

Volleyball 4x4 Tournament Rules

FORMAT:

The tournament will follow a format with two groups:

- Group A: with 4 teams.
- Group B with 4 teams.

At the end of the group stage the top two teams from each group will advance to the Final Four, which will use a playoff format:

- 1st place from Group A vs 2nd place from Group B
- 1st place from Group B vs 2nd place from Group A

The winners will move on to the final and the losers will play in the third-place match.

GENERAL PRINCIPLES:

- 4x4 Volleyball is an alternative version of the game, based on traditional 6-on-6 Volleyball.
- 4x4 Volleyball generally follows the basic rules as defined in the official Volleyball Rules 2025-2028 – [FIVB Official Volleyball Rules 2025-2028](#).
- There are, however, some rule differences, which will be addressed as follows.

TEAM'S LINE-UP:

- Each team is made up of 4 players in the field and a maximum of 2 substitutes.
- A maximum of 2 players of the same gender may be on the court at a given time, regardless of the match situation.
- In the case of non-compliance with the previous rule or in the case of the presence of less than 4 players in the field, the team scores 0 points in the respective game.

- If, before the start of the Alliance Games, a volleyball team has no substitute players due to withdrawals, one basketball player of the same gender from the same University who is registered for the tournament is allowed to join the volleyball team.

SPECIFIC RULES:

- Free substitution is permitted: players may enter and leave the court freely without it counting as a formal substitution. These changes must be made between plays.
- There is no standard volleyball "libero" position.
- All players are universal and may play in any role or position during the match.
- Rotation is required only for serving order.
- The tournament will be played on an official 18x9 volleyball court.
- Net height: 2m35 (mixed).

SCORING SYSTEM:

- **Match** structure: Matches will be played in a best-of-three format, with each set played to 25 points, except the third one which will be played to 15 points (in both cases with a difference of 2 points if necessary). The team that wins two sets is declared the winner.
- **Points** distribution per match result:

Victory (2/0): 3 points

Victory (2/1): 2 points

Defeat (1/2): 1 point

Defeat (0/2): 0 points

- **Tie-break** criteria: In the event that two or more teams are tied on points at the end of the group stage, their ranking will be determined by the following criteria, applied in order:
- **Head-to-head** result: The team with the better win-loss record in the direct confrontations will be ranked higher.
- **Set difference** in matches between the **tied teams**: Calculated as sets won minus sets lost in games involving only the tied teams.

- **Points difference** in matches between the **tied teams**: Calculated as points scored minus points conceded in games involving only the tied teams.
- **Set difference in all group games**: Calculated as total sets won minus total sets lost during the entire group stage.
- **Points difference in all group games**: Calculated as total points scored minus total points conceded during the entire group stage.
- **Total points** scored in all group games: The total number of points scored across all group matches.
- **Coin toss**: If all the above criteria fail to break the tie, a coin toss will determine the ranking.

TIME OUT:

Each team has two time-outs per set, each lasting 30 seconds.

ADDITIONAL INFORMATION:

The main referee of the tournament will set the technical aspects of umpiring with captains and coaches 30 minutes before the tournament.
