



Adult Volleyball Rules and Regulations

TABLE OF CONTENTS

Recreation and Parks Department.....	1
Adult Volleyball Rules and Regulations.....	1
Table of Contents.....	1
Registration.....	2
Communications.....	2
Eligibility.....	3
Rosters.....	3
Make-ups and Forfeits.....	4
Playoffs.....	4
Rules of play.....	5
APPENDIX A. PROTEST PROCEDURES.....	9
APPENDIX B. DUTIES OF THE OFFICIAL.....	9



REGISTRATION

A. Where

Registration occurs at The City of Guadalupe Recreation & Parks Department Office, 918 Obispo Street. The office is located next to the Auditorium. (9 am to 5 pm Monday-Friday) All leagues are filled on a first-come, first-served basis. No space is guaranteed for any team. Mail in registration is not accepted. Registration closes when all slots are filled.

B. Fees

\$380.00 Payment for a resident team and \$495.00 payment for a non-resident team is due at time of registration. To be considered a resident team, the team must have at least 5 players with proof of Guadalupe residency. All checks for league fees should be made payable to “City of Guadalupe.” Any returned checks will result in the team being dropped from the league. Visa, MasterCard and American Express are also accepted. All fees must be paid in full.

C. Registration

Game nights are not guaranteed. Inappropriate team names will not be allowed (this includes play on inappropriate words or slang). Team names that are deemed inappropriate will be re-named by staff. A Manager’s Agreement must be turned in by each team prior to the start of the season. It is included with the In Person Registration Forms.

IN PERSON – A registration form must be completed in full and presented at the time of registration. Payment will not be accepted unless accompanied by the registration form.

D. Managers Meeting

All NEW teams are required to have a manager or team representative attend the Managers Meeting prior to the start of the league. Meeting days and times will be noted on the league Registration Form. If a manager fails to attend a Manager Meeting or sign and turn in the Manager Agreement the team will be dropped from the league and fees will not be refunded.

COMMUNICATIONS

Parks and Recreation Adult Sports Staff value comments and encourage communication regarding issues involving the league. However, due to the sheer number of players in the league, it can be difficult to field all correspondence. Therefore, we ask that Managers are the spokesperson for the team and all team communication is funneled through the manager. Correspondence received directly from players will generally not be responded to.

ELIGIBILITY

The team manager/coach is responsible for enforcement and adherence to the following eligibility rules:

- Players in all adult sports leagues must be 16 years of age to participate in the league. (Players under age 18 must complete a minor waiver/parental consent form to play).
- All players must bring identification to each game. At any time, players may be asked to prove identity. Managers are strongly encouraged to keep copies of players' identifications to alleviate any problems during identification checks.

ROSTERS

A. **EACH SEASON** a team roster must be completed and signed by all players by the registration deadline. Teams that falsify the roster will be disqualified from the league and fees will not be refunded. Any team without a signed roster at the start of the first league game will not be allowed to play and will forfeit all games until a team roster is turned in.

B. Co-ed rosters are limited to 15 players.

C. A player's name and signature on the participant's waiver confirms full understanding of the waiver and release of liability form as well as all league rules and regulations.

D. Adding Players -- If a roster has not exceeded the maximum player limit, players may add names to the roster by filling out an add form. Add forms must either be turned into the office or to the umpire prior to the player playing in a game. There is no fee for adding players.

E. Dropping Players – If a roster has reached the player limit and the Manager wishes to add a player, players may be dropped from the roster by filling out a drop form. Drop forms must either be turned into the office or umpire. PLEASE NOTE: once a player is dropped from the roster they may not be added back to the roster for the duration of the season. There is no fee for dropping players.

F. No roster changes can be made after the 3rd week. In some instances, players may be added and dropped after the 3rd week, but it is at Recreation and Parks staff's discretion. Contact Recreation Services Manager if you wish to make a change after the 3rd week as some exceptions may apply.

