

ERIE PARKS & RECREATION



ADULT VOLLEYBALL RULES & INFORMATION 2019

www.quickscores.com/erie

450 Powers Street
Erie, Colorado
Phone: 303.926.2550

TABLE OF CONTENTS

I.	LEAGUE INFORMATION.....	3
	A. Mission Statement	
	B. Play hard – Have fun – Respect One Another	
	C. Facility	
	D. Contact Information	
	E. Weather Hotline	
	F. League Classifications	
	G. Team Captain’s Responsibilities	
	H. Emergency Procedures and First Aid	
	I. Blood Rule	
	J. Schedules	
	K. Cancellations and Rescheduling	
	L. Standings/Tiebreakers	
	M. Playoffs and Awards	
	N. Rosters	
II.	LEAGUE RULES.....	6
	A. Governing Rules	
	B. Forfeits	
	C. Lineups	
	D. Complete Games	
	E. Game Play	
	F. Equipment	
III.	CODE OF CONDUCT - ALCOHOL POLICY.....	9
	A. Code of Conduct and Regulations	
	B. Alcohol Policy	

I. LEAGUE INFORMATION

A. MISSION STATEMENT

The Parks and Recreation Department builds community through the delivery of exceptional parks, open spaces, trails, facilities, programs and services.

B. PLAY HARD – HAVE FUN – RESPECT ONE ANOTHER

C. FACILITIES

League games will be played at the Erie Community Center, located at 450 Powers Street.

D. LEAGUE CONTACT INFORMATION

Erie Parks & Recreation Adult Sports leagues are managed by:

Levi Moser, Recreation Coordinator-Sports
303.926.2559
lmoser@erieco.gov

Mollie Gunter, Assistant Recreation Coordinator-Sports
303.926.2794
mgunter@erieco.gov

Sports Information Websites
www.erieco.gov/parksandrec
www.quickscores.com/erie

E. WEATHER HOTLINE

- 1) The weather hotline is a recorded message, which will inform teams of the status of that day's games. **A message will be recorded at 4pm Monday – Friday and 8am on Saturdays and Sundays.** Updates are made as necessary. It is every team captain's and player's responsibility to call the weather hotline. In case of inclement weather or poor field conditions after a game has begun, the field supervisor and/or umpire will decide if the field is playable. Every attempt will be made to play; however, safety is the #1 concern of Erie Parks & Recreation.
- 2) **WEATHER HOTLINE NUMBER IS – 303.926.2550 option 4.** This is a voicemail recording. Please listen to the full message as there can be many different fields listed on this recording.
- 3) You may also access game status information at www.quickscores.com/erie at 4pm Monday – Friday and at 8am on Saturday and Sunday.

F. LEAGUE CLASSIFICATIONS

We do our best to appropriately place teams into leagues; however, we reserve the right to place teams as we see fit and do not guarantee perfectly matched leagues. The league supervisor and Sports Administration team will monitor teams and/or players and if it is deemed a team and/or player(s) are incorrectly classified, may move teams and/or players up or down accordingly in future leagues. **To help determine the proper classification of your team, please use the following guidelines:**

- 1) Recreational/Open – This is the only league available at this time. There will be a mix of novice and experienced players/teams.

G. TEAM CAPTAIN'S RESPONSIBILITIES

The team captain is the primary link between their team and Erie Parks & Recreation. It is the team captain's responsibility to obtain all information regarding league play and communicate it to their team members. Responsibilities include:

- 1) Registering the team. To register with a deposit, you must pay with a credit or debit card in-person at the Erie Community Center. Balances should be paid in full by the third week of the season. Any remaining balance will automatically be charged to your card on the fourth week of the season.
- 2) Read, understand, and explain league rules and facility regulations to each player prior to participation
- 3) Ensure that all players sign the roster prior to their first game played
- 4) Maintain control over players in all circumstances, including disputes on the field; disputes will be discussed with the team captain only
- 5) Regularly check www.quickscores.com/erie for correct scores and schedule updates.
- 6) Communicate with Sports Administration as needed.
- 7) Ensure your team is ready to play at the scheduled game time.
- 8) Ensure that the team area is cleaned after each game.

H. EMERGENCY PROCEDURES AND FIRST AID

Staff will respond to on-site emergencies. Participants and spectators must follow staff directions during any emergency. In the event of a medical emergency, participants/team captains are asked to report them immediately to the field supervisor. League supervisors will have first aid supplies as well as an AED.

