

League rules – Special Emphasis

HIGHLIGHTED RECENT RULES CHANGES:

Co-Ed Line-Up Rules:

- Males may not align side by side in the rotation.
- Teams must have 3 players present to start (may not be all of one gender).
- If less than 5 players are present to play, only 2 players are allowed in front row.
Allowed alignments: 2 & 1 either gender (only 2 in front row), 3 & 2 either gender
Other alignments allowed:
3 Women & 1 Man, 4 Women & 1 Man, 4 Women & 2 Men
(only 2 in front row)

Rosters:

1. Players must be 15 years of age and not currently participating in their scholastic volleyball season (high school/college).
2. 12 players are permitted per roster – players may be added by calling the Parks & Rec. Office (563-7781) or through your volleyball official. The P & R may veto player additions if the competitive balance of the league is threatened.
3. Players may play on only one team per night.
4. Players must have participated in 3 matches to be eligible for the play-offs.

Game Time & Length:

1. Scheduled game time is forfeit time (there is no grace period). If your team is unable to begin play at the scheduled time Game #1 is forfeited, 15 minutes from scheduled time Game #2 forfeited, and 30 minutes from schedule time Game #3 is forfeited. We must follow this strictly to best have games start on time for all players.
2. You must have at least 3 players to start play (Co-ed: see gender examples at top of this page).
3. WIAA Rally Scoring will be used: up to 25 points (must win by two) each game (a point is awarded on each serve). When time limit portion of game starts (after 50 minutes) the first team to reach 25 will win (do not have to win by two points).
4. Teams are permitted one time out per game. No time outs are permitted when the game's time limit is reached.
5. Coin flip will begin process of serve/side in Game #1, reversed for Game #2, coin flip for Game #3.

Court Boundaries:

1. Walls, referee stands, basketball hoops mounted to the walls AND WHEN BALL TOUCHES THE HEAT DUCTS is out of bounds.
2. Ceiling lights, basketball hoop raised to ceiling are in play if the ball does not travel over the net to the opponent's side. (Exception: serve is dead any time it touches the ceiling apparatus).
3. The near sideline of the gymnasium's other court is considered out of play. The ball must be contacted and the player making contact may not cross the out of play line. Referees may only waive this rule if no game is scheduled on the other court.

Serving:

1. Server must receive acknowledgment from the official to begin serve. Warning first, then violation per each service opportunity.
2. Any legal serve may be used.
3. Due to space limitations the server may take ONE step on to the court for a legal serve.
4. When returning serve ALL players may make initial contact using the bump **OR SET** technique.
5. Players may not block or attack a serve.

Other Rules of Play:

1. Emphasis will be on safe play at the net. Any part of a player's body (hair, hands, jersey) striking the net is a violation. The entire foot or entire hand must cross the center line to be in violation (any other body part even partially crossing the line is a violation). Also, if the hand or foot makes contact with an opponent on the opponent's side of the line it is a violation. For safety reasons this will be closely called.
2. Spiking is permitted by all players – back row players must leap from behind the 10 foot spike line.
3. Back row players within the 10 foot spike line must play the ball below the top of the net.
4. Prolonged contact with the ball will determine whether a carry or held ball violation is caused. Any ball in prolonged contact with the body (open hand, rolling down arms, resting on body, or fingers while re-directing a ball) will be a violation.
5. Substitutions must take place in the back row center position following the serve position.
6. Co-Ed: Any time the ball is played more than once, a woman must play it before it crosses the net.
7. Co-Ed: If less than 5 players are present only TWO players may play front row (block, spike & play ball above net).

Conduct:

In order to retain officials and maintain sportsmanship in our program we follow these guidelines:

1. Disrespect toward the official or opponent will warrant a warning. 2nd offense is point for opponent, 3rd offense-ejection from the game and point. Ejection will carry an additional one match suspension. A second ejection removes the player from the league.
2. The referee's decision is final.