

CO-ED VOLLEYBALL LEAGUE

Updated 12-15-2021

LEAGUE REQUIREMENT

All players must be at least 15 years of age when registering to participate in the league.
All players under the age of 18 must be signed for by a parent or guardian.

ROSTERS

Each team must submit a complete roster of all its players Player must be added to the roster before any player may step on the court.

- **Players added after the season begins, must register at the box office in order to be eligible to play on that Sunday.**
- **Additional players may be added up until February 20, 2021.**
- **NO PLAYERS MAY BE ADDED AFTER FEBRUARY 20, 2021**

A player may only be released to a team lower or even in standings within your own division provided that:

- (1) The proper player release form has been signed by both the coach and player of the team.
 - a. The Form is located in the back of this rulebook.
- (2) Notice of the change has been received by the Department of Recreation & Parks by the end of the business day on the Thursday before the match on Sunday.

REFEREES:

1. There will be NO Referees will be assigned to officiate matches.
2. All Games will be self officiated
3. If both teams cannot come to an agreement on a point it shall be declared a replay.
4. If there is a ruling needed on a play, teams may consult with the court supervisor.

UNSPORTSMANLIKE CONDUCT SANCTIONS

The following acts are subject to sanction by the Court Supervisor:

- a. Addressing court supervisor concerning their decisions.
- b. Making profane or vulgar acts, gestures or remarks.
- c. Committing acts or gestures in an attempt to influence officials.
- d. Disruptive coaching or other actions by any team member.
- e. Crossing the vertical plane of the net with any part of the body with the purpose of distracting an opponent while the ball is in play.

DEGREE OF INDIVIDUAL SANCTIONS

Offenses committed by team members may result in the following sanctions by the Court Supervisor:

a. **WARNING:**

- For minor unsporting offenses such as talking to opponents, spectators or officials, shouting or other minor unsporting acts that disrupt the conduct of the game, a warning (yellow card) is issued and is recorded on the score sheet.
- A second minor offense during the same game by the same team member must result in a penalty (red card).

b. **PENALTY:**

- For rude behavior, a second minor offense or other serious offenses, a penalty (red card) is issued by the Court Supervisor and is recorded on the score sheet.
- A penalty automatically entails the loss of service by the offending team if serving, or if not serving, the awarding of a point to the opponents.
- A second penalty in the same game results in expulsion.

b. **EXPULSION:**

- Extremely offensive conduct (such as obscene or insulting words or gestures) toward officials, spectators or other players results in expulsion of a team member from the game (red and yellow cards together) in which the offense occurred.
- Expelled individuals must leave the court and team area until the next game of the match. If this happens on the last game of the match for the day, then the expelled player must sit out the first game of the next match played.
- A second expulsion during a match must result in the disqualification of the team member(s) for the remainder of the match.

c. **DISQUALIFICATION (Ejections):**

- A second expulsion during a match, or any feigned, attempted or actual physical aggression toward an official, spectator or opponent results in the disqualification of the team member for the remainder of a match (red and yellow card held apart).
- A disqualified team member must leave the premises. The ejected player also has to sit out the next match played.

MISCONDUCT BETWEEN GAMES

Any sanctions for misconduct between games will be administered in the game following such misconduct.

DISCIPLINARY ACTION

A. COUNTY POLICIES:

- a. Any player physically or verbally assaulting an employee, volunteer, program participant or spectator will be subject to disciplinary action which will be decided in accordance to the severity of the offense.
- b. Physical assault is defined as offensively touching, shoving or striking another person without that person's consent. Verbal assault is defined as threatening bodily harm or directing excessive profanity toward another without that person's consent.
- c. The minimum penalty for these offenses shall result in a three match suspension with a maximum penalty of an indefinite suspension from the County recreation program.