I. BLOOD RULE

Any player or coach who is bleeding or who has blood on his/her uniform shall be prohibited from further participation until appropriate treatment can be administered. Officials should stop the game and allow treatment. If treatment is administered in a reasonable amount of time, the individual will not have to leave the game. The official will then apply the appropriate rules regarding substitution, re-entry, and playing short-handed.

J. SCHEDULES

- 1) All schedules, standings, and scores can be found at www.quickscores.com/erie.
- 2) League schedules will be ready approximately one week prior to the first game of the season and team captains will be emailed when they are ready.
- 3) Scheduling requests will not be accepted.
- 4) Games will be played if at all possible and may be played in weather conditions that are not ideal.
- 5) Games are not rescheduled except for inclement weather and/or poor field conditions.

K. CANCELLATIONS AND RESCHEDULING

- 1) If games are cancelled, makeup game schedules will be within 48 hours after the cancelled game. Once rescheduled, the makeup game time will not change.
- 2) Makeup games will be scheduled as long as the length of the season allows and will include doubleheaders. Should any team not receive the guaranteed number of games due to weather cancellations or other unforeseen events, pro-rated refunds will be given.

L. STANDINGS/TIEBREAKERS

Winning percentage will determine league standings and playoff rankings. If 2 or more teams have the same winning percentage at the end of league play, the following tiebreaker methods will be used:

- 1) Forfeits
- 2) Head-To-Head
- 3) Head-To-Head Point Differential
- 4) Average Point Differential
- 5) Average Points Against
- 6) Coin Toss

For more information, visit: http://www.quickscores.com/Orgs/Help_TieBreakers.php#winning-percentage

M. TEAM AWARDS/PLAYOFFS

- 1) All teams in each league will play a single-elimination tournament at the end of the season.
- 2) Tournament champions will receive awards at the conclusion of the season.
- 3) Team captains must complete the League Champions - Award Form at the conclusion of the championship game and submit to the gym supervisor prior to receiving their awards.
- 4) If the team is requesting more awards than the maximum allotted amount (as stated on the League Champions - Award Form), the team captain is responsible for incurring the additional fees at the rate shown on the form. Sports Administration will add this fee to the team captain's ActiveNet account to be paid within one week.

N. ROSTERS

- 1) All participants must be 18 years of age and teams may have unlimited players on their roster.
- 2) All players must sign the roster prior to participating. Any team playing with a non-rostered player is subject to a forfeit.
- 3) Open Rosters: All players must be on a roster in the league to be eligible to play; however, they may play, **as invited**, on any other team in the same league. Players may not play on more than one team per game. In the playoffs, players may only play on the team they are on the roster for. Players may only be on one roster per league. Teams may only pick up a player if they have less than 4 or 6 players (4 for 4v4 and 6 for 6v6) and then only as many as it takes to get to 4 or 6 players. At least 50% of each team playing must be from their own roster to play the match.
- 4) Rosters freeze after the end of the regular season. No players may be added to any team's roster after this point in time.
- 5) Each player must carry a photo ID with them to all games in the event of a roster check.
- 6) Any non-rostered player or player playing under an assumed name shall result in ejection of that player. A team may protest a player's eligibility, but must do so by the conclusion of the game the player enters.
- 7) Anyone participating in an adult sport prior to signing the waiver or team roster is considered an illegal player. By participating in that sport without signing the waiver/roster this illegal player assumes the same responsibility and is playing under the same inherent risks of the sports as any other legal player. Any team with an illegal player participating in the sport / activity could be subject to forfeit.
- 8) Free agent (players looking for teams) information is available at www.quickscores.com/erie.

II. LEAGUE RULES

A. GOVERNING RULES

- 1) Erie Parks & Recreation is the sole governing body of the league(s).
- 2) USA Volleyball rules will govern all play in addition to the listed rules. Teams may access the complete USAV playing rules at www.volleyballreftraining.com.
- 3) Erie Parks & Recreation reserves the right to expel any team/player from the league for reasons of conduct or failure to observe rules, regulations and procedures. Written notification of such actions will be provided to the individual and/or team captain.
- 4) Any situation not covered explicitly in these rules will be acted upon by the league supervisor and/or Sports Administration team. In addition, Erie Parks & Recreation reserves the right to interpret any and all rules and situations and further reserves the right to insert, delete or change rules at any time and make retroactive decisions should it be deemed necessary for the benefit of the program.

