 3 male and 3 female or 2 male and 4 female players. The combination of 4 male and 2 females is not allowed. Anytime your team has more than one hit, one of the hits (not including blocking) must be made by a female.
- **A team representative must check-in at event, no less than 30 minutes prior to their scheduled game time, and confirm enough participants to play. Team rosters will not be required, but only players who are registered for KCCC and who have signed the KCCC waiver will be eligible. Teams will randomly be checked for player eligibility. Make sure each participant has a photo ID available at game time in the event of a random check. Failure to show IDs at a random check will result in a forfeit, as well as any point penalties resulting from a forfeit.**
- Teams may have an unlimited number of participants for the tournament. **A maximum of 12 players may be used per game.** All the players used in the tournament must be legal players from the company's participation list.
- If a team is playing with 4 players, the server is considered back row and cannot block or attack in front of the 3 meter line.
- **Scheduled game time is forfeit time.** Teams will compete only against companies from within their division.

- The Tournament begins with round robin pool play (with each team playing a minimum of three other teams in the pool play). Round robin pool play will be one game to 25 points using rally scoring, where a point is scored on every serve. (On a side out, the team that gets the ball receives a point.) The first team to reach 25 points, and has a winning margin of 2 points, wins the game – there is no point cap. Teams will be allowed one time-out per game in pool play. The top two teams from each pool, based on win-loss records, advance to a single elimination bracket. (Some Divisions could also have 3rd Place Wildcard teams that advance. This will depend on the number of companies entered in that Division).
- Teams forfeiting any game in pool play will be forfeited out of the entire Volleyball Tournament.
- Once teams have reached the single elimination tournament bracket, all matches will be the best two out of three games. Teams will be allowed a 10 minute grace period bracket play. If a team does not have enough players at game time, the first game is a forfeit and the team has 10 minutes for players to arrive. If the team still does not have enough players after 10 minutes from game time, the match will be forfeited. The first two games will be rally scoring to 25 points – win by 2 points – no point cap. If a deciding third game is needed, it will be rally scoring to 15 points – win by 2 points – no point cap. In the single elimination tournament, losers of the semi-final matches will play for third place.
- Please ask that your participants have their ID with them at all KCCC events. For more information on protests/use of illegal players, please see the KCCC Protest Policy.
- **Each team is required to provide a line judge for their volleyball games.** This applies to both the round robin pool play and the single elimination tournament play. This line judge must be 18 years or older. The line judge does not need to meet the eligibility requirements of players. It is to your company's advantage to provide a line judge who is knowledgeable about the game of volleyball. Please be sure that your company's line judge is at each of your games.
- If a team cannot provide a line judge then it is the team's responsibility to have one of their players serve as the line judge. A team can play with 5 players, using the 6th player as the line judge. Teams playing with 5 players, who cannot provide a line judge, must play with four players using the 5th player as their line judge. Teams playing with four players who cannot provide a line judge will forfeit unless a line judge can be found.
- KSHSAA rules will be followed with KCCC exceptions: a) like uniforms or numbers will not be required; b) free substitution will be allowed (but serving order cannot be altered); c) teams may be eliminated from the tournament after pool play by point spread; d) one time-out per game in round robin pool play; e) jewelry may be worn providing it does not pose a playing hazard; f) no point cap.

TIE-BREAKERS:

- If two teams tie for first place, head to head competition will determine seeding for single elimination tournament.
- If two teams tie for second place, head-to-head competition will determine the team that will advance as the #2 seed to the single elimination tournament.

- If three or four teams tie for first place, total point spread in games involving tied teams will determine the #1 and #2 teams which will advance, seeded accordingly, to the single elimination tournament.
- If three or four teams tie for second place, the team with the highest total point spread in games involving tied teams will advance as the #2 seed to the single elimination tournament.
- In the event of a two-way tie in point spread, head-to-head competition will break that two-way tie.
- In the event of a three- or four- way tie in point spread, the next tie-breaker will be points *allowed* in all games. If there is still a tie, the last tie-breaker will be points *scored* in all games.