G. Any player wishing to change from one team to another during the season must obtain written permission from both team managers and the Recreation Services Manager. Approval must be obtained from the Guadalupe Recreation and Parks Department and add/drop forms must be submitted.

H. Players cannot play on two teams within the same league on the same night. Any player in violation of this rule will be suspended for one game, and all teams involved will forfeit all games the player has played in.

MAKE-UPS AND FORFEITS

Games cancelled due to a forfeit or other unforeseen circumstance are a possibility. Staff will do their best to schedule make-up games; however, because of the tight schedule make-ups are not always possible. Forfeited Games will be scored 3-0. Therefore, teams will not receive a credit/refund for cancelled games, nor will they be charged for forfeited games. The league fee reflects this possibility. Any team forfeiting two games in a season without giving prior notice will be dropped from the league and fees will not be refunded.

PLAYOFFS

- A. The playoff notifications are done by e-mail and a phone call to the qualifying teams.
- B. In leagues with five or more teams, the top four teams (based on regular season records) will play in a one-week, single elimination playoff for the championship.
- C. In leagues with four or less teams, only the top 2 teams will play in a playoff for the championship after an 8-week season.
- D. Regular Season Tie Breaker System between two teams is as follows:
 - 1. If one of the two tied teams forfeited against the other team during the season, they automatically lose the tie-breaker
 - 2. Head to Head
 - 3. Least runs against Head to Head
 - 4. Least runs against for all games
 - 5. Coin Toss
- E. Regular Season Tie Breaker System between three or more teams is as follows:
 - 1. If any of the tied teams forfeited against one of the other tied teams, they automatically lose the tie breaker
 - 2. Head to Head (must win head to head series of all teams involved)
 - 3. Least runs against Head to Head
 - 4. Least runs against for all games
 - 5. Random Drawing

RULES OF PLAY

RULE 1. THE GAME

EQUIPMENT

Personal equipment must be furnished by the teams or participants.

FORFEITED GAMES

A forfeited game shall be declared by the referee in favor of the team not at fault if a team fails to have the minimum number players required to start. A team has ten minutes from the scheduled game start time to have at least eight players on the field. The referee's game clock is the sole judge of game time. The game clock will not start during this grace period. Once both teams have the minimum of 4 players needed to play, the game clock will start.

NOTE:

1. Out of courtesy, team managers are asked to notify both the opposing manager and the league administrator in advance of a forfeit. Make-up games may be rescheduled based on availability, no guarantees. Refunds/Credits will NOT be given if make-up games are not scheduled.
2. Any team forfeiting two games in a season without giving advance notice will be dropped from the league and fees will not be refunded.
3. When a forfeit is declared, teams involved may use the field, however, the umpire will not officiate the game. Games played after a forfeit are played at the team's own risk.

RULE 2. TEAM PLAYERS

1. A team may have a maximum of twelve (12) players on its roster.
2. All players must be 16 years of age or older. Those under 18 must provide a parent signed liability waiver and consent form 7 business days prior to the first game.
3. No player may play on more than one (1) team in his/her division.
 - Players from the same league may substitute for a team in their same league only if the opposing manager approves it and signs off on the score sheet indicating his/her approval prior to the game.
 - Managers have every right to decline substitutes from the same league.
 - Players must play only for their original team for playoff games.
 - A player cannot be a permanent substitute for another team in the same league they already play in.
4. Teams must consist of players around the same skill level as the league they are registered in.
 - League divisions are designed to create competitive and fair play amongst different talent levels. Using players from higher skill divisions goes against this principle and the purpose of our league.

Managers are responsible for making sure their team only has players at the skill level they are registered for and not having players from our higher skilled leagues play on their lower division teams.

- Players who are listed on another roster in a higher division will be handled on a case by case basis. Generally, they may not play in any lower leagues.

5. All teams must have a team roster with a signature of all players on their team. If a player is not on the roster the official will not allow him/her to play.