B. LEAGUE POLICIES:

- a. Any player or team reported by the Court Supervisor for unsportsmanlike conduct tactics distracting to the game shall be called before a committee of the league and dealt with accordingly.
- b. Anyone caught intentionally grabbing & yanking the net after the play is dead will be ejected from the match (and in the event that the standards or net are damaged, that player will be forced to pay for any damages that are incurred). Anyone caught grabbing the basketball backboard rim or net, or dunking a volleyball will be ejected from the match.
- c. Other acts of unsportsmanlike conduct will be dealt with by the Court Supervisor such as:
 1. Stomping of feet or making loud noises against opponents during play
 2. Talking trash to opponents through the net
 3. Slamming or kicking volleyballs
 4. Kicking or hitting bleachers
- d. Any player ejected from a game will be out the remainder of the match (and must leave the premises) and the next match. Any player ejected from a game for fighting and reported by the officials will receive a three (3) match suspension. Second time offenses will be subject to removal from the league (brought before a league committee).

FORFEITS

- Any team that forfeits a total of four (4) matches (regardless of advance notification) will not qualify for the league playoffs.

RESCHEDULING/CANCELLATION

Once a schedule is released, matches will not be rescheduled unless:

1. The facility is unavailable that particular day.
2. Inclement weather.

In the event of cancellation, participants should call the Recreation Department cancellation line for information (410-548-4900 Ext 5).

PROTESTS

- In the case of protesting an illegal player or an ejected player, it must be brought to the attention of the court supervisor before the game is complete.
 - The captain must make the announcement that their team is playing the game under protest of an illegal/ejected player.
 - The game will be stopped and the court supervisor will be brought to the court.
 - the protesting team must supply the court supervisor with the \$25.00 protest fee, cash only, refundable if protest is upheld, once the fee is in hand the court supervisor will check the team's roster on line at www.quickscores.com for an illegal rostered player.
 - If the player is not listed on the site, he/she shall be declared illegal unless the player can produce a receipt from the box office that he/she has registered showing that he/she is a legal ball player.
 - If this cannot be produce, then the game shall be forfeited. NO EXCEPTIONS
 - **For an ejected player:** if the ejection is not listed on line than the Court Supervisor will get in contact with Ed Russ to get verification. If this cannot be settled at this point the game shall continue and if the protesting team wins the game in protest will be voided and the result will stand. If the protesting team loses the game, the Recreation Department will look into the matter at hand and a decision will be made regarding the protest on the findings and all teams involved will be notified.
 - If an ejected player was found to be playing illegally that player will now serve an additional 3 game suspension for violating the league's ejection policy.
 - All decisions are final.

NO PROTETS will be accepted after a volleyball match has been completed.

DEFINITIONS

OUT OF BOUNDS –

- The ball is out of bounds when it touches any surface or object or ground outside the court, or touches the net outside the markers on the sides of the net.
- To be legal, the ball must cross the net entirely between the antennas or their assumed indefinite extension.
 - A ball striking an antenna or crossing directly above the antenna will be out.
- Any part of the ball touching a boundary line or a marker on the sides of the net is not out of bounds.
- If the ball is contacted by a player before landing out of bounds, it is not out of bounds.

PLAY-OVER - A play-over is the act of putting the ball in play again without awarding point or side-out.

SIMULTANEOUS CONTACTS - Simultaneous contacts are made at the same instant.

DOUBLE FOUL - When players of opposing teams commit fouls simultaneously, in this case a play-over shall take place. Points are not scored on a double foul.

NET - The height of the net shall be eight (8) feet.

RICHARD HAZEL YOUTH CENTER GROUND RULES

- A ball striking the ceiling, beams, lights, or any other object will be considered out of play.
- There will be a marked center line. It will be up to the team's judgment whether there is a violation or not.

PLAYING RULES

TOSS OF COIN

- A coin shall be tossed for the two captains. The winner of the toss may choose to take either the first service during the game, or his choice of own court.
- Teams switch sides for the second game, and the team that received first in the previous game shall have first serve in the following game.

CONTROL PLAY

- At the start of the game or following a dead ball, the team shall signal readiness to play by announcing the score of the game.

POSITIONS OF PLAYERS

Serving Order - (Co-ed only)

- The serving order and positions on the court at service shall have no restrictions.

Server

- The server shall serve from anywhere behind the end line.
- A served ball striking any parts of the backboard on the servers own court will be called a side out.

