

**Douglas County Parks &
Recreation Department**

Adult Volleyball League



**Rules and Regulations
2018**

DOUGLAS COUNTY PARKS & RECREATION DEPARTMENT
ADULT VOLLEYBALL RULES & REGULATIONS
CO-ED & OPEN LEAGUES
WOMEN'S LEAGUE

PURPOSE

The objectives of the Douglas County Parks & Recreation Adult Volleyball League shall be to promote and conduct a positive leisure time activity, which encourages fitness, friendly competition, community camaraderie and an atmosphere conducive to fun, fellowship and clean sportsmanship. Douglas County Parks & Recreation reserves the right to make any rule modifications or changes during the course of a season(s) whenever it deems them proper and/or necessary to the overall success of the league(s) and its participants.

FORMAT AND RULES

1. USA Volleyball rules will be used along with the following Douglas County Parks & Recreation Department's Rules & Regulations.

ENTRY FEE

1. The entry fee shall be determined prior to each season's start and shall depend upon number of games played, cost of officials, awards and equipment necessary to operate the league.
2. No entry fee will be refunded once the schedules have been completed.

REGISTRATION

1. Registration is on a first come, first serve basis.
2. Teams and players are not allowed to enter more than one local division. Exception: men's or Women's' & Coed.

CO-ED B & C

1. D.C.P.R.D. Co-ed Volleyball League will be played with no more than six (6) and no less than two (2) persons per team on the court at one time. A team may not exceed at any time more than three (3) males or (4) females on the court. There must be at least one (1) male and (1) female on the court at all times. A team can have only one more male than female on the court at any time and two (2) more females than males at any time.
2. *It is required that one female player touch the ball when there is more than one hit during offensive action.*
3. The serving order and positions on the court at service shall be male and female alternated or vice-versa. Exception: Alternate male and female as well as possible with odd number of players.

OPEN "A"

1. D.C.P.R.D. Open "A" Volleyball League is played with (4) players per team on the floor at one time. There must be minimum of (2) players on the court at any time.
2. All dinks will be hit with a closed hand, no finger tip dinks.

3. All players on the court are considered “attackers”. All players can block or spike the ball from any position on the court; there are no “back row players” in these divisions. The players also do not need to rotate into various positions, however they all have a rotating service order.

WOMEN’S

1. D.C.P.R.D. Women’s League will be made up of six (6) persons per team on the court at one time.
2. There must be at least three (2) players on the court at any time.

MANAGERS

1. Each team manager must designate a team captain to the official. Only the team captain will be allowed to approach the officials concerning any dispute during the course of a game.
2. Team managers are responsible for informing their team, players, representatives and spectators of all rules and guidelines stated within including the code of conduct.
3. Managers will be responsible for listing all players for each match on the score sheet. They should be listed by last name, first initial. Managers must sign score card following each match to confirm that all information is correct.

GAMES: LEAGUE AND RESCHEDULING

1. Warm-up time begins the later of: end of prior game, or 10 minutes prior to game start time.
2. A match will consist of a two (2) out of three (3) games using rally scoring; meaning each time the ball is served one team will score a point.
3. The first two games will be played to (25) points, must win by two (2) or first team to (30)
4. The third game will be played to (15) points, must win by two (2) or first team to (21)
5. If one team wins two (2) successive games, the match is over. If both teams wish to continue playing, they may, without D.C.P.R.D. Volleyball Officials, until warm-up time for the next scheduled match.
6. The Douglas County Parks & Recreation Department is the only authority that can cancel, postpone or reschedule games and based upon facility availability will reschedule any canceled or postponed games.
7. Team managers are responsible for contacting team member’s regarding rescheduling or cancellation of games, or any other league information disseminated to them by the Douglas County Parks & Recreation Department.

FORFEITS

1. Game time, as determined by the referee (no earlier than scheduled game time), is forfeit time for Game 1 of a match. 10 minutes past Game 1 forfeit time is forfeit time for Game 2 of a match.
2. If one or both teams are unable to field a legal team at forfeit time, the team(s) shall forfeit that game.
3. A forfeited game counts as a game lost for standings, 15-0 points.
4. Any team that forfeits two (2) matches during the season *may* be dropped from further league play. If a team is dropped for forfeits, all fees will be forfeited.