6. All players must be added by the 3rd league game. Changes must be made with the Recreation Services Manager 24 hours prior to the game.

RULE 3. SUBSTITUTIONS

1. There will be no time outs for substitutions, except in the case of injury. An established serving order must be set before the game begins.

2. Substitutions can rotate into the back row on every side out, but you must keep this pattern the same the entire game.

3. No free substitution will be permitted, except when a team is short starting player(s), when the player(s) shows up they may enter after a side out and must start in the back row.

4. See above section for substituting for teams in your own league.

RULE 4. PLAY

1. A lift will be called if a player obviously throws, catches, or slings the ball.

2. A foot fault will be called if the player's entire foot is beyond the center line.

3. All line shots are considered good.

4. Players may not touch the net during play, with the exception of the USVBA blocking rule.

5. Hair contact is allowed. If ball knocks net into the player, it is allowed.

6. Balls may be played out of the net.

7. It is legal for a player to hit the ball with any part of their body.

8. Back row players may not hit the ball over the net from in front of the ten (10) foot line if the ball is completely above the plain of the net.

9. Attack blocking a set is not permitted.

10. Co-Ed Inter-Change is allowed. Back row male may block but not attack.

11. Blocks do not count as a hit.

12. Only front row players may block. (with the exception of the Co-Ed Inter-Change rule) Co-Ed leagues and above, if your team contacts the ball more than once (after the block) to send it over the net, a female must contact the ball.

13. On the third hit over, players can completely place his/her hand over the net for a block as long as the third ball striker touches it first.

14. All leagues must rotate on all side outs (includes first serve)

15. Multiple contact is allowed on any first ball (no double hit can be called) over the net provided the ball is not lifted.

16. Sets and Double Calls – We allow an official judgment call on spins if the setter is making an “athletic attempt” at the ball.

RULE 5. MATCH PLAY

1. Warm Up Period – Teams are allowed 3 – 5 minutes of warm up between games dependent on time. This excludes the first game of the night.
2. Game time is scheduled time.
3. Game Balls – teams are allowed to play with personal balls if both managers agree to it prior to the game. Game balls cannot be switched during the game unless there is an equipment failure.
4. Forfeit time is 5 minutes after game time.
5. A team that forfeits more than twice in a season will not be able to register for the following season.
6. game maximum of 27 points. Thus, if score is tied 26 all, the next team to score wins.
7. Each team will be permitted one (1) 30-second time out per game.
8. There is one (1) minute between games.
9. A match will be 3 games to 25 points, with rally scoring being used. If the first two games of the match last 40 minutes or more, the third game will be up to 15 points with rally scoring being used. There will be a 17-point cap. Both teams will be notified before the start of the third game.
10. Rally scoring consists of one (1) point being scored on every serve regardless of who is the serving team.
11. Start of Game: Official will write down the time the match begins. Both captains will be notified at the start of the match.
12. The serving team will be determined by a coin toss. The winner having the choice to serve or choose sides.
13. The team not serving first for the first game will serve first the second game. Teams will subsequently alternate.
14. Players must be in their starting positions during the serve then they may move about the court.

RULE 6. SERVICE

1. Officials will allow adequate time for teams to set up defensively before blowing the service whistle.
2. Let serves (serves touching the net) are legal.
3. It is illegal to serve out of order or before the whistle is blown.
4. The server must contact the ball within 8 seconds after the referee whistles for serve.
5. If the server steps on the line or into the court before hitting the ball, they lose the serve. If the ball is thrown as part of the serve, lands without being touched, it is considered a service tossing error, the referee authorize service again and the server must execute it within 5 seconds. One service tossing error is permitted per rotation.
6. When a serving error is made, all points served during that serve will be forfeited, if discovered during play. When the error is discovered after the serving turn is completed, no penalty shall be assessed. Positions must be returned to the proper established order.
7. No blocking or spiking the serve will be allowed.

