



## CO-ED VOLLEYBALL LEAGUE INFORMATION

### League Eligibility Regulations

#### A. Team Rosters and Liability Forms

1. Sign up your team first on the volleyball web-site. Have each player sign themselves up on the web-site. When the whole team has signed up, the league coordinator will send you a form that will be taken to the CRC for team registration and payment. The manager will send the league coordinator a copy of the receipt of payment.
2. All players must have signed the team roster/liability form prior to their first game. This is the official team roster form. If not signed, players are not officially on the team.
3. Any team that plays with an ineligible player is subject to forfeiture of all league games in which that player played.
4. All teams should have six players, with at least two female on the court at the start of each service. If a team only has one female player on the court, up to three male players can play in that game. If only one female is on the court, and the team may play with four male players with the opposing teams permission and at the cost of 4 points added to the other team. If there are no females and the other team permits the team to play, the offending team may play with 4 males with penalty of 8 points. Additional males may play with a cost of 4 penalty points each.
5. The manager must name at least 2 players to help call lines when their team is scheduled.

#### B. Adding Players

1. Any player added to the team roster must be done prior to the end of first league game. After the first week, a player may be added to the roster with a \$30 roster change fee. After game five, the roster change fee will be \$50. Team roster must be signed before player is allowed to participate in any games or matches. League coordinator may waive the penalty at his discretion.

#### C. Schedule and Playoff Procedures

1. Leagues will normally consist of 6 teams. Team may be added if scheduling permits.
2. League champions will be determined through playoffs. The top four teams will participate in each league's playoffs.
3. Ties in the final standings will be broken by head to head play results during the regular season between the teams involved. Second tie breaker will be head to head play between all the teams in the playoffs. Third tiebreaker will be based on points differential between those teams still tied.
4. Playoffs will be single elimination and determine the final league champion.
5. Players on the team roster must participate in a minimum of three matches during the regular season in order to be eligible for the playoffs.

#### D. Forfeits

1. If a team is not ready to start play 5 minutes after scheduled game time for the first game with a minimum of 4 players, the first game shall be forfeited. Second game will be forfeited 25 minutes after the scheduled game time. Third game will be forfeited after 40 minutes past scheduled game time. A forfeit is recorded as a 0-25 loss.
2. A team forfeiting three matches in a season will be dropped from playoff contention.
3. Any team dropped from the league during the season will not be eligible to participate in the following league season.

### League Structure

#### A. Governing Body

1. The Volleyball Coordinator in charge shall serve as League Director and has final authority on all decisions pertaining to the Volleyball Leagues.

#### B. Gymnasium Supervisor/Referee

1. The Gymnasium Supervisor/Referee shall oversee the nightly matches and shall be responsible for the enforcement of all rules and regulations pertaining to league play. Gymnasium Supervisor/Referee may make decisions to ensure the proper conduct of game action and shall be the representative at the facility.

### C. Games Rules

1. All matches will begin 5 minutes past the hour. Leagues will play 3 games per match. Games are to 25 points rally score; win by 2 with a 29 point cap. Each game counts as a win or loss in the standings. Standings will seed teams in the playoffs. If time limit is reached, the leading team must have reached 12 points and be up by 2 to be awarded a win. If 12 points are not reached at time limit, that game will not count in the standings. League standings will be determined by won loss percentages.
2. Manager will turn in a roster with position of all players prior to start of game. If a player needs to be added to the game roster after the start of a match, the manager must call a time-out and modify the roster as permitted by referee.
3. Two form of substitute will be permitted. One, player A always subbing for player B (and B for A) during a single game. Two, Players may rotate out at one position and rotate in at the next adjacent position at the next side out. Sub must be noted on the game roster. Unlimited number of substitutions will be permitted.
4. Profanity (Shxx, Fxxx, Daxx, etc) will result in loss of ball and an extra point for the opposing team. Use of Fxxx word will result in loss of ball and two points for the opposing team. Two such violations will result in ejection of that player.
5. The referee is in charge of the game and has final say on all matters. If official is harassed, he/she will stop the game and eject the player.
6. Ejection of Player: If a player is ejected from a game, the player must leave the facility. Ejected players may not participate in their team's next set of games, either that night or the following week.
7. No timeouts are allowed in the last five minutes of the match hour; except in case of serious injury.
8. Ball striking a wall/curtain shall be declared out. Team hitting the ball last will lose point &/or serve.
8. Any ball striking the ceiling or overhead supports shall be in play so long as the team hitting the ball last may legally play the ball again within their 3 hits. Any ball striking the ceiling or overhead supports and crossing the net to the opposing team will result in loss of point.
9. Any ball or person touching the curtain, bench or any part of the net system (including padding, ball-cart, and referee stand) outside the antennas will result in loss of point.
10. Back row players may only jump and attack a ball from behind the 10 foot line.
11. Players may serve from anywhere behind the back court line within the sidelines but are allowed only one upward toss to complete a legal serve. Serves that touch the net and continue over are legal.
12. Serves may not be blocked or played above the net in front of the 10 foot line unless the ball is kept on the receiving teams' side.
13. Any first ball over the net may be doubled by the player involved but lifts are not allowed. Any first ball over that is not a pass and is hand set for an attack is subject to a double contact foul.
14. Ghost Rule: When teams playing with less than 6 players: If it is the ghosts turn to serve, the ghost will be credited with a missed serve and the other team will rotate and the next player will serve the next volley.
15. Teams who begin play with less than 6 players must play the ghost player rotation rule, leaving a space for missing players in both rows. Players may be added immediately after a stop in play by the captain calling a Time-out. Added players must enter at the open position and rearrangement of players currently on the floor is not allowed. Final arrangement is left to game official if it is not resolved by captains.
16. Players must be on the team roster in order to participate in any matches. No swapping of players from team to team.
17. Managers or a team captain should check & sign the score sheet at the conclusion of the match. The scores will not be modified after the score sheets have been published.
18. Players must rotate their position at winning every side-out.
19. Minimum age will be 16 years of age for Ladies League. A parent must sign the waiver for a minor under 18. Minimum age for Coed League is 18 years of age.
20. Loss of a point will be deducted from a teams games played that day or the last victory for the team for the following infractions:
  - A) Stretching or Standing on the Game-floor.
  - B) Hitting or Serving the Ball after the call of "Serves" or "Balls-In" respectively.
  - C) Players absent from Line Judging duties – One point deducted for every 5 Minutes of absence per player.