



Eaton Area Park & Recreation District Adult Women's Competitive Volleyball Rules

The Eaton Area Park & Recreation District offers competitive and recreational coed volleyball leagues. The following are classifications for each league:

Competitive: Players have extensive volleyball playing experience including college, club, high school varsity, or any other competitive play. Players also have high athletic ability and advanced skills. Overhand serving accuracy is at 90% or better. Players have a knowledge of and/or ability to execute a variety of offensive plays and strategies. Players have developed passing skills, hand setting predominates and strong offensive attacks are generated regularly.

Recreational: Players who are familiar with rules and philosophy and are interested in developing more advanced volleyball skills. Some players are familiar with offensive and defensive responsibilities. Strong attacks are generated occasionally. Bump setting predominates, but hand setting is seen occasionally. Players with high athletic ability and skills are discouraged from playing in this league. The recreational league is designed for mid-recreational players and not leisure players. Leisure teams may play in the league with the understanding that most teams will be at a higher level. The Recreation Coordinator or Supervisor will provide guidance for league expectations upon request.

Manager Information

- All players must be at least 17 years of age and may not be currently competing at the collegiate or high school level.
- Each team manager is responsible for updating the team roster. Players must provide mailing address and signature to compete in the league. A team manager may make roster additions/deletions any time prior to week 6 during the regular season. Additions will not be accepted during the tournament.
- A player may not switch from one team to another in same league. (See below)
- A player from the recreation league may sub on a competitive team. A player from competitive team may sub on a recreation team; however, the Recreation Coordinator will handle that on a case by case situation. Notify the coordinator if you plan on using a competitive player in recreation.
- Players must play in at least three regular season matches to compete in the tournament.
- The end of the season tournament will be held on regular season days.
- Violations of any roster requirements will result in a forfeit.
- League Standings are determined by win/loss record per game. In case of a tie, a winner will be decided by head to head win percentage. If a three-way tie exists after head to head competition, then points scored against will be calculated. Awards will be given to Tournament

Champions. 8 shirts – (2 M, 4 L, 2 XL) Additional shirts may be ordered upon request and at the expense of the team.

- The Eaton Area Park & Recreation District will provide the game facilities, officials, a gym supervisor, game ball and scorekeeper.
- Teams are recommended but not required to wear jerseys of similar color or jerseys with numbers.
- All matches will be played at the Eaton Area Community Center. Absolutely no food or drink will be allowed in the gym. Water bottles with a lid are acceptable.
- Team must adhere to the Gym Rules which are listed in the gym.
- Please monitor the safety of young children in the gym. The actions of your children are your responsibility.
- The Eaton Area Park & Recreation District will not be liable for injuries to players and will not be responsible for articles lost or stolen while participating in the program.

Match & Game Regulations

1. A coin toss will be conducted between a team captain from both teams and the official.
 - a. The winner may choose to serve, to receive, or side of the court
 - b. A coin toss will be conducted before the first and third game
2. National Federation of State High School Associations rules will be used except for the modifications listed below.
3. Each match will consist of three games, the rally score format will be used. Each match will consist of 3 games to 21, win by 2 (or 1st to 23). Only in tournament play, a 3rd game will be played to 15, win by 2 (or first to 17). There will be no time limit on individual games within matches however a 45-minute time limit will be placed on the entire match. The clock will not stop between matches and time outs. However, if the score is competitive in the 3rd game and a time out is called, the clock will stop. If a game is tied when time expires, the next point will decide the winner.
4. A maximum of 5 minutes will be allowed for warm ups, before the clock is set to 45 minutes.
5. Number of Players and Subs
 - a. Teams must start with a minimum of four players.
 - b. If a team drops below the legal number of players due to an injury on the court the game may continue without penalty.
 - c. If a team plays with four players, no rotation is required but the player who last served is considered back row.
 - d. Subs – players may not play down a division, but they can play in the same division or up one division as a sub. The opposing team would have to be okay with the sub and if the game is played it will count in the standings. If the team is not okay with the sub the game would be a forfeit and not played.
 - e. Subs – if a team's fifth and/or sixth player is running late and would like to enter the game as soon as they arrive, this is allowed.
6. Blocking and attacking the service is illegal.
7. Any ball, which momentarily comes to rest on a player's arms or in his/her hands, will be considered a lift.
8. Players may serve anywhere behind the back line.