RULE 7. PLAYOFFS AND CHAMPIONSHIP

1. League playoff information will be noted on the schedule.
2. Playoff notification and brackets will be completed after the last scheduled games and qualifying team managers will be notified.
3. Playoff games are best of three and championship games are best of five unless otherwise noted on your playoff schedule.
4. Playoff game maximum point cap remains the same as league play.
5. Team roster will be checked prior to start of playoff games. Only players listed on team roster are permitted to play.
6. If teams are tied for a final spot in the playoffs, the tie breaking method will be as follows: 1) head-to-head, 2) total points scored between teams involved in tie, and 3) coin toss.

RULE 8. PLAYER CODE OF CONDUCT

UNSPORTSMANLIKE CONDUCT Managers/coaches are responsible for the conduct of their players/teams at all times. All players are accountable for their behavior before, during and after a game. A player may be suspended for unsportsmanlike conduct at any time.

EJECTED PLAYERS Any player ejected twice in the same year, that player is prohibited from participating in The Guadalupe Recreation and Parks Adult Sports Leagues for one year.

SUSPENDED PLAYERS The Guadalupe Recreation and Parks Department maintains the right to determine the length of suspension for any violation. Penalties listed below are minimum sanctions.

- A. **ONE GAME SUSPENSION:** Unsportsmanlike conduct such as equipment throwing, abusive language, and “trash” talking,
- B. **LEAGUE SUSPENSION:** Unsportsmanlike conduct such as fighting with other players, flagrant contact with other players and excessive abusive language directed at an official.
- C. **ONE YEAR SUSPENSION:** Two ejections in one-year, flagrant contact with an official, threatening an official.

ALCOHOL, VAPING, DRUG AND TOBACCO USE

Alcoholic beverages may NOT be consumed in the park premises prior to, during, or after any scheduled games. The game will be forfeited by the team observed consuming alcoholic beverages. A second offense results in the team being dropped from the league and fees will not be refund. If the umpire/staff feel the safety of the participants and/or spectators is in jeopardy, they have the right to

cancel, delay, or shorten the game. Parks and Recreation staff members are advised to contact police whenever alcohol consumption is witnessed. Use of tobacco, vaping devices and drug use is also NOT permitted during the play of a game. Tobacco and / or vaping products may NOT be used in the dug-out or on the field during game time.

RULE 9. CO-ED RULES

1. No team shall start a game with less than 4 players (**minimum 2 females**). **There can never be more than 4 males on the at a time.**

APPENDIX A. PROTEST PROCEDURES

PROTESTS THAT MAY BE CONSIDERED ARE:

Use of an illegal player may be protested at any time and can affect games already played. The Guadalupe Recreation and Parks Department will determine the player's status and notify all managers affected by the decision. Penalty for use of an illegal player is a one-year suspension of the player from all City league games. Teams using an illegal player will forfeit all games in which the player participated in.

PROTESTS THAT WILL NOT BE CONSIDERED ARE:

Protests that are based solely on the disagreement of an official's decision, for example: accuracy of judgment, technical calls or protests regarding a ruling which would have little or no effect on subsequent play or the final outcome of a game.

THE PROTEST MUST BE FILED WITHIN 24 HOURS

A formal written protest must be received in writing at The Guadalupe Recreation and Parks Department Administrative offices (918 Obispo Street) within 24 hours of the game in question. DECISIONS REGARDING PROTEST are made at the league commissioner's discretion and cannot be appealed.

APPENDIX B. DUTIES OF THE OFFICIAL

The Guadalupe Recreation and Parks Department furnishes one game official. The official is completely in charge of the game. Discussion of any game or official's decisions is made with team managers only.

TEAM AGREEMENT Scorekeepers are not provided; therefore, the official will use a flip score to keep track of points scored. If the umpire is late or does not show, teams may agree to play the game with a mutually agreed upon volunteer official (player or spectator), or contact the league commissioner to have the game rescheduled.

