

ADULT RECREATION VOLLEYBALL RULES

1. Official USA rules will be in effect with the following points to be emphasized and with the following exceptions:
2. All Community Education volleyball leagues are self-officiated. No 4 player teams allowed, this is a 6 player league.
3. Teams must have at **least 2 players** to begin a match, and games will start exactly on time as scheduled (game time is forfeit time). Mixed Leagues will use a GHOST RULE if there are more men than women). Teams short of players will not be issued a side out.
4. Each match will consist of 3 games and each game counts 1 point in the standings. In playoffs, a best of 3 games will be in effect; for playoffs and regular season, the first team to 25 wins - **no need to win by 2.** NO practicing in corridor, warm up time only if time allows.
5. A ball other than the serve may strike 1 or more times on the ceiling and/or fixtures above the court and may still be in play by the offending team according to the rules as though the ball had not touched such obstruction(s). However, no such rebounding ball may legally strike above the opponent's side of the net nor may it legally fall to the opponent's playing area. The baskets on the end of the courts at Voyager are dead, and a dead ball. At Voyager gym the climbing net and ropes are live. The walls and divider curtain are also dead ball areas.
6. First team contact can be a double hit. Any ball after must be clearly hit. If the ball momentarily comes to rest in hands or arms of the player, it shall be considered as having been played illegally. (This is called a lift).
7. Players may play the ball outside of the boundary line. A ball contacting a boundary line is in. Court or service shall be declared by a flip of a coin.
Please respect others during matches and leave gym bags up against the wall, out of the way.
8. Teams have 3 hits or less to return the ball over the net. After the third hit the ball must break the plain above the net before it can be attacked; but can be blocked. No foot stamping or distracting of the opponent. Unsportsmanlike behavior will not be tolerated. A block cannot be a double hit.
9. Players may step on, but not over the centerline. A player may touch the floor across the centerline with one or both feet, or a hand/hands, provided part of the foot/feet or hand/hands remains on or above the centerline. Knees and body parts across are still a violation. Likewise, you may not step over the end line while serving. While ball is in play, a player may never contact the net. (hair is not included)
10. Each player is required to wear tennis shoes. NO black-soled shoes are allowed! No food or beverages are allowed in the gym! **Do not hang on baskets!**
11. The losing team shall choose to serve or receive in the succeeding game. IN playoffs, the team with the best regular season record serves or receives first in game one.
12. It is a side-out when a player serves out of turn, and all points won during those illegal serves will not count. A serve cannot be blocked or attacked unless it is below net level. Server must let the ball hit the floor to get a reserve or replay.
13. A team roster sign in will be at the front table, player's names need to be check on the date they are there. A player must sign in 3 times to qualify for playoffs. The team fee is \$195.
14. Variations for mixed couples: A.) Serving order and positions on the floor shall be an alternation of men/women. B.) When the ball is played by more than 1 player on a team, 1 must be a woman. C.) The net will be placed 8' for men and Mixed VB and at 7' 4 1/4" for Women's VB. Ball can be returned on first. Hit. D.) Subs must rotate in at server position. **(Rec. Ball)** Players arriving late can enter immediately into vacant spots prior to first team total rotation, after that wait for proper rotate in.
15. Individual t-shirts for regular season league champions, player fee money for playoffs.
16. All players must be over high school age (graduated)-these are adult leagues. No parking in bus lane in the front of Voyager School and no smoking or drinking on school grounds.
17. **Team captain's should approach each other by the scorecards to discuss any situation. ONLY the team captain can call a time out.**
18. An altercation reported by an official about a player/manager will call for one match suspension with a second reported altercation causing removal from further league play. Players ejected from a match are required to leave the school building and are done for the evening.
19. If protest is made on player eligibility and the protest is upheld, the guilty team will lost by forfeit. Protest must be made in writing to the Comm. Ed. Office within 24 hours after the start of the match and must be accompanied by a \$20 fee. If the protest is upheld, you will be refunded the \$20, if the protest is not upheld you forfeit the \$20. During Playoffs, protests must be made before the start of the game.
20. **Substitution: All leagues will use the server position to bring in a substitution.**
21. Players may only play on 1 team per night (one roster). We recommend and advise no jewelry be worn during matches, also please leave any valuable at home as we cannot provide security. Children must be supervised at all times--in eyesight (results: forfeit of that game). 22. **Net serves will be allowed, this means if the ball hits the net and goes over, the receiving team must play the ball.** 23. Matches will be limited to 1 hour each, team ahead at that time wins. If the ball is in play, the game continues until the ball is dead. Server has 8 seconds to serve the ball once the team is ready. If team does not serve in time, it will be side-out, and the ball must be rolled over to server without delay-penalty point awarded if not done so. May serve from anywhere along the endline.
24. Time-outs will be granted one per team per game and can be taken at any time. Clock will stop during a time-out if taken during the last 2 minutes of the game. **Clock will stop for injury.** Supervisor will give 5-minute at 40 min. Championship games 2 timeouts
25. **Rally scoring will be used in all leagues. (If the serving team wins the rally, it scores a point and continues to serve. If the receiving team wins the rally, it scores a point and gains the right to serve). The first and second games are to 25 points; the third game is to 20 points. No need to win by two, first to 25 or 20 wins.** (If games are one hour we may go to 25 for all three games.
26. If games are canceled it will be announced on Community Education Website or facebook. IF NO ANNOUNCEMENT IS MADE, GAMES WILL BE PLAYED AS SCHEDULED. Announcement will be placed by **4:30 PM** if possible.
27. Community Education is adopting the following policy: "Aggressive treatment of open wounds or skin lesions should be followed. In particular, whenever an athletics participant suffers a laceration or wound where oozing or bleeding occurs, the contest must be stopped at the earliest possible time, and the athlete must leave the field of play and may not reenter until the bleeding has stopped and the injury is covered properly. First aid kits will be available at each court."
28. All ties in standings will be broken by head-to-head competition, or flip of a coin, if still tied for seeding purposes.
29. During playoffs, Games could be scheduled for **45 minutes.** Best of three games, first two games to 25, third game (if needed) to 20. Championship matches will not be timed and 2 time outs per game are allowed. Championship Matches still incorporate the first team reaching 25 or 20 points.
30. Again, **Unsportsmanlike behavior** will not be tolerated. Team captain's need to handle any situation with this behavior.

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