

ELYRIA PARKS AND RECREATION DEPARTMENT



ADULT VOLLEYBALL RULES

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131 COURT ST., SUITE 103
TELEPHONE 440-326-1500

ADULT VOLLEYBALL RULES

Revised 8/23/12

I. ROSTERS

1. All players must live or work full-time in the City of Elyria, Ohio and must be of High School age (currently enrolled in grades 9-12 for the league season). Each team is also permitted players who do not live or work full-time in Elyria. These players must pay a \$10.00 non-resident fee (each), which is charged in addition to the team's entry fee. These non-residents may not participate until this fee is paid.
2. All entry fees must be paid at the Elyria Parks and Recreation Department 131 Court Street, Suite 103 weekdays from 8:00 a.m. – 4:30 p.m. Non-resident fees may be paid at the Parks Office or to the evening supervisor.
3. Rosters are limited to a maximum of twelve players.
4. Players may only play for one team and in one league during the current season, including regular and post season matches. If a player is listed on more than one roster that player will be eligible to play for the first team he/she participates with. Violation of this rule will result in the team forfeiting the games the player participated in.
5. For players to be eligible for an evenings game the team captain must add names to the roster prior to the game by calling the Elyria Parks and Recreation Department (during regular business hours) or through the volleyball supervisor at the game site. Additions may only be made for open spaces on the roster. Once a name appears on a roster it cannot be removed.

Exception: Rosters may be altered for work shift changes or serious injury only. Documentation must be presented to the Parks Department for a roster change to be considered. Temporary injuries or work schedule changes are not reasons for roster changes.
6. Final roster additions must be submitted by the fifth scheduled match. All rosters become complete at the conclusions of the fifth match.
7. It is the responsibility of the manager to make sure that the roster is properly filled out and all information is accurate and **legible**.
8. Any player listed incorrectly on, or left off the roster will cause the team to forfeit the game or games the ineligible player participated in and may result in the suspension of the manger and player. A written protest of an illegal player must within 24 hours of the contested match the illegal player participated in and submitted to the Parks and Recreation Office, City Hall. Information must include the date of game played, the illegal player's name, team they played with.

REFEREES' FEES: Teams will be responsible for paying the referee \$10 prior to the start of each match each night.

FORFEIT POLICY

If a team forfeits a match, that team will be responsible for paying both official fees (\$20) for the match forfeited. This fee must be paid at the Parks and Recreation Department main office, 131 Court St. (City Hall), prior to that team's next scheduled game or to the on-site facility manager prior to next scheduled match. A team failing to pay this fee will not be permitted to participate in any more scheduled match(es) until the forfeit fee has been paid. **If a team calls in a forfeit ahead of time to the Parks and Recreation Department main office, this is still considered a forfeit and that team will be responsible for paying the officials \$20 forfeit fee.**

II. GENERAL INFORMATION

1. Current U.S.V.A. rules will govern all play except as noted in these rules and regulations.
2. All matches will consist of three games. Each game will count in the standings.

Exception: During playoffs (end of season tournament) the team that wins the best 2 out of 3 games will be the winner of the match.

3. The rally scoring system will be used (point will be given for each side out). The first team to reach 25 will be declared the winner. A team must win by 2 points and there is a cap of 27 points.
4. No match shall exceed 60 minutes in length (except play-offs). Any time a game is terminated by the time limit the winning team will be determined as follows:
 - a. The team ahead when time expires
 - b. If the score is tied, a one-point tiebreaker will be played.
5. Match time is forfeit time for Game #1, 15 minutes from scheduled time for Game #2, and 30 minutes from scheduled time for Game #3. In order to receive a win by forfeit a team must have at least 4 players ready to play.

III. GROUND RULES

1. Team Captains are responsible for knowing the ground rules at each Rec. Center. If any captain is unsure he/she should ask the referee.
2. Any shot, except the serve, that strikes the ceiling or apparatus connected with the ceiling and remains on the same side of the court remains in play. If the side causes a dead ball with a point and/or serve awarded to the opponents.
3. A ball striking a wall, referee's chair, bleachers, etc. is considered dead and not playable.
4. Balls hitting the line are in play. In the event an official is blocked from a line call, the point may be replayed.

5. Nets are set for 7 feet 11 5/8 inches for men's play and 7 feet 4 1/8 inches for women's play. Co-Rec. is set for 7 feet 11 5/8 inches.

IV. SERVING

1. A coin toss will decide who gets the option for serve or side in game #1 and game #3, the team losing the coin toss will get the option.
2. The server must have acknowledgement of the referee before serving the ball. The referee may direct a replay if this is not done.
3. Players may use any legal serve in all leagues.
4. A ball that hits the net and goes over the net will be considered a legal serve.

