

Greenville Recreation and Parks

Coed Volleyball Rules

(Updated 4/21/15)

Current official High School Volleyball Rules shall apply with modifications or exceptions as listed below:

I. League Description

This league is a recreational adult league designed for teams with an interest in enjoying fun competition amongst likeminded adults.

II. Eligibility

- A. All participants must be 16 years of age prior to participation and are required to pay the appropriate fee and complete a registration form to be considered an eligible player. Proper identification is required.
- B. Player registration fee and registration form must be on file with GRPD on the day of the game in which he/she is to play.
- C. Each roster is limited to 15 players, including manager and/or coaches. There will be **NO MINIMUM** number of games a player has to participate in to be eligible for the post-season tournament.
- D. Each player will have the option to switch teams one time. The switch must be made before the second regular season game with the original team. The manager of the team the player is leaving must agree to the release in writing.
- E. **An illegal player** is defined as: a player participating under an assumed name and/or playing for a team in which he/she is not on that team's roster; or playing on more than one team in the same division.
- F. **An ineligible player** is defined as: a player who does not meet the requirements of the GRPD code of conduct; or playing while under suspension.
- G. Any GRPD representative, umpire, scorekeeper, or an opposing team all have the right to protest the legality of a player. GRPD has the right to check identification at any time; picture I.D.'s must be readily available upon request. This includes the right to check entire teams or just specific players in question. **NOTE:** Any team found to be playing illegal players must forfeit the present game, those players will be suspended from ALL league play for the next 3 scheduled games, and the manager will be suspended from ALL league play for the next 5 scheduled games.
- H. **NO JEWELRY** will be allowed.

- I. **Uniform:** Each player must have a shirt with an iron-on or screen printed number on the back of the shirt.
- J. Shirts do **NOT** have to be tucked in.
- K. All uniforms must be complete by the beginning of the first pre-season game or that player(s) will not be allowed to play unless cleared by the Recreation & Parks Department's League Director.

III. Equipment

- A. Players must wear athletic type shoes. Street shoes, shoes with black rubber soles and turf shoes will not be allowed.
- B. Hats such as baseball hats and knit stocking hats shall not be worn during competition.
- C. GRPD shall provide game balls.
- D. The height of the net will be 7'11 5/8" (2.43 m).

IV. Starting the Game

- A. Prior to the match the captains from both teams will participate in a coin toss. The captain who wins the coin toss will have choice of:
 - 1. Service in either the first or second game, OR
 - 2. Side of court in either the first or second game.
 - A. Teams will change playing areas at the end of the first game.
 - B. Prior to the third game another coin toss will take place. However, teams will not change sides after 8 points.
- B. Teams must consist of 6 players (3 women and 3 men). A team will be considered legal as long as the number of men or the number of women does not exceed the maximum number (3) allowed. At least two members of each sex must be present at the scheduled match time to constitute a legal team. A minimum of four players must be present to avoid a forfeit.
- C. Games must begin at the scheduled times, unless the previous game is the reason for delay, in which case the following game will start immediately following the conclusion of the previous game. The next scheduled game will not start early unless agreed upon by both teams and officials.
- D. There will be a five minute grace period allowed for all games from the scheduled start time. Once there are four eligible players the game must begin.
 - If four eligible players are not ready for play by the end of the grace period, the first game is a forfeit
 - If four eligible players are not ready for play ten minutes past the grace period, the second game is a forfeit; and the match is over.
- E. If a match is a forfeit, teams may play "for fun" until 10 minutes prior to the next scheduled match.
- F. Any forfeited game shall be recorded as 0 – 15. Double forfeits will be recorded as a loss for both

teams.

V. Match Length

- A.** A match will consist of the best three out of five games.
- B.** Rally scoring will be used for all games. The first four games will be played until a team scores 21 points (win by two) with a 23 point cap. If a fifth game is needed it will be played until a team scores 15 points with a 17 point cap.
- C.** No time limit will be used. Games will be played until a winner is determined.
- D.** There shall be a two minute rest period between games.
- E.** Time-outs
 - 1. Each team may use one (1) thirty second time-out per game.
 - 2. A captain may request a time-out from an official only when the ball is dead.

VI. Scoring/Roster Information

- A.** The first and last names of all participating players, in order of service must be listed on the score sheet prior to each game with the scorekeeper.
- B.** All players, to be considered eligible, must be on the roster card.

VII. Substitutions

- A.** The incoming player must take the position and place in the serving order of the player for whom he/she is substituting.
- B.** If a player re-enters the game, he/she must be in his/her original position in relation to his/her teammates and the serving order.
- C.** Men and women must alternate positions in the rotation order.
- D.** Substitutions must be male-for-male and female-for-female.
 - E.** If the substitute is not immediately ready to play when the request for substitution is made, then the team shall be charged a time-out. If the team does not have a timeout, the opposing team will be awarded a point, and play shall resume immediately.
 - F.** Players who arrive late must check-in with the scorekeeper and wait for a substitution opportunity before entering the game.
- G.** If a player receives a yellow card, he/she must substitute out of the game and re-enter at the next available substitution opportunity (i.e.: sit out at least 1 point).