B. FORFEITS

- 1) Teams must have a minimum of 2 (4v4) or 3 (6v6) players from their roster to start and finish the match.
- 2) If a team or both teams do not have the minimum number of required players to start a game, that team (or both) teams will be granted a 10-minute grace period to allow for the minimum number of players to arrive. The official game clock will start at game time and continue to run until enough players arrive to start the game or a forfeit is declared at the end of the 10-minute grace period.
- 3) Forfeited games will be scored 21-0.
- 4) The gym supervisor and/or Sports Administration will make the final call on all forfeits.
- 5) Officials will NOT officiate a forfeited game.
- 6) Teams will be allowed use of the court until 10 minutes prior to the next scheduled game time.
- 7) Non-appearance forfeit: When a team fails to show up for their assigned game without notification, the team must conduct a meeting with Sports Administration prior to participating in their next scheduled game. If a team has 2 non-appearance forfeits during the season, it is automatically dropped from the league. No refunds will be given.
- 8) If a team has to forfeit, the team captain MUST contact Sports Administration by 12pm on game day. If notified properly (e-mail and/or work phone), there will be no forfeit fee charged to the team. The team captain MUST also, out of courtesy, notify the opposing team captain by email and phone to ensure that the opposing team is aware of the forfeit.
- 9) Any team that forfeits 3 games in a season will be removed from the league without refund.

C. LINEUPS

- 1) A full team consists of 4 or 6 players (depends on season). All teams must have at least 2 (4v4) or 3 (6v6) players start and finish every game. A 50/50 male/female ratio is encouraged; however, teams may play with any of the following combinations on the court:

Woman must touch the ball if there are 2 or more hits on their side

# of Players	Male	Female
3	0	3
	1	2
	2*	1*
4	0	4
	1	3
	2	2

# of Players	Male	Female
5	0	5
	1	4
	2	3
	3*	2*
6	0	6
	1	5
	2	4
	3	3

D. COMPLETE GAMES

- 1) The match consists of 3 games to 21 points with at least a 2-point scoring advantage or first to 25. The third game will be called if the match lasts longer than 55 minutes. The team which is leading once time is called is the winner regardless of the size of the lead. If tied when time is called, the next point wins.
- 2) There will be a strict 2 minute intermission between games.

E. GAME PLAY

- 1) **STARTING A MATCH:** A coin toss will decide which team will serve first for the first and second games. The other team will choose a side of the court to defend. A second coin toss will determine who serve the third game. The 55 minute game clock will begin on the official's whistle for first serve. In the playoffs, a third game is only played if necessary. Matches in the playoffs will not be timed.
 - a) Players must alternate in gender if possible and two male players may not ever play adjacent to one another in the rotation (exception is 3:2 or 2:1 male ratios). Females may play in any order.
- 2) **NET HEIGHT:** The net shall be set at a height of 7' 8" at center.
- 3) **SCORING:** Matches will be played using rally scoring.
- 4) **TIMEOUTS:** Each team is allowed one, 60-second timeout per game. Game clock does not stop for timeouts. No team can call a time out in the last five minutes of game time.
- 5) **BALL OUT OF PLAY:** A ball shall remain in play if it contacts the ceiling or other overhead objects above the playing area. The ball is out of play if:
 - a) It contacts above the opponent's playing area or crosses the plane of the net into the opponent's court.
 - b) It contacts the ceiling or overhead objects, regardless of height, over non-playing areas.
- 6) **THE SERVICE:** The service is the act of putting the ball into play by the player in the right back position who hits the ball with the hand (open or closed) or any part of the arm in an effort to direct the ball into the opponent's area. Once the ball has been tossed or released by the server, if no attempt to serve has been made, it is considered a service tossing error. Each server is allowed one service tossing error per individual serve. After a service tossing error, the referee must authorize the service again (re-serve) and the server must execute it within the next [8] seconds. Net serves are allowed. The ball must be contacted within 8 seconds following the referee's whistle and the server may have no portion of the body in contact with the end line or outside of the side lines. Service cannot be made with two hands.
 - a) Duration of service – A player continues to serve until a fault is committed by the serving team.
 - b) Change of service – The team which receives the ball for service shall rotate one position clockwise before serving.
 - c) Serving Faults – The referee will signal side-out and direct a change of service to the other team if the ball passes under the net, the ball touches an antenna or does not pass over the net between the antennas, the ball touches a player of the serving team or any object before entering the opponent's playing area, the ball lands outside the limits of the opponent's playing area, or if the server fails to contact the ball within 8 seconds after the referee's whistle.
 - d) Other than the initial serve of each game, teams must rotate prior to service.

