

# Brushy Creek Indoor Volleyball Rules

## General

1. This league is for participants ages eighteen (18) and over.
2. General game rules are based on USAV rules.
  - a. No liberos
  - b. Defensive Specialists (DS) are allowed
3. Net height
  - a. Men and Coed: 7' 11<sup>5</sup>/<sub>8</sub>"
  - b. Women: 7' 4<sup>1</sup>/<sub>8</sub>"
4. Any official-size volleyball is playable.
5. There will be a five (5) minute warm-up period before the start of each game. Games will start promptly at game time.
  - a. Both teams will share the court for the five-minute warm-up: 4 minutes of hitting and 1 minute of serving.
6. Matches shall consist of the best two (2) out of three (3) games.
7. Rally scoring will be used with the first two games going to twenty-five (25) (win by two (2) capped at twenty-seven (27)), and the third game to fifteen (15) (win by two (2) capped at seventeen (17)).
8. During the third deciding game the captain who did not win the first game toss will call the coin toss.
9. Fifty (50) minutes for best of 3 sets.
10. While games are going on, spectators must remain in the gym bleachers or lobby area; the rest of the building and all league equipment are off-limits.
11. The team captain is responsible for all team members' behavior and disseminating all rules, schedules, and information to them.
12. Unsportsmanlike conduct towards staff, other players, or referees will NOT be tolerated. Violations may result in temporary/permanent suspension from the volleyball league at the discretion of the Adult League Specialists.
13. League fees entitle participants to an eight (8) game season.
14. The Adult League Specialists will make the final decision on all rules and league issues.

## Rosters

Rosters are frozen after the third week of games. Please accommodate for early game start time, injuries, and possible loss of players.

- Max of twelve (12) players per team. Players and subs cannot play on multiple teams within the same division.

## Players

Matches may start with at least four (4) players. Late-arriving players can participate right away at the next dead ball.

- With less than six (6) players present, the captain must designate how the team's front and back row player formations will be played.

## **Ghost Rule**

If a team has five (5) players or fewer, the "GHOST" (non-existing player) will start the match in position six (6).

- When the "ghost" rotates into position one to serve, the team forfeits their serve, and the other team takes possession of the ball to serve.
- The rotational order of the six-player lineup must be maintained, including when the "ghost" rotates into the front row (positions 2, 3, 4). Thus, only 2 players could attack in the front row when the "ghost" occupies the front row rotations (positions 2, 3, 4). This process repeats itself for the match or until the sixth player arrives to play.
  - a) When a player arrives, a substitution is immediately made to sub-out the "ghost" for the active player, regardless of rotation.

## **Co-ed Team Ratio**

Team ratios of men to women can be 3 men to 3 women, 3 men to 2 women, or 2 men to 1 woman.

- *4 men to 2 woman is NOT allowed.*
- *3 men to 1 woman is NOT allowed.*
- Equal gender rotation should be followed when possible

## **During the Game**

- Interference caused by a ball from the other court is at the referee's discretion.
- One (1) time-out per team per game will be allowed at thirty (30) seconds.

## **Forfeiture**

- If the team has only three (3) players at the scheduled match time, the forfeiture time is five (5) minutes for the match.
- Playing of anyone not on the official team roster.

**\*These rules may be revised/or altered at any time at the discretion of the Adult League Specialists.\***