Other Players during Service

- All players other than the server shall be within the playing area (but may touch the court boundary lines) in serving order with each of the three forward line players forward of the respective back line player at the instant the ball is contacted when hit for a serve.
- For determining the serving order and the front and rear lines, any part of a player's body touching the floor shall not overlap any part of an adjacent player's body touching the floor.

After Ball Served

- After the ball is contacted when hit for serve, the players may move from their respective positions.

Screening

- At the moment of the service, it is illegal for players of the serving team to place their arms for the purpose of forming a screen with which to mask the server's action.
- It is also illegal to jump or form groups of two or more players for such purpose players must be at least a meter apart.

Back Line Player

- A back line player forward of the ten (10) foot line, returning the ball across the net, must contact the ball from below the level of the top of the net.
- However, should the player be behind the ten (10) foot line or take off to jump from behind this line, the restriction would not apply.

Serving out of Turn

- A player shall not serve out of turn.
- The points made on this service shall be called and verified.
- Players of the team in error shall regain their proper positions before another service by either team.

SUBSTITUTIONS

1. The team must have received possession of the ball and in the act of rotating.
2. Can only be rotated into the center back position. (EXCEPTION: injury)
 - Any teams that start the match with less than 6 players must insert any arriving players into the center back position as well.
3. The last server must rotate out.
4. Can only be made when the ball is dead.

ONLY FRONT LINE MAY BLOCK

Blocking is only permitted to the front line players only.

SERVE

- The serve is the act of putting the ball in play by hitting it with the hand or arm.
- After signal for serve, the server has 5 seconds to serve the ball, or will lose serve.
- The ball may be dropped, tossed or otherwise released and must be hit before it touches any surface, object, or person before touching the playing area or a player of the opposing team.
- One reserve will be allowed if a player tosses the ball up for serve and either catches it or it drops to the floor.
- The serve may contact the net.

ROTATING - Players will rotate in a clockwise direction and will **always** rotate after winning possession of the ball.

NET PLAY

CONTACTING NET

- A player shall not contact any part of the net or its support while the ball is in play.

REACHING OVER THE NET

- A player may not reach over the net to play a ball, other than in blocking.
- In returning a ball a player may follow through over the net provided the first contact with the ball is on the player's own side of the net.

BLOCKING OVER THE NET

- A player may block over the net:
 - after the ball has been spiked
 - is passing over as a third hit
 - is passing toward the net and no other player is attempting to play the ball.

SUCCESSIVE CONTACTS BY BLOCKERS

- When a player participates in blocking and makes only one attempt to play the ball during the block, successive contacts of the ball may be allowed during such play, even though it was not a hard driven spiked ball.
- Player(s) participating in this play may make the next play.
- This next play shall count as the first of three hits allowed by the team.

SIMULTANEOUS CONTACTS BY OPPONENTS

- If the ball is simultaneously held by two opposing players, it is a double fault and a play-over.

BALL CONSIDERED CROSSING NET

- When only part of the ball crosses the net and is then contacted by an opponent, it is considered as having crossed the net.

CROSSING THE CENTER LINE

- A player's foot may go over the court's center line provided that part of the foot crossing the center court is on the line.

BALL TOUCHING NET

- When a ball touches the net it is still in play.
- A served ball contacting the net (let serve) is legal.

OTHER PLAY

SIMULTANEOUS CONTACTS BY TEAMMATES

- Simultaneous contacts of the ball by more than one player of the same team are allowed and are considered as one play.
- Players participating in such a play may participate in the next play.

THREE PLAYS BY A TEAM

- A team shall not play the ball more than three times before it crosses the net to enter the opponent's playing area.
- The two plays that are exempt from this rule are:
 - Simultaneous contacts by opponents and
 - A block by player(s). Such play is not considered as one of the three plays allowed to the team which next plays the ball.

INJURY

- Should a player suffer an injury while the ball is in play, play shall continue until the ball is dead or the court supervisor signals to end play.

