



2026 KANSAS CITY CORPORATE CHALLENGE



VOLLEYBALL

DATES / TIMES: Saturday, May 16th, 2026 - Thursday, May 21st, 2026

Scheduled game times will be available on the [KCCC website](#) by 5:00 p.m. on March 20th, 2026.

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

- Each company may enter one men's and one women's team in the Volleyball Tournament. If a company does not enter a women's team, they may have any women wanting to play join the men's team and play in the men's tournament. If your men's team adds any women players, please be aware that your competition could be an all-male team. If your company enters a women's team but ends up forfeiting in the women's bracket, those women will not be permitted to join a men's team.
- **A team representative must check-in at event, no less than 15 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. Teams must have a minimum of 4 players to start.
- 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.
- 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. No ball caps allowed; 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 tiebreaker will be points *allowed* in all games. If there is still a tie, the last tiebreaker 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.

➤ **Libero Rules**

- Must wear a contrasting color jersey.
- Cannot play front row.
- Cannot touch the ball above the net.
- Overhead set on or in front of attack line—hitter cannot touch above net.
- Replaces back row players only and must be replaced by the same player.
- One Rally must occur between replacements.
- Can serve, but only for one rotation position per set.
- Transition occurs in the libero replacement zone (sideline between attack line and the end line).

➤ **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). 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.

- ✓ 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.
- Please refer to the KCCC Point System for information on points for Volleyball.
- *For the health and safety of all KCCC participants, staff, and volunteers, we ask anyone experiencing symptoms of illness to abstain from the event.*

**THIS INFORMATION IS SUBJECT TO ANY RULE INTERPRETATION CHANGES
WHICH MAY OCCUR BETWEEN NOW AND THE
2026 KANSAS CITY CORPORATE CHALLENGE.**

**For more information regarding the Volleyball Tournament,
contact Scott Frankum at 913.826.3167 / scott.frankum@jocogov.org**