VIII. General Rules/Regulations

- A.** The ball may be contacted a maximum of three (3) times by a team before it is sent over the net.
- B.** A ball striking the net and going over the net is still in play, including a serve.
- C.** A ball may only be contacted once it crosses the plane of the net.
- D.** Any ball touching any part of a boundary line is considered "good" or "in".
- E.** The ball may be hit by any body part including the feet. However, the ball may not be kicked.

F. A player may step on, but not entirely over, the center line. This rule also applies to the hand. They may touch on the line, but not go entirely over the line.

G. A player shall not contact any part of the net or its supports while the ball is in play. When the ball is driven into the net so that it causes the net to contact an opposing player, this is not a foul if they did not actually contact the net by themselves.

H. In returning the ball a player may follow through over the net, providing he/she first contacts the ball on his/her side of the net and does not touch the net. In the act of blocking, players may reach across the net but may not contact the ball until the opponent has completed their offensive attack on the ball.

I. A team may play any ball which strikes an overhead obstruction (i.e. ceiling, ceiling fixtures, and basketball goals) on their side of the court. Balls returned which strike an overhead obstruction on the opponent's side of the court are considered out. Any obstruction not directly above the court will be considered out of play.

J. The ball must be clearly hit. There shall be no obvious lifting, holding or pushing of the ball. When, in the opinion of the official, the ball visibly comes to a rest at contact, the official shall stop play, and issue points accordingly.

K. A player shall not contact the ball more than one time, consecutively. However, if the first contact is a block attempt that player may contact the ball a second time.

L. A player may have a double contact if it is their team's first contact after an opponent's hard driven attack, and if it is done so in one single attempt to contact the ball.

M. Servers may serve from anywhere along the end line.

N. All serves must be completed within five (5) seconds of the official's service whistle.

O. Judgment of all ball handling errors and conditions of the rules are made only by the referee. Good sportsmanship must be displayed at all times. Only the floor captain is allowed to discuss any circumstance or play or rule decision.

P. Alcoholic beverages will not be allowed at any time on City property or properties used by the City of Greenville. If in the opinion of the officials, League Director, or any GRPD Staff, a player or manager/coach has been drinking and is not removed from the game after the manager of the team involved has been notified, the game will be forfeited. When a player is known to be intoxicated, he/she must leave the gym – this is each manager's responsibility.

Q. The libero position will **NOT** be used.

IX. Major Fouls

A. Service

1. Foot fault (on or over the line).
2. Server outside of service area.
3. Failure to serve within the five (5) second count.

B. During Play

1. Failing to legally return ball within the opponents' court.
2. Contacting the ball illegally.

3. An individual contacts the ball more than once, in succession, except if one of those contacts is a block attempt.
4. By committing a body foul into the net.
5. Contacting the ball more than three times by one team (a block attempt does not constitute a contact).
6. Contacting or catching the ball even if it is going out of bounds (instead, let the ball bounce and wait for the whistle).
7. Commits any violation of sportsmanship.

X. Unsportsmanlike Conduct

- A. An official may issue a yellow or red card for discipline reasons.
- B. Any person using profane or vulgar language will be removed from the court. If a player is removed from the court for unsportsmanlike conduct, he/she shall be automatically suspended for the next game played, as well as being in jeopardy of being banished from the league, pending review by the Athletic Staff.
- C. Anyone that has possession or threatens the use of a weapon on GRPD properties and facilities or property used by the participants of GRPD programs will be suspended indefinitely from all GRPD programs and facilities.

XI. Ejections

- A. A player who is ejected from a game will be required to leave sight and sound of the facility within 2 minutes. If a player fails to leave after an ejection, the game will be forfeited by the official. Managers should see that your player leaves promptly.
- B. If any player is ejected from the game he/she shall be automatically suspended for a minimum of one game, additional punishment could be handed down pending review by GRPD staff.

Possible actions include

- One game suspension
- Multiple game suspensions and a meeting with the Athletic Staff
- Season suspension and a meeting with the Athletic Staff
- Indefinite suspension

- C. If the player is ejected a second time, he/she will be suspended for the remainder of the season, or if circumstances so warrant, be suspended from participation in any program and/or facility of Greenville Recreation and Parks Department indefinitely, pending review by GRPD staff.

XI. Tournament

- A. A single elimination tournament will follow the regular season with pairings determined by the regular season standings.
- B. League standings will be determined by the following order:
 1. Season record, followed by head-to-head games
 2. Match record, followed by head-to-head matches.
 3. Point differential, followed by point differential in head-to-head competition.

4. In the case of any tie break situation, if any team has had a forfeit loss, they are eliminated from the tie breaker.

XII. Awards

A. Regular Season Champions will receive a team plaque.

B. Post-Season Tournament Champions will receive a team plaque as well as championship t-shirts for all registered players.

C. Post Season Runner-up will receive a team plaque.

XIII. Other

A. If a team forfeits 3 games (which includes all call ahead forfeits), that team shall be removed from the league. All players on a team that have forfeited out of the league will not be allowed to play the remainder of the season with another team in that league.