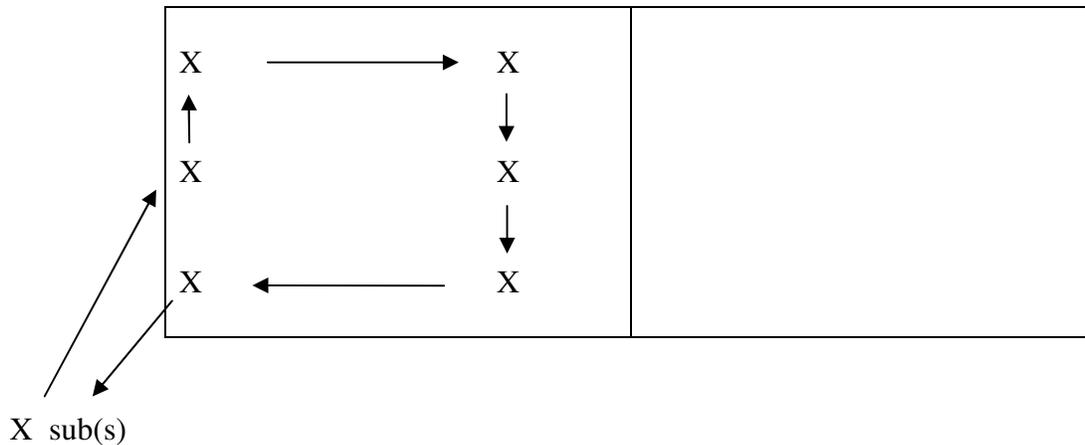
V. NET PLAY, SPIKING, AND BLOCKING

1. Every player is expected to use proper techniques.
2. Players who use the "open hands" when hitting the ball are at risk for being called for catching or carrying the ball.
3. Balls that "roll off" any part of the body will be considered a "lift" and ruled illegal contact.
4. Spiking is permitted in all leagues. Any legal spike may be used including "open hands" and "close fist" spikes. A catch or carry may be called if, in the referee's judgment, the hand maintained prolonged contact with the ball.
5. A back line player positioned behind the 10-foot spike line may contact (including spiking) any ball above or below the top of the net.
6. A back line player within the 10-foot spike line who returns the ball over the net must contact the ball from below the top of the net.
7. Any back line player on or within the 10-foot spike line shall not block or attempt to block a shot, or return a ball which is completely above the net, or return a ball which is completely above the net while either on the ground or in the air.
8. In attempt to block, a player may not reach over the net to block a ball that may be eligible to be played by an opponent.

VI. LINE-UPS, SUBSTITUTES, AND TIMEOUTS

1. Teams must have four players to begin a match. A maximum of six players are allowed on the court for each team at one time.
2. Teams will substitute bench player(s) into the game during their teams' service rotation. The sub must enter the line-up in the position of back middle on the court.

Rotation Chart



3. Teams will be granted one-time out per game. Time-outs will not be granted if the opposing server is standing within the serving area with the ball in his/her possession and there are less than five minutes remaining in the match.
4. Any time a player is injured, they have one minute to determine whether or not they are able to continue playing. If they cannot continue they must leave the court making them ineligible to return during that game only. The players behind them move up to fill the vacated spot and a new player enters in the back middle row position. The injured player, when recovered may play in the next game.
5. When players arrive late, they may enter the game on a “dead ball” to the middle back position.

CO-REC PLAYING OPTIONS

Six Players – 3 men/3 women
4 men/2 women
4 women/2 men

Five Players – 3 men/2 women
2 men/3 women

Four Players - 2 men/2 women
3 men/1 women
1 man/3 women

VII. TEAM/PLAYER CODE OF CONDUCT

1. Good sportsmanship and mature adult behavior are required of all participants.
2. The team captain is the only player permitted to discuss a call by the referee. This must be done during a dead ball situation.
3. Misconduct shall include unsportsmanlike conduct, such as acts of deceit disrespect or vulgarity. **Examples:** (Disconcerting acts or words when an opponent is about to hit the ball. Attempts to influence the calls made by the officials. Unnecessary contact with an opponent.)

4. Procedure for disciplinary action:
 - a. Warning
 - b. Side out or loss point
 - c. Ejection and side out or loss point.

6. Any player who is ejected must leave the building immediately and is ineligible for that teams next match.

7. Any player who is ejected twice during the current season becomes ineligible to participate in any remaining regular season or post-season games.

8. If, in the opinion of the referee, one team (or both) is making a mockery of the game, a warning issued to the team captain(s). If the unsportsmanlike conduct continues than the referee will declare a forfeit.

9. Consumption of alcoholic beverages or the use of drugs before a match is prohibited. Failure of players to comply will result in ejection and possible suspensions.

VIII. LEAGUE DECISIONS

1. The Elyria Parks and Recreation Department will make all decisions concerning the adult volleyball program.

2. The Elyria Parks and Recreation Department reserves the right to rule in all situations not specifically covered by these rules, and to change, add, or delete rules in order to maintain continuity and for the good of the volleyball program.

3. Protests shall not be considered when they are involved in judgment calls. Only player eligibility and incorrect rule interpretations are sufficient grounds for protests.

4. The procedure for protesting shall be as follows:
 - a. A written description of the protest must be submitted within 24 hours to the Elyria Parks and Recreation Department, 131 Court St., Suite 103. Weekends and holidays are not included.
 - b. The protest description should include the facts concerning the misinterpreted rule and correct rule and interpretation (in detail).

IX. LEAGUE CHAMPIONS

1. The four teams' with the best record in their league will play in a single elimination tournament to determine the league champion. Teams' will be placed on a bracket in this manner: #1 vs. #4 #2 vs. #3

2. In cases where there is a tie for the top four teams' in a league, the following tie breaking method will be used.
 - a. Option #1: Head to head competition during regular season play.
 - b. Option #2: The winner of the match the first time the two teams' played during regular season play.
 - c. Option #3: Total score of all points accumulated (30 games) during regular season play.

Note: The Elyria Parks and Recreation reserves the right to change tournament format if necessary.