9. Players are not allowed to touch the net at any time during play. All contacts with the net will be considered a foul and result in a point or side-out.
10. When objects enter the playing court during play, the official will stop the game ONLY if the object is a direct hindrance to play.
11. Open hand dinks are allowed.
12. Timeouts are thirty seconds. Each team has one timeout per game.
13. Only the team captains may address the official. Any other person addressing the official will receive a yellow or red card. Team captains may only request interpretations or clarification of a rule.
14. The bleachers are considered out of bounds and no player will be allowed to use them to gain an advantage to play a ball. All walls are out of bounds. The ceiling and the basketball hoops are playable on a team's own side if the team has hits remaining.
15. Any participant who is bleeding, has an open wound, or has an excessive amount of blood on his or her uniform must leave the game or event. The participant may not return until either the bleeding has stopped, the wound has been covered, or the uniform has been changed.
16. If the appropriate number of players are not present 5 minutes after the scheduled match time the first game will be forfeited; 15 minutes after scheduled match time the second game is forfeited and 30 minutes after the scheduled match time all three games will be forfeited.

Player Conduct

1. Each manager is responsible for the conduct of his/her players and spectators. All players will behave in an appropriate manor or be subject to removal.
2. The recreation staff will not tolerate verbal or physical threats or attacks against any players, officials, or spectators. An official can dismiss a player or spectator from the facility without a warning if their behavior is unsatisfactory.
3. Any interference from a spectator, player, or child will result in a team yellow card (warning). A second offense will result in a team red card (point or side-out).
4. Any player receiving a red card will be ejected from the match and will receive a one match suspension. Any player receiving more than one red card is suspended from the league for the remainder of the season.
5. Any player ejected from a match will receive an automatic one game suspension from the league. Any ejected player must leave the gym within five minutes of the incident. Refusal to leave the gym may result in suspension for the remainder of the season and result in a forfeit for the team.
6. Any player under suspension is not allowed to attend the matches or be in the facility anytime during his or her suspension period. Player refusal to abide by these guidelines may be subject to suspension indefinitely.

Protests

1. A protest is only applicable to a situation where there has been a misapplication or misinterpretation of the rules. The official's judgments are not grounds for protest.
2. A written account of the protest and a \$100.00 check must be given to the gym supervisor or Recreation Coordinator at the time of the incident. If the protest results in an official ruling being overturned

the \$100.00 will be returned. If the protest does not result in an overturning of an official ruling, the \$100.00 will not be refunded.

3. The Recreation Coordinator will make a decision regarding all protests within twenty-four hours of the incident. If an official's ruling is overturned by protest then the game will be replayed from the point of the recorded protest.

Forfeits

1. A 30-hour notice must be given to the Recreation Coordinator in the case that a team is unable to attend a match.
2. If the 30-hour notice is not given, a \$25 forfeit fee must be paid before the team is eligible to participate in the next regular scheduled game.
3. Forfeited matches will not be rescheduled.
4. Forfeiture of the match will automatically be enforced plus a \$25 forfeit fee will apply to all the following:

*A team's conduct escalates to the point that the gym supervisor feels a forfeit is warranted

*The \$25 forfeit fee was not paid before the next scheduled match

*A player is not listed on the official roster

*A player plays under an assumed name or address

*A team member is ejected from the game, suspended from the league, or suspended from one or more matches and is playing during the penalty period

Cancellations

In case of inclement weather, please check www.quickscores.com/eaprd for cancellations. Do not assume the status of the match. Under most circumstances, all team managers will be informed of cancellations or postponements.