

CITY OF TEMPLE PARKS AND RECREATION VOLLEYBALL RULES & REGULATIONS

All League Games will be played in accordance with the City of Temple League Volleyball Rules under the guidelines of United States Volleyball Association (USVBA).

I. Eligibility

1. Players in all Adult Leagues must be 16 years of age or older prior to the start of league play. If a player is under the age of 18 a parent/guardian signature must be included on the team roster form.
2. All players must carry current picture identification with them at all times during all league games.
3. Players will only be allowed to play on one team and one game a night unless there is a double header. Officials will declare a forfeit of the **match** for illegal players.

II. Rosters

1. Each team will be allowed a maximum number of twelve (12) players including playing coaches.
2. Each team must submit its roster prior to its first game (there will be no "preliminary rosters" used). Rosters may be turned in at the Clarence Martin Gym. Teams who do not submit a roster will automatically forfeit each of their game(s) until their roster is submitted. Rosters must be completed with first and last names, address, signatures and telephone numbers.

III. Equipment/Uniforms

1. Matching uniforms are **not** required; **shoes** and **shirts must** be worn during all league matches. Shoes must be athletic style designed for use on indoor wood floors. **No** black-soled or "turf shoes" may be worn at any time during games.
2. No headgear except sweatbands/headbands may be worn.
3. Officials may ban any equipment that they deem as unsafe or illegal.
4. Exposed jewelry deemed to be dangerous by the referees must be removed. If player refuses to remove the jewelry they will not be allowed to play.

5. Temple Parks and Recreation reserves the right to approve/disapprove any team name, logo, language on uniform deemed lewd, vulgar, obscene, or suggestive in order to maintain a wholesome environment conducive to providing quality leisure opportunities.

IV. Playing Rules

1. Teams should be present at least fifteen (15) minutes prior to game time.
2. An official match will consist of three (3) games with rally scoring. The first and second game will be to 25 points with a cap of 27. The third game will be to 15 points with a cap of 17. A score of 11-0 constitutes a game win (the skunk rule).
3. There will be free substitutions. All substitutions must be made during a dead ball.
4. **Substitutes** are not required to replace the same player each time. Substituting upon each rotation will be allowed. Substitutes must rotate into the center back row throughout the game. Men **MUST** substitute for men; and women **MUST** substitute for women with the exception of an injury. If an injury occurs a male may sub for a female and vice versa as long as there are two (2) females on the court at all times.
5. There will be two timeouts per team allowed for each game. Each timeout will be for 30 seconds. After each timeout, players must resume their previous location in the rotation.
6. No grace period! Game time is forfeit time.
7. After each game, the teams will exchange courts.
8. First service will be determined by the winner of the coin toss. The other team will have choice of court side. The second game will begin with the original first game receiving team serving first. The third game will begin as the first game began (coin flip, etc.).
9. If a team forfeits a game due to failure to have sufficient players to start a game at the scheduled time, the score shall be recorded as 11 - 0. A waiting time of up to 15 minutes shall be allowed for the team to have sufficient players to play the next game. If the team has sufficient players present prior to the expiration of the waiting time, play shall begin. If after the 15 minute waiting period, a team does not have sufficient players present and ready to play, the second game shall be declared a forfeit.
10. If a team forfeits three (3) complete matches due to lack of players at the start of a regularly scheduled match, the team will be dropped from the league with **no refund** of

entry fee and all teams scheduled to play the offending team for the remainder of the season will receive a win by forfeit. Make-up games scheduled on days other than the original league night will **not** apply.

11. Spiking will be allowed during the pre-game warm up. Please make sure the opposing team is aware before any spiking takes place.
12. A player shall not contact a ball that is completely on the opponent's side of the net unless the contact is a legal block.
13. Blocking a ball that is entirely on the opponent's side of the net is permitted when the opposing team has had the opportunity to complete its attack. The attack is considered complete when the:
 - A. Attacking team has completed its three allowable hits.
 - B. Attacking team has had the opportunity to spike the ball or in the officials' judgment, directs the ball with the intent to return it to the opponent's court.
 - C. The ball is falling near the net and in the officials's judgment no member of the attacking team could make a play on the ball.
14. A replay shall be declared when:
 - A. An officials' mistaken whistle stops play.
 - B. There is a double foul during a live ball.
 - C. There are conflicting calls.
 - D. A foreign object enters the playing area.
15. A serve may not be blocked or attacked.
16. A dead ball will be called if it touches a player's body anywhere below the waist.
17. A team who intentionally throws a game will be penalized. On the first offense the team will receive a warning. The second offense will result in an unsportsmanlike penalty on the inflicting player. Two (2) unsportsmanlike penalties given to a player will result in the ejection of that player.
18. Parks and Recreation reserves the right to add, delete, or amend its rules/regulations/policies for the betterment of the program.