TIME-OUTS

1. Teams will be allowed two (2) time-outs per game to be taken during each game. No carry-over in time-outs from game to game during the same match is allowed.
2. Time-outs shall last for 30 seconds.

ELIGIBILITY OF TEAMS & PLAYERS

1. All players must print their name and sign an official roster prior to play. Failure to sign a roster will declare that player ineligible for play. Only players sited on the official roster will be considered eligible to play.
2. Rosters must be turned into the office before the second game, if not, a forfeit will be given.
3. Managers have up to the 4th game to add to rosters.
4. New players must sign the official roster before playing their first game and it must be turned into the Recreation Department prior to participation. (blank roster are available at the Recreation Department or at www.dcprsports.com).
5. Teams or players cannot enter more than one local division (exception: Men's & Coed; Women's & Coed) Teams and players cannot play both C and D league.
6. Players are not allowed to change team rosters once they have played in 1 game. Penalty: Player becomes ineligible to participant on any team during that season.
7. In order to be eligible to participate in the end of the season tournament, players must have played in at least 3 games for an 8 game schedule, 4 games for a 10 game schedule, or 5 games for a 12 game schedule.

GENERAL RULES

1. Definitions:
 - **Playable Area:** this is the area in the gym that includes the court floor surrounding the court up to the point any obstacle is reached, but excludes the neighboring court and its boundary lines.
 - **Attack Line:** the line marked on the floor parallel to and approximately 10 feet from the net.
 - **Fault:** any illegal action; faults result in a point and serve being awarded to the opposing team.
 - **Back Row Player:** one of the 1 to 3 players, always including the server, who are ineligible to hit or block from in front of the attack line.
 - **Attack:** any ball last touched by a player that subsequently crosses, *or in the opinion of the referee would cross*, the net toward the opponent's court or playable area.
 - **Block:** contacting an attack hit with some part of the body *while a part of his or her body (not necessarily the part that touches the ball) is above the height of the net*. A block may take place on the opponent's side of the net.
 - **NOTE:** any play contacting a ball near the net and above the height of the net, when the ball is coming from an opponent's side of the net, **is first considered a block for fault determination**, no matter the manner of arm action involved. The referee will decide among ambiguities.
2. The referee will stop play for anything *outside* the game that he or she determines has *interfered* with the ability of any player to make a play on the ball: no point will be scored and a replay will be issued.
3. Players must be on the court and in their proper rotation order before the serve. After the ball is contacted for the serve, players may freely move subject to the fault rules. (N/A: Open "A").

4. As close as possible, given uneven front and back court player numbers, players in orthogonal positions are not allowed to overlap prior to the serve contact. Overlap is defined as feet completely on the incorrect sides (front-back or side-side) of the players in question.
5. Referees are directed to warn teams of rotation or position violations, and should not signal for the serve until teams are ready, given a reasonable time to adjust to tactical situations of the prior plays.
6. ***Players may use any part of their body to make contact with the ball, including for attack hits.***
7. When players of opposing teams simultaneously make contact with the ball at the net, and the ball stops motion (comes to rest), any player may make a legal next play on the ball.
8. Only the first error shall be counted as a fault.
9. One serve retry is permitted per service awarded.
10. When serving from the bleachers side of the gym, the server is allowed one step into the court.
11. Any ball that strikes the net is still in play, subject to all other rules for play.
12. Any player may make a request of the referee to ask a non-player to refrain from making excess noise or otherwise interfering with play, including the bouncing of balls by non-players, the position of non-playing persons in the bleachers, or other distracting actions by non-playing persons. The referee may temporarily stop play to allow distractions to be handled.
13. Any time the referee stops play accidentally, no point will be awarded and a **new serve** will be awarded to the player who served to start the current rally.
14. Any ball that hits the ceiling or any object connected to the ceiling over the Playable Area, including the divider curtain and bracket if the curtain is retracted, is playable, subject to normal playability rules, so long as the ball does not come completely to rest (which would be a replay).

There are two exceptions to the ceiling play rule: the two basketball backboards, hoops, nets, and support brackets on either **end** of the courts [“end backboards”].

