

## **TRIPLE BALL**

Follows BWAC volleyball rules with the following additions:

### **Sequence**

The game follows a sequence of three rallies (service, free ball 1, and free ball 2).

- 1<sup>st</sup> rally – introduced by the server
- 2<sup>nd</sup> rally – introduced by a free ball tossed to the receiving team (6 spot)
- 3<sup>rd</sup> rally – introduced by a free ball tossed to the service team (6 spot)

The service alternates between teams after each three-ball sequence.

### **Scoring**

Every ball introduced is worth one point; a set can be won in the middle of a three-ball sequence.

### **Toss**

- A coach, assistant coach, or a competent volunteer can toss the free ball to their team.
- Free balls are tossed underhand, with two hands and little to no spin, above the height of the antennae to allow athletes time to play the ball.
- The free ball will always be tossed directly to the athlete in position six, otherwise a replay will occur.
- Athletes can only play tossed free balls from behind the attack line, otherwise a replay will occur.
- The free ball will be tossed once the front row players are at the net (ready to transition) and all athletes have been told that the ball is being introduced, via the “ref whistle”.
- On the free ball, the athlete cannot send the ball back over the net on the first hit whether intentional or not. If the ball is played over the net on the 1<sup>st</sup> hit of a free ball, the referee will signal for a “replay”. If, on the replay, the player hits it over on the first hit, the opposing team will be awarded the point. The goal of having a tosser is to make (pass, set, spike) rallies easier to achieve.

### **Time Out**

Requests for time-outs during the three-ball sequence will be considered improper requests; time-outs must be made before the introduction of a serve.

### **Other**

Per league rules a team can play with five players if enough kids aren't available. In this instance, the team will lose the point during the serve but the two free ball points will be played and awarded to the team that wins the rally.

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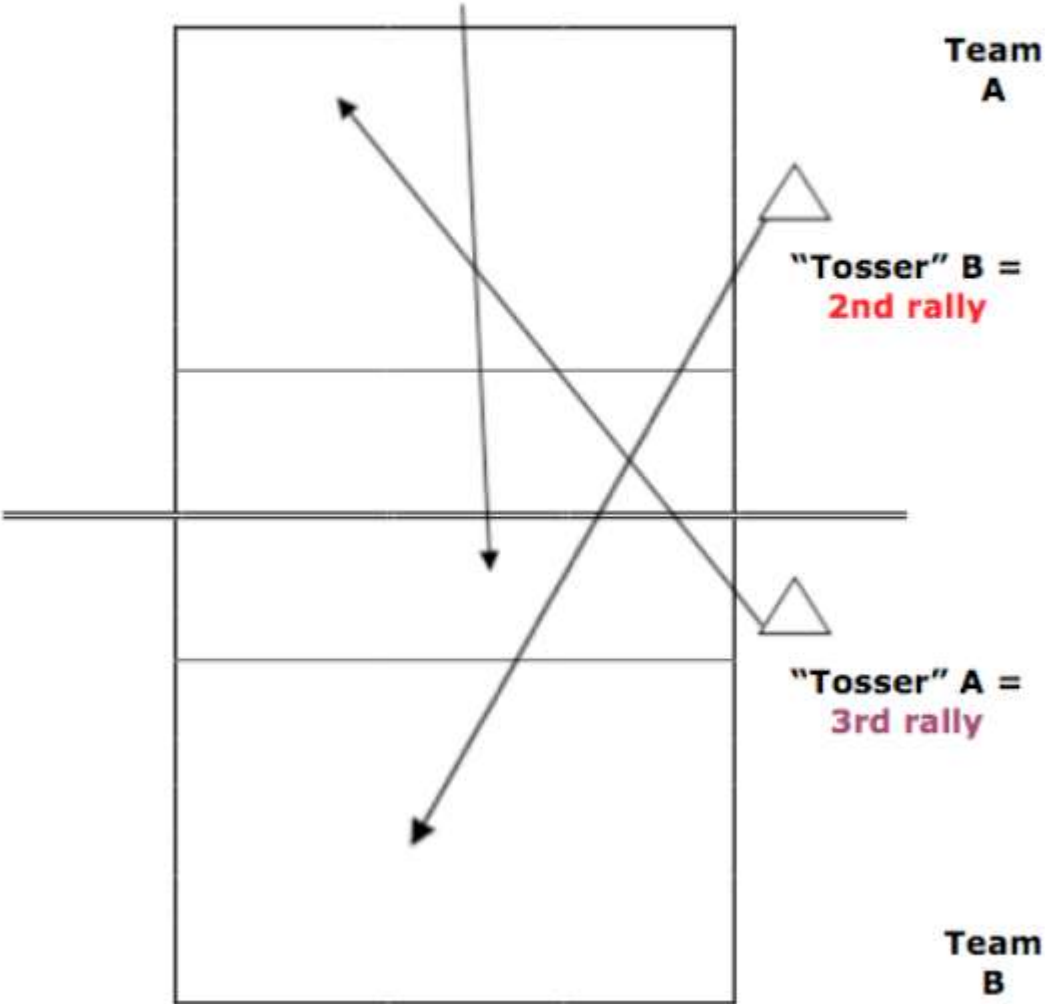
**Triple-Ball Diagram**



Team A Ball Retriever

**Server = 1st rally**

X



Team B Ball Retriever