- 7) **PLAYING THE BALL:** Each team is allowed three contacts to return the ball to the opponent's area. Exception is during blocking, consecutive contacts may occur by one or more blockers provided the contacts occur during one action. There will be no coed rule enforced as long as teams are not judged by the official or supervisor to be excluding players on their team. If an official or supervisor determines that a team is not including all players on the court, the official or supervisor can invoke a mandatory coed rule beginning with the next game of the match. This rule will state that when multiple contacts with the ball are made by a team, a player of each gender must touch the ball before travelling over the net.
- 8) **FAULTS WHILE PLAYING THE BALL:** A team that contacts the ball four times, a player who does not contact the ball cleanly (illegal hit), a player who contacts the ball twice in succession (double contact), a player who touches the top white tape border while attempting to play the ball.
- 9) **BLOCKING:** A block contact is not counted as a team hit and the first hit following a block may be executed by any player, including the player who executed the block. If the ball is hit above the spiker's side of the net and the follow through causes the spiker's hand and arm to cross the net without contacting an opponent, such action does not constitute a fault.
- 10) **PLAYING AT THE NET:** Players attempting to execute a hit or block on the ball may not touch the white stripe on the top of the net. Contact with the white stripe is always a fault except by loose hair and insignificant contact by a player not involved in the action of playing the ball. If opponents contact the net simultaneously, it shall constitute a double fault and the referee shall direct a replay. Attacking the service is not allowed.
- 11) **CROSSING THE CENTER LINE:** Players feet or hands may cross the center line without committing a fault unless the foot or hand interferes with an opposing player on the other side of the net. If any other body part crosses the center line, it will constitute a fault.
- 12) **PROTESTS:** Protests are not allowed. Any complaints regarding a game, team, or official's rule interpretation should be communicated to Sports Administration before the next scheduled game. Judgment calls will not be addressed.
- 13) **EJECTIONS:** Any ejected player MUST leave the Erie Community Center immediately or police will be called to escort the player from the premises and additional suspensions and penalties may be levied. That player will be suspended a minimum of one game (determined by Sports Administration) and be put on probation for the remainder of the season. A second ejection of the same player will result in a suspension for the remainder of the season. Any player ejected from a game cannot be replaced by an additional substitute.

F. EQUIPMENT

- 1) Teams are required to bring their own shoes, knee pads, and any other safety equipment they choose to use.
- 2) **Uniforms** are strongly encouraged. Teams should dress in similar colored shirts with numbers. Taped numbers are not allowed. All players must wear a shirt and shorts or pants. For all your uniform needs, please contact Sandy at FRP Apparel (sandy@frpapparel.com).



- 3) No jewelry may be worn during play with the exception of medical alert bracelets/necklaces.
- 4) Shoes must be worn by all players. No open-toed sandals or shoes allowed (this includes Crocs).

III. CODE OF CONDUCT AND REGULATIONS - ALCOHOL POLICY

A. GENERAL INFORMATION

All participants must adhere to all park rules and regulations, as well as the Department's Code of Conduct. Erie Parks & Recreation adult sports leagues are intended to be recreational activities. The Department expects reasonable and appropriate behavior/conduct and sportsmanship from those who participate. A violation of this code of conduct includes, but is not limited to, the use of obscene language or gestures, disorderly conduct, theft, public intoxication, trespassing, verbal or physical assault, use of drugs, sexual misconduct, indecency, harassment, failure to cooperate with staff/umpires, possession of weapons of any kind, non-compliance with established policies, rules, and regulations, an unlawful activity, and any other behavior deemed offensive or unacceptable. Staff will enforce this code of conduct. Of special emphasis are the following:

- 1) Children 10 years of age and younger must be directly supervised and all spectators must remain in the gym unless to use a restroom.
- 2) Smoking/tobacco/alcohol use is not allowed.
- 3) Water only in the gym, no food allowed.

B. ALCOHOL POLICY

Alcohol may not be brought into the Erie Community Center, including the adjacent parking lots. Enforcement of the alcohol policy is as follows:

- 1) Anyone seen in violation of this policy will be asked to comply.
- 2) If the person(s) refuses or violates the policy again, the Erie Police Department will be contacted and the violator could be issued a citation by the police in addition to being ejected and/or suspended from league play.
- 3) Should any person (including those associated with a team) receive multiple violations and/or if the situation escalates, games could be forfeited and/or teams could be suspended from the league.
- 4) If a cooler and/or drink container is brought into the Erie Community Center, and it is reasonably suspected to contain alcohol, it may be inspected by the field supervisor and/or Sports Administration. Failure to comply with this request will result in the owner of the cooler and/or drink container being asked to leave. If alcohol is discovered, staff will implement steps #1-3 above as necessary.