- If the ball, while in play last touched by the team on that side of the net, touches the **end backboard**, hoop, or supports, it will be called a “play over” if, at the discretion of the referee, there is an eligible team member within playing distance of the ball.
 - NOTE: If the ball touches a part of the **side backboard**, hoop, net, or supports, it will be called a fault against the team who last touched the ball.
15. No uniforms are required.
- Any ball in play, which hits the ceiling or any object over the court, unless otherwise specified, is playable. If the ball stays on the same side and there are hits remaining, the ball may be played.
 - The ball must be clearly hit or batted (at official’s discretion). It cannot be caught, carried, or double-hit by any player. Exception: on first hit only a multi-hit can be allowed.
 - ***Players may use any part of their body to make contact with the ball.***
 - The ball may be volleyed only three (3) times on a side. A player may not have two (2) successive hits. EXCEPTION: a player blocking the ball, which falls into his/her court, may play the ball without penalty. The block does not count as one (1) of the three (3) hits.
 - Any ball that strikes the net and passes is still in play.

- Attacking or blocking a serve is prohibited. On any first ball over, the receiving team may have multiple contacts on the First hit. This includes the use of finger action. However any ball that in the opinion of the official is “caught, thrown, held, lifted, pushed, or is considered prolonged contact” will be called as an illegal hit.
- It is side-out when a player serves out of turn. All points won during the service shall be declared illegal and be forfeited.
- If the ball is completely above the net, a back line player may leave their feet for a spike if the player takes off behind the attack line.
- Equipment (balls) will be provided by D.C.P.R.D. The referee will be responsible for all equipment. D.C.P.R.D. specified volleyballs will be used for games only. Players may use their own volleyball for warm-up and games if both sides agree.

FAULTS (Summary of important USAVB rules)

1. A **fault** is called if the ball is caught, carried, or contacted more than once by any player during play.
Exceptions:
 - *On the first team hit after a serve or attack hit, multiple contacts with the ball by a player in a single playing motion will be allowed*
 - *On a block, a blocking player is allowed to make a second contact on the ball.*
2. A **fault** is called if a team makes more than 3 contacts with the ball. A blocked ball does not count as one of the 3 team-contacts allowed. Any simultaneously contacted balls count as a single hit.
3. A **fault** is called if, during a rally, a player makes contact with the adjacent volleyball court while game or warm-up activities are taking place on that court, even if there is no ball in play on that court.
4. A **fault** (“foot fault”) is called if the server’s foot is touching the court boundary line, the court, or area outside the serving area at the time service contact with the ball is made. **Exception: on the overhang side at the rec center your foot may be touching the line, but not completely over.**
5. A **fault** is called if a player *interferes* with an opponent’s ability to make a free play on the ball. In general, interference *may* be called when a player:
 - makes contact with an opposing player on that player’s side of the net,
 - distracts an opposing player by entering that player’s side of the net (including, but not limited to, causing the player to alter his or her motion for fear of injury), or
 - makes noises or gestures having the purpose of distracting an opposing player.
6. A **fault** will be called if a player’s *entire* foot crosses into the opponent’s court and touches the floor. There is no fault for floor contact with any other single body part (see 5, above).
7. A **fault** will be called if a player contacts the top strap of the net (white part) at any time during a play. There is no fault for any other contact with the net (see 5, above).
8. A **fault** is called if a player uses anything but the floor in the playable area for support **before** contacting the ball.
9. A **fault** is called if a player receives physical assistance from any other player immediately prior to contacting the ball.
10. A **fault** is called if a back row player makes an attack, contacting the ball completely above the net height, unless he or she last contacts the court surface completely behind the attack line.

11. A **fault** is called if a back row player makes a block, unless he or she last contacts the court surface completely behind the attack line.
12. A **fault** is called if a player, on a served ball, blocks the ball or attacks the ball completely above the net height, unless that player last contacts the court surface completely behind the attack line. Allowance will be made for passes above net height that result in the ball going to a teammate.
13. A **fault** is called when the referee determines that a player has served out of turn.
14. A **fault** will be called when a player touches the top of the net while striking. An inadvertent brush of the net during the follow-through with a player's shirt or hair will not be called.
15. A **fault** is called if a player contacts the ball completely on the opponent's side of the net except during a block. An exception can be made by the referee only if he or she determines that:
 - *no play could have been made by an opponent on the ball, and*
 - *the ball was last played by an opposing player.*

SUBSTITUTIONS

1. All substitutions must be requested of the referee by the team. All substitutions must take place during a stoppage of play with the referee's permission. A referee shall permit any valid substitution requested during a stoppage of play.
2. If a team already has on the court *the maximum number of players allowed*, a substitute may replace a player at any position on the court provided the substitution does not violate any rules concerning team make-up or positions.
3. If the team has on the court *fewer than the maximum number of players allowed*, a substitute may enter game *or replace a player* at any position on the court provided the substitution does not violate any rules concerning team make-up or positions.
4. Teams may not alter the starting serving order of players on the court during the game.

