

MAMT VB 2025

OFFICIAL TOURNAMENT RULES

PLAYER CONDUCT

All players are expected to maintain the highest standards of conduct throughout the tournament.

All participants must adhere to the official rules and regulations as well as the COEJ Code of Conduct.

- Good sportsmanship must always be maintained.
- Players must show respect towards referees, linespersons, volunteers, players of all other teams, and spectators.
- Zero tolerance will apply towards foul or abusive language.
- Referee decisions are final and cannot be appealed during the match.
- COEJ may eject individuals or teams from the tournament due to misconduct or violations of the Code of Conduct.
- Food or beverages are not allowed on the sports floor. If eating or drinking nearby, ensure you do not leave a mess. Garbage bins and recycling points will be located in the area – please be responsible.
- Water refill stations will be available on the sports floor and at other locations.
- Teams will be provided with pre-washed, refillable water bottles upon arrival.

GENERAL GUIDELINES OF THE TOURNAMENT

BALL SPECIFICATION

- Ball pressure should be set at 11 PSI.
- The official tournament ball will be MIKASA.



COURT SPECIFICATION

- Net Height: 8 feet (2.44m)
- Net Tightening: May take place at various times throughout the tournament to maintain the 8-foot height.
- Court Dimensions: 34 x 34 feet (10m x 10m)
- 5-foot attack line from the net

RULE MODIFICATION

COEJ, alongside the host Hyderi Sports Association, reserves the right to modify any tournament rule at its discretion.

All decisions are final and binding.

TEAM REGISTRATION

- Players are not permitted to register with more than one team and may only compete for the team they are registered with, with the exception of netties.
- A maximum of 12 players are allowed on a team's roster.
- The number of players per team will be based on the number of players registered and paid for.
- No changes to player numbers are allowed after the deadline of 26th September 2025.

TEAM COMPOSITION AND ELIGIBILITY

- On-Court Players: A maximum of 11 active players are allowed on the court; a minimum of 5 players is required to start a match.
- Only active players may contact the ball.
- Players are not allowed to switch rosters or play for more than one team.
- The only exception applies to teams requiring a netty – floating netties may play for teams within their jamaat.



- Substitutions are permitted during timeouts or between games in playoffs. The referee must be notified.
- Inactive players must remain on the sidelines. Standing behind the baseline is not allowed for safety reasons and to avoid confusion between active and inactive players.

GAMEPLAY RULES

1) SERVING

- The first serve and side for each single-game match are determined by a coin toss.
- Subsequent games in best-of-three matches will alternate service and side.
- The server must wait for the referee's signal/ whistle before serving.
- Only underhand serves are permitted, and the ball must be hit with one hand or arm after a toss.
- The serve must be executed within approximately 8 seconds (not timed) of the signal. Failure to do so will result in a warning by the referee. If action is repeated then the referee will award service to the opposition team.
- At least one foot must be within or touching the service box line at the time of service.
- The server may only enter the court after the ball has crossed the centre net.
- After one warning, failure to comply will result in the serve being awarded to the opposing team.
- Front-row players may create a screen to block sight of the serve but may not block the serve itself.
- A serve that crosses the net outside or around the pole is void.

2) BALL AND PLAYER CONTACT RULES

- Touching the net, crossing into the opposing court, or contacting an opponent is considered a foul.



- Players may legally extend their hand under the net without touching it (e.g., swiping motion).
- If the ball hits the net poles, the ball is dead, and the opposing team is awarded the point.
- If the ball contacts the net strap or rope, the ball remains in play.

3) ATTACKING AND SPIKING

- One-handed spiking on the third ball is not permitted unless the referee deems the player's effort to keep the ball in play.
- One-handed spiking on the first ball is allowed.
- On third-ball attacks, players may not jump and shoot downward from within the 5-foot line, though they may land inside it.
- Netties may spike on the first ball within the 5-foot line.
- Open-handed and closed-handed contacts are legal, but punching the ball is considered a foul.

4) NET PLAY

- Any ball crossing from the opposition side can only be returned or hit into the net by the netty for the other netty to lift, regardless of whether it hit the net strap or not.
- Any first ball put into the net can only be set for a third-ball attempt.

5) GAME PROCEDURES AND TIMING

- Teams are granted a 2-minute grace period after the previous match. A 16–0 forfeit may be declared if a team fails to appear with a minimum of 5 players at the time of the first serve.
- In a situation where the game was started with less than the maximum players, due to lateness. The team will only be allowed to add the rest of the players by taking a time out. This will mean that no further time outs will be available for that team.



- If a team voluntarily gives a 'bye,' they will receive a 16–0 loss in the standings.
- An 11-0 score line brings the game to an end. The score will be recorded as 16-0 in the standings.

6) GAME CLOCK

- Each game lasts 15 minutes. The final minute is played with stopped time.
- The clock is stopped during the 30 second timeout. Only a single time out is permitted per team per game.
- If a rally is ongoing when time expires, the rally must be completed.
- In case of a tie at the end of regulation:
 - 6.1) Round Robin: The team with serve possession wins.
 - 6.2) Playoffs: The match proceeds to Sudden Death.
 Sudden Death: A single rally determines the winner. The team with serve possession at the end of regulation begins the rally.

7) TOURNAMENT STRUCTURE

7.1) Round Robin Stage

- A coin toss decides serve or side at the start of the match.
- Matches are 15 minutes long, with stopped time in the final minute.
- The team that reaches 16 points first wins (game point at 15).
- If the time limit is reached before 16 points, the team with the higher score wins.
- If tied, the team with serve possession at time expiration wins.

7.2) Tie Breakers

- Two-team ties: Head-to-head result.
- Three or more teams: Point differential.



- If still tied: Points For → then Points Against.

7.3) Playoff Stage

- A coin toss determines serve or side before each playoff match.
- Quarterfinals: 15-minute matches (stopped time in the final minute).
- Semifinals & Finals: Best-of-three series.
- Teams switch sides between games. The team that loses the previous game serves next.
- Each team is allowed one 30-second timeout (match clock will be stopped) per game, with no timeouts permitted in the final three minutes.

8) TEAM OFFICIATING RESPONSIBILITIES

- A referee schedule will be published alongside fixtures.
- Each team captain is responsible for appointing one referee and two linesmen.

9) THE LEGENDS TOURNAMENT (50+) SPECIAL RULES

- All standard rules apply, except for the following modifications:
- Format follows the main tournament, with semifinals immediately after the round robin stage.
- A maximum of two players per team from this category may participate in the open tournament.
- No 5-foot rule applies.
- Netties may be borrowed from any team (no age restriction).
- Netties can lift the first ball that has dropped or touched the net from the opposition to set up a third-ball play.



- Spiking is allowed on any ball.

10) OFFICIAL ORGANISERS

- COEJ Sports Board
- Hyderi Sports Association

11) VAPING AND SMOKING

Please ensure you use the designated areas.

Smoking or vaping is strictly forbidden inside the venue.

DISCIPLINARY GUIDELINES

Our Ethos

Before we are athletes, we are Shia Muslims — followers of a faith built on respect, humility, and integrity. Every action, word, and gesture on court reflects not just ourselves, but our values, our centres, and our community.

The Mulla Asghar Memorial Tournament is more than a sporting event — it is a celebration of unity, brotherhood, and community spirit. While competition drives us to perform our best, it must always remain balanced with akhlaaq (good character), sportsmanship, and mutual respect.

FINAL REFLECTION

Let this tournament be a reminder of Mulla Asghar's legacy — unity through faith, friendship through sport, and respect through conduct. Play with passion, compete with excellence, but above all, represent your faith and community with honour.

