



## CO-ED VOLLEYBALL LEAGUE INFORMATION

### League Eligibility Regulations

#### A. Team Rosters and Liability Forms

1. Sign up your team name first on the volleyball web-site. When the whole team has signed up & paid, the team manager will send the league coordinator an email with your full roster including phone number and email for all players.
2. All players must have signed the team roster/liability form prior to their first game.
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 at least six players, with at least two females on the court at the start of each service. When a team is short a male or female player, they must play with a ghost (as if a player was occupying that position). The ghost rule will only apply during playoffs. A serve by the ghost will be a service fault. Ghost rule may not be waived by the other team. If there is a 5v5 game, both teams will play with one ghost. You may only have a maximum of 4 males on the court.
5. Non-Primary players (Subs) may play in any game; however, the team manager must designate at least 6 primary players on the roster.
6. The manager must name at least 2 players to help call lines when their team is scheduled for the Competitive League.

#### B. Adding Players

1. Any player added to the team roster must be done prior to the end of the third league game. After the third week, a player may be added to the roster with a \$50/player roster change fee. The new player must be fully signed up & paid before the player is allowed to participate in any games or matches. League coordinator may waive the penalty at his/her discretion. No player may be added after the 7th match of the season.

#### C. Schedule and Playoff Procedures

1. Leagues will normally consist of maximum 8 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 is based on points differential between those teams still tied. Third tie breaker is coin toss.
4. Playoffs will be single elimination and determine the final league champion.
5. If we run out of time and require a third game, the third game will be played up to 12 points, must win by 2 points with a 19 point cap.

#### D. Forfeits

1. If a team is not ready to start play 5 past the scheduled game time, for the first game with a minimum of 2 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 0-12 loss.
2. A team must have at least one female on the court, otherwise forfeit the game.
3. A team forfeiting three matches in a season will be dropped from playoff contention.
4. Any team dropped from the league during the season will not be eligible to participate in the following league season.

### League Structure

#### E. Governing Body

1. The Volleyball League Director is in charge and has final authority on all decisions pertaining to the Volleyball Leagues. Our code of conduct is governed by the rules of SANCRA. You may find the SANCRA code **BELOW**
2. The City of Morgan Hill is committed to assuring that its programs are free from discriminatory, inappropriate, and disrespectful conduct or communication; therefore, we reserve the right to disallow any team name that we feel may be unacceptable due to a racial, religious, sexual, or is otherwise degrading in nature. We ask that all team names, upon submittal, not contain or refer to profanity and/or not be racial or sexually explicit in nature. The City desires to support positive sportsmanship and games that are free from arguments, disagreements, and distractions. Politically themed names will not be allowed to be used in the league. In the event we need to remove a team name we will change the schedule to reflect the Coaches last name or provide the opportunity for the team to change their name.

F. 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.

G. 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 win-loss percentages and using the tie breaker rule as per section C3.
2. Manager will submit 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 forms of substitution 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. If only one female on the floor, the substitution may only be made as player A for B and B for A.
4. Profanity (Shxx, Fxxx, Daxx, Helx, 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 an 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 attend their team's games for the duration of the suspension. The team is not penalized by the ejection, so they may sub another player for the ejected player otherwise play with a ghost.
7. No timeouts are allowed during the last 5 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 the point.
9. 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.
10. Any 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.
11. Back row players may only jump and attack a ball from behind the 10 foot line.
12. Any back row player jumping up to block or contact the ball that goes over the net will be called for a back row attack.
13. 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.
14. 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 team's side.
15. A ball attacked by a female from the front row may not be blocked or attacked by a male player in the Intermediate League. If the ball is set or passed underhand, it may be attacked by a male.
16. If a player touches the net/net-setup or goes under the net as part of a hitting motion, it will be considered a foul even after the ball has hit the ground.
17. To provide more time for playing the actual games, everyone will be permitted to warm up up to 0:59:00 mark on the clock and then hitting will be permitted up to 0:57:00 mark and serving permitted up to 0:56:00 mark. The game will begin at 0:55:00. All players should arrive early to warm up either on the bench (stretching) or outside of VB court area.
18. 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.
19. Players may be added immediately after a stop in play by the captain calling a time-out. Added players must enter at the empty spot in the lineup and rearrangement of players currently on the floor is not allowed.
20. Players must be on the team roster in order to participate in any matches. No swapping players from team to team.
21. 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.
22. Players must rotate their position at winning every side-out.
23. Minimum age will be 14 years of age for Intermediate League. A parent must sign the waiver for a minor under 18. Minimum age for Advanced League is 18 years of age.
24. Loss of a point will be deducted from a team's games played that day or the last victory for the team for the following infractions:
  - a. Walking across the back of the court, Stretching or Standing on the gym-floor while game in progress. This applies to players and spectators.
  - 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.