TIE BREAKERS

When determining league standing, the following criteria will be used in order to break ties of 2 or more teams:

- Head to Head play (win/loss record between teams tied)
- Quality of opponents defeated (total number of defeated opponents wins)
- If still tied, run/point differential in head to head play
- If still tied, run/point differential in overall play
- If still tied, a best 2 out of 3 coin toss will be administered by the Recreation Department

PROTEST

1. The manager of the protesting team must notify the official and opposing manager and have it recorded in the official scorecard/scorebook. Failure to notify the official will nullify any protest. In order to be legal, a written "Intent to Protest" must be turned into the Recreation Department by 5:00pm the next business day.
2. A Formal written protest must include the following:
 - Date
 - Time
 - Location of Game
 - Name of Official

- Score of game
 - Time remaining in the game when infraction occurred
 - Official rule or local rule under which the protest is made
 - Conditions surrounding the decision
 - All the essential facts involved in the matter protested
3. A \$50.00 protest fee must accompany all protests. If the protest is declared valid, the fee will be returned and the game may be played over at the point of protest. If the protest is declared invalid, the fee will be forfeited and the game will stand as played. If player eligibility is successfully protested, a win will be awarded to the protesting team.
 4. All rosters and game cards must be thoroughly completed and signed in order for a protest to be considered.

GYM USE

1. No alcoholic beverages or smoking will be allowed on school facilities. Violating this will be grounds for personal or team dismissal from the league.
2. No food or beverages are allowed in the gym. Water bottles are OK.
3. No tape can be placed on the floor.
4. No dogs or other pets allowed in the gym.
5. Children brought to volleyball games **MUST BE SUPERVISED AT ALL TIMES BY AN ADULT.**
6. Children must sit and watch. They are not allowed to:
 - a. Play in the hall
 - b. Play in the gym
 - c. Play in the bathrooms
 - d. Play on the bleachers
 - e. Play on the courts
7. Officials will enforce the above by giving warnings.
 - a. 1st warning - verbal
 - b. 2nd warning - parent will sit on bench with child for remainder of that game only.
 - c. 3rd warning - parent will leave the gym with child.

NOTE: Parents are financially responsible for all damages their child/children incur in public facilities. The Parks & Recreation Department, as well as the school officials will enforce the charges.

**IT IS THE TEAM MANAGER'S RESPONSIBILITY TO MAKE SURE ALL
PLAYERS ARE AWARE OF THESE RULES.**

DOUGLAS COUNTY PARKS & RECREATION DEPARTMENT

PLAYER CODE OF CONDUCT

If any person involved in a Douglas County Parks & Recreation Department sponsored sports program commits any of the following offenses they will be suspended indefinitely from league play until the Conduct Committee has reviewed the incident and a penalty relating to the violation has been applied. Any person who is ejected from a game may be suspended an automatic one game. A person (player, coach, spectator) who is expelled from a program will not be allowed to attend any future programs until the Conduct Committee has reviewed the incident.

1. No person shall at any time lay a hand upon, push, shove, strike or threaten another player, official or Douglas County Employee.
2. No person shall refuse to abide by an official's decision.
3. No person may make remarks, gestures, taunt, or use their voice (volume or tone) in a derogatory manner toward officials, opposing players or Douglas County staff.
4. No profane or obscene language shall be used.
5. No person shall use unnecessary rough tactics in the play of a game against the body of a person of an opposing team.
6. No person shall make an abusive verbal attack upon an official, player, spectator or Douglas County employee.
7. No person shall physically attack a player, official, spectator or Douglas County Employee.
8. No person shall discuss decisions reached by an official, except the coach or captain.
9. No person shall discuss his/her personal opinion of any player, any play or decision by an official publicly with spectators in a derogatory manner.
10. No person shall ever follow an official or Douglas County employee without his or her acknowledgement in an attempt to discuss an issue or incident.
11. No person shall threaten or commit bodily harm or damage to personal property of an official, player, spectator or Douglas County Employee.