V. **Special Rules for "Competitive Co-Ed"**

Teams consist of six (6) players, minimum of two (2) females on the court at all times.

1. Teams may start with as few as four (4) players and a minimum of two (2) females on the court at all times.
2. All divisions will be allowed to face pass on serves.

3. When a ball is played more than once by a team, at least one of the contacts shall be made by a female player. Contact of the ball during blocking shall not constitute playing the ball. There is no requirement for a male player to contact the ball regardless of the number of contacts by the team.
4. When only one male player is in the front line at service, one male back line player may be forward of the attack line for the purpose of blocking.
5. No female back line player may participate in a block.
6. Let serving will be allowed.

VI. **Tie-Breaker Procedure**

In case of a tie for award positions at the conclusion of the season, the following tie-breaker procedures will be used to determine places:

Head-to-head result(s) between teams tied.

If teams split in head-to-head games, point differential in those games will be used.

If teams are still tied, point differential in all league games for the teams tied will be used.

After first place team has been determined, revert above to determine second place from remaining tied teams.

VII. **Conduct/Discipline**

1. **NO-FOOD or BEVERAGES allowed on the gym floor. Alcohol and tobacco products will not be allowed in the gym.**

2. Unsportsmanlike violations will be addressed as follows: Yellow card – 1st warning
Red card – 2nd warning, side out
Yellow and Red card – ejection from game

Each team manager **will** be held responsible for the conduct of his/her fans/spectators.

3. Any player, coach, or manager ejected from any league game will be suspended for a **minimum of fourteen (14) days.**
Ejected players must leave the facility immediately and may not return until their suspension has been served.
Suspensions **will** carry over from season to season. Example: a player suspended for the final two matches of one season will also be suspended for the first match of the next season.
4. Physical violence, especially attacks on a game or tournament official immediately

before, during, or after a game or fights/confrontations between players/teams will result in a **minimum** of **one** (1) **year** loss of eligibility in **all** league play or indefinite suspension in **all** league play, subject to an annual review if requested.

5. The official or athletic coordinator has the authority to remove a player, coach, or spectator from a game and/or forfeit the match due to unsportsmanlike conduct. Unsportsmanlike conduct shall include, but not be limited to profanity, threats of any kind toward the officials, fighting (before, during or after the match/game), any alcoholic condition detected by the official before or during the match/game, or any flagrant foul as determined by the official.

VIII. Protests

MUST be filed in the following manner:

1. Must be filed **before** the game is over.
2. Notify official and give details of protest. After game is over with, the protesting Team Manager **must fill out the protest form located in the gym office.** It is the manager's responsibility to fill out and do the following: 1) double check the protest form, and make sure that all information is correct, 2) fill out the reason the player(s) was protested section, 3) and sign the bottom with your signature. The athletic coordinator or his/her designated employee will make the decision on the protest. All decisions will be final.
3. If player eligibility is in question, player must produce ID prior to leaving the gym that night. If no ID is produced or the ID produced does not match the name on the line-up, the game automatically results in a forfeit. If ID is shown and matches name on line-up, game will continue and protest will be ruled upon by the athletic office the following business day once proper paperwork has been submitted. If ID is shown and does not match name on line-up, game will not continue and will result in automatic forfeit. Team manager must still complete the protest form upstairs, regardless of the situation.
4. Judgment calls are **not** a basis for protests. Rule interpretation protests must be filed before the next serve.
5. If a player is found ineligible due to protest the first offense will result in a seven (7) day suspension. The second offense will result in suspension for the remainder of that season. On the third offense the player will be suspended for one (1) year. Suspensions count for each sport the player is participating in through Parks and Recreation. The game in which a player is declared ineligible by protest will result in a forfeit by the team playing that ineligible player.

IX. Cancellation Policy

If a team drops out of the league before schedules are completed they will receive a full refund. If schedules have been completed teams will receive a refund minus a loss of \$50 administrative fee. Once league play has begun, no refunds will be given.