VOLLEYBALL RULE HIGHLIGHTS – FOR RULES COVERING SPECIFIC SITUATIONS, PLEASE REFER TO THE KSHSAA RULE BOOK.

- **SUBSTITUTIONS:** Teams may use the KSHSAA Substitution method, but there will not be a limitation on the number of times a player can enter the game or the total number of team substitutions. When returning to the game, a player must re-enter in the same position relative to adjacent players when he or she was in the game previously. KSHSAA Rules will be followed in the event of an injury that requires substitution.
OR...
- Your team may select a specific position on the court and every time a player rotates in or out of that position, a player from the sidelines comes in the game. A team cannot skip players to keep someone in a particular position. In case of an injury, any player on the sideline may substitute for the injured player, but the injured player cannot come back into that game.
- **TIME-OUTS:** In round robin pool play, each team may have one 30-second time-out per game. Injury time-outs do not count against this time-out limitation. In playoff matches (best two out of three games), each team may have two 30-second time-outs per game and KSHSAA Rules will govern injury situations.
- **ROTATION BEFORE SERVICE:** The receiving team will rotate one position, clockwise, before their first service.
- **STARTING / STOPPING PLAY:** The referee will blow the whistle before each serve and will blow the whistle to stop play when a fault occurs, or the ball becomes dead.
- **BLOCKING THE BALL AT THE NET:** The defense may block a ball coming over the net (provided the attacking team has completed its legal attempt to return the ball across the net). Coed Inter-Change is allowed. Back row male players may block but cannot attack. A blocked ball does not count as a hit. The team then has three legal hits to return the ball across the net to the opponents. Any player participating in a block shall have the right to make the next contact of the ball. Back row players may not spike a ball in front of the 3-meter attack line, or return a ball across the net that is completely above the net at the moment of contact.
- **LET SERVE:** A served ball that hits the net and goes over to the receiving team's side is legal.
- **CENTER LINE:** A player may step on the centerline but not on the floor in the opponents' court. Any part of a player's body may be in the air below the net and beyond the centerline if he/she does not interfere with opponents' play by either touching ball or opponent.

- **PLAYER OR BALL TOUCHING THE NET:** A ball in play (including a serve) may touch the net and go on over to the opponent's side of the court, but a player cannot touch the net.
- **BLOCKING OR SPIKING THE SERVE:** A serve may not be blocked or spiked.
- **Reminder of additional rules in effect:**
 - ✓ The server may serve the ball from anywhere behind the baseline.
 - ✓ After the referee's "beckon" for service, the ball must be served within 5 seconds.
 - ✓ There is no "toss and drop" once the referee beckons for service.
 - ✓ The ball may be played with any part of the body.
 - ✓ Blocking – Coed Inter-Change is allowed. Back row male may block, but cannot attack ball.
 - ✓ Back row players in front of the attack line may not return the ball across the net unless part of the ball is below the net when the player contacts the ball.

Additional Rules

- Round robin pool play will be one game to 25 points using rally scoring where a point is scored on every serve. (On a side out, the team that gets the ball receives a point.) The first team to reach 25 points and has a winning margin of 2 points wins the game – there is no point cap. Teams forfeiting any game in pool play will be forfeited out of the entire Volleyball Tournament.
- Once teams have reached the single elimination tournament bracket, all matches will be the best two out of three games. The first two games will be rally scoring to 25 points – win by 2 points – no point cap. If a deciding third game is needed it will be rally scoring to 15 points – win by 2 points – no point cap.
- Please refer to the KCCC Point System for information on points for Volleyball.

**THIS INFORMATION IS SUBJECT TO ANY RULE INTERPRETATION CHANGES
WHICH MAY OCCUR BETWEEN NOW AND THE 2021 KANSAS CITY CORPORATE
CHALLENGE.**

**For more information regarding the Volleyball Tournament,
contact Ben Hess at 913.362.8700 / ben.hess@jocogov.org**