FOREIGN OBJECT ENTERING COURT

- When a foreign object enters the court during play, play may be stopped by either team or court supervisor, and a replay of the point shall be done.

PLAYING THE BALL

- The ball may contact any part of a player(s) body.
- A player may have successive contacts with the ball when making the first team contact.
- Prolonged contact on the ball is illegal.
- A lift is a lift.

ILLEGAL HITS

- A held or thrown ball will be illegal.
- A lift will be illegal

IT IS ILLEGAL TO BLOCK OR ATTACK A BALL THAT HAS BEEN SERVED BY THE OPPONENTS!

LOCAL RULES

USA Rules apply with the exception of the local league adaptations.

DECISIONS

- **All Divisions**
 - All Matches will play rally scoring for all three games.
 - Rally play scores one point regardless of who serves.
 - Games will be 25 points, with a cap of 27
 - There will be no time limits on games.

MATCHES

- Each match will consist of three (3) games. All three (3) games must be played.

NUMBER OF PLAYERS

- Normal team is 6 players/side (4 males, 2 females)
- A minimum of 3 players will be required to start a match (with at least two of these players being female).
- Teams may start with 2 females and 1 male
 - But may not have 2 males and 1 female.
- Teams will be permitted to play with the following combinations for normal play:
 - 4 females and 2 males during normal play.
 - 5 females and 1 male during normal play.
 - 6 females and 0 males during normal play.
 - 2 females and 3 males during normal play.
 - 3 females and 3 males during normal play.
 - 2 females and 4 males during normal play.
 - A team may not have less than 2 females on the court at any particular time.
- A team that can field the minimum at the scheduled starting time will not be permitted a grace period and play must begin.
- If a female player is injured and cannot continue in the match and there is not a substitute female to bring the team back up to the minimum female requirements, then that game shall be considered a forfeit.

GRACE PERIOD

- Teams unable to field enough players, minimum of 3, (2-females & 1 male) 5 minutes beyond the scheduled starting time will forfeit the first game of the match.
- After an additional 5 minutes, the second game will be forfeited, and after another 5 minutes, the third game will be forfeited.
- If the previous match finishes after the scheduled starting time of the next match, the grace period will start as soon as that match finishes.

TIME BETWEEN GAMES

- The rest period between games of a match shall be 3 minutes, unless games are running behind. Court Supervisors discretion.

TEAM TIME OUT

- When the ball is dead, the playing captain may make a request for time-out.
- Time out shall not exceed 30 seconds.
- A team is allowed 1 time-out each regular season game.
- **Exception: Play-offs – Teams will be allowed two per game**

ALL PLAYERS MUST WEAR SNEAKERS. PLAYERS ARE NOT PERMITTED TO WEAR HATS. JEWELRY WILL BE AT THE DISCRETION OF THE PLAYERS.

RECORDING OF GAMES

- After each game is complete teams will report the score to the Court Supervisor before proceeding to the next game in the match.
- Each team captain must agree on the score being reported to the Court Supervisor.
- Each match will consist of 3 games with all 3 games being played.

STANDINGS

- **All League Standings can be found at:**
- www.quickscores.com/wicomico
- League Standings will be kept in the following manner
 - Every game won is worth 1 win in the win column**
 - Every game lost is worth 1 loss in the loss column**
- Standings Order is based in the following order
 - Total Winning Percentage
 - Total Games Back

PLAYOFF SEEDING DETERMINATION

- The division champion will be the team which has the highest winning percentage
- Teams will be seeded for the Pool Play playoff tournament according to regular season winning percentage
- For 2019-20 season Top 6 teams will be Power 6 Flight, Bottom 3 teams will be Power 3 Flight
- In case of a tie the following tie-breaker system will be used.

Tie-Breakers:

- Head to Head
- Head to Head point differential between the tied teams
- Total Point differential (full season)
- Average Point differential (full season)
- Average Points Allowed (full season)
- Average Points Scored (full season)
- Total Points Allowed (full season)
- Total Points Scored (full season)
- Coin Toss

PLAY-OFFS

- Teams are seeded into the single elimination tournament based on their record.