



## **1. LEAGUE ORGANIZATION**

- A. The City of Douglasville Parks Department is the governing body of this league. The National High School Federation rules shall govern play unless superseded by the following rules and regulations. The City of Douglasville reserves the right to rule on anything not covered by the NHSF Rulebook.**
- B. Each team is responsible for checking the website for schedules, standings, and make-up game information. League information can be found at [www.quickscore/douglasville](http://www.quickscore/douglasville).
- C. The City of Douglasville reserves the right to place any team in a higher or lower division during the season. Any team that comes in first place in its division during the regular season and or playoffs may be moved up to the next highest division the following season.
- D. The League is made up of 6 in-season games and playoffs.

## **2. SETUP AND EQUIPMENT**

- A. City of Douglasville staff will furnish equipment and game balls, but teams may use their own ball if both teams agree.
- B. Matching jerseys with numbers is required.
- C. Closed-toed shoes must be worn. (Crocs are prohibited)
- D. The net height shall be 7 feet 8 inches.

## **3. ELIGIBILITY & ROSTER**

- A. A player must be 16 years of age by the start of the team's 1st game to be eligible.
- B. A team will not be allowed to carry more than 15 players on its roster.
- C. A player cannot be a member of 2 teams within the same league. Teams may pick up players on another team, ONLY if they are short the full starting lineup and the other team agrees. Teams may not pick up players as subs from another team. Once the playoffs start, teams may only use players that are on their team/roster. In the playoffs, if a team does not have enough players to start the game, they will forfeit their game.

## **4. GAME OVERVIEW**

- A. A team consists of 6 players per team on the court. A team may start with a minimum of 4 players.
- B. Matches will be the best two (2) out of three (3) sets. The first team to win two sets will win the match.
- C. Teams are allowed one time-out per game.
- D. Intermissions between sets will be two minutes.

## **5. SCORING**

- A. The first two sets will be played to 25 points, and a team must win by at least two points.  
There will
- B. be a scoring cap of 30 points regardless of point differential.
- C. The third set, if necessary, will be played to 15 points, and a team must win by at least two points.
- D. There will be a scoring cap of 21 points regardless of point differential.
- E. All sets of a match will be played under “rally scoring”, awarding a point on each service.
- F. The lines on the court are considered inbound.
- G. The red and white antennae and every part of the net outside the antennae, including cables and stands, are considered out of bounds.

## **6. SUBSTITUTIONS**

- A. Substitutions can be made during any dead ball period before the official has beckoned for service.
- B. A player removed from the match via substitution must wait for the end of the next rally before
- C. He/she may re-enter the set.
- D. Team may not designate or utilize a libero.

## **7. SERVING**

- A. The service zone is behind the end line and between the extensions of the sidelines. Players may serve the ball from any part of the court but must take their last step before contacting the ball to be within the service zone. Players may not make contact with any part of the end line until after they have contacted the ball.
- B. Players have five seconds after the official beckons for serve to contact the ball to initiate play.
- C. During a team’s term of service, the player in the Right Back position will be the server until the next term of service.
  - A team’s term of service ends when it loses the rally or the set ends.
  - At the beginning of a new term of service, all players on the court will rotate clockwise one position on the court to determine the next server.
- D. A re-serve is called when the server releases the ball for serve, then catches it, or lets it hit the ground without making an effort to contact it for serve. Teams are allowed one re-serve per term of service.
- E. Let serves, in which the ball contacts the net before falling to the receiving team’s side, are legal.
- F. Blocking and attacking serves at the net is not permitted.

## **8. PLAYING THE BALL**

A. Teams are allowed a maximum of three hits before returning the ball to the opponent's side of the net.

- Neither a block nor a joust counts as one of the team's three hits
- A player contacting the ball with two or more parts of the body at the same instant is permitted.
- and considered one hit.

B. The ball may be hit with any part of the body.

C. A player cannot contact the ball two or more times in succession without interrupting contact from another player.

- Blocks and jousts do not count as hits. A player participating in a block, or jousts can be the next player to play the ball without penalty.

D. Players may not touch the net, supporting cables, nor antennas with any part of their body to manipulate the net.

## **9. COED MODIFICATIONS**

- A. A team consists of 6 players per team on the court. A team may start with a minimum of 4 players.
- B. A team can have no more than 3 males on the court at once. (3/3)
- C. A team may play with 6 women on the court. There is no maximum number of women allowed on the court.
- D. Men and women must alternate in their serving line-up as often as possible.

## **10. PLAYER CONDUCT**

- A. Any player or coach ejected from a game will serve a minimum 1-game suspension from all City of Douglasville leagues he/she participates in. A player ejected for the second time during a season will be suspended for the remainder of that season. If a player or coach participates in a game while ineligible due to suspension, the game shall be declared a forfeit, and the player or coach will be suspended for the remainder of the season. If a player or coach touches an umpire or county representative in anger or threatens to do bodily harm, before, during, or after a game, he will be barred from the league indefinitely. The length of the suspension will be determined by the City of Douglasville staff.
- B. If a player or coach touches an umpire or city representative in anger, or threatens to do bodily harm, before, during, or after a game, he will be barred from the league indefinitely. The length of the suspension will be determined by the City of Douglasville staff.

## **11. FACILITY RULES & LEAGUE INFO**

A. Drinking alcoholic beverages will not be tolerated. A player determined to be under the influence of intoxicants will be immediately removed from the playing area and suspended from the City of Douglasville Parks and Recreation programs for one year. City of Douglasville law prohibits possession of alcohol in city parks.



- B. If a team forfeits two games or more during the season, the City of Douglasville Parks and Recreations reserves the right to drop that team from the league with no entry fee refund.
- C. After the schedule is complete, there will be no changes or refunds. Schedules will be emailed to the team managers. You may submit a scheduling request before the season and a City of Douglasville staff will accommodate you if possible.

## **12. ADULT VOLLEYBALL TIEBREAKER**

*The following procedure will be used to determine the first-place finisher at the end of the season or break ties.*

### **A. TWO WAY TIE:**

- 1) Head-to-Head – If two teams are tied with identical records, the winner is the team that won the game when the two teams played.
- 2) Points Allowed – If two teams are tied, the total point differential will decide the winner.
- 3) Coin Toss – If the teams split their games, a coin toss will determine the winner.

### **B. THREE WAY TIE:**

- 1) Head-to-Head – If one of the three or more teams defeated each of the other teams during the season
- 2) Points allowed – If teams are tied, the total point differential will be used to break the tie between three or more teams.