



Court 2

Court 1

Entrance

⚡ = Linesmen

⊕ = DownRef

★ = UpRef



## **Indoor rules of play**

Balls coming into contact with the ceiling, wire, pendant lamps, and rope ladder while crossing the plane are OUT; play stops, point/sideout (balls that hit the ceiling on first or second hit, cross the plane and fall back into attacking team's side ARE NOT PLAYABLE).

Balls coming into contact with the ceiling, wire, pendant lamps, and rope ladder, if prior to the third hit and not having crossed the plane, are GOOD; play continues.

Balls coming into contact with basketball equipment **on the outside of the courts (above the up-ref stations)** are OUT; play stops, point/sideout.

Balls coming into contact with basketball equipment **at the end of the courts (above the service lines)** may be OUT, at the discretion of the referee; play stops IMMEDIATELY. Referee MUST make one of the following calls:

- if the ball was clearly headed out and unlikely any player could have gotten to it, or no attempt to play it is made: OUT, point/sideout.
- if the ball was otherwise playable, and player attempted to play ball but was interfered with by the basketball equipment: REPLAY

Balls coming into contact with back or side walls or heating unit on wall are OUT; play stops, point/sideout.

A ball coming onto court from another game STOPS PLAY IMMEDIATELY; replay.

Down balls touching **any part** of the court lines is IN. Balls attempted to be brought back into play from a wild pass must stay **inside** of the net antennae.

Player steps onto the other court, OUT; play stops, point/sideout.

A player's foot **completely** crossing the line is a LINE FAULT; play stops, point/sideout

Any other body part (i.e., hands, knees, etc.) **partially** on the center line or on the opponent's side of the court is a LINE FAULT; play stops, point/sideout.

During regular season play, games go to 25 (win by 2 points, games are capped at 27); when a team is waiting, game begins at 4. Tournament scoring is in effect during all CBVA mini-tournaments.

## **Roles of court officials**

Note: If a team is off, and workers are needed, **all team members must work. Assumably, all Intermediate and Advanced players are qualified and should be willing to UpRef. If yer not gonna work, yer not gonna play.** All workers should pay attention to the game at all times (no chit-chatting, daydreaming, or cell-phone use) and - for safety reasons - must stand.

**UpRef:** Has final say on all calls and, in extreme cases of whining, has the option of carding a team and as a result, award another point to the non-whining team. Disputes should be handled with grace and tact by the UpRef, team captains (and team captains ONLY) and DownRef, if necessary. Ultimately, UpRef still has final say on all calls.

**DownRef:** Keeps score and assists UpRef with net and line fault (“under”) calls; can also help with judgement calls if UpRef’s view is blocked; doesn’t whistle for court violations but indicates the call to the UpRef who can accept the assistance or not; watches the receiving team for positional violations (i.e. out of rotation), while the UpRef watches the serving team for positional violations.

**Linesmen:** Calls a downed ball in or out, by court lines or net antennae; calls service line fault and touches off a block or defensive player at the net.

Discrepancies between DownRef and Linesmen are decided by the UpRef, who may, in extreme cases, replay a point if truly no resolution can be found. At all times, an UpRef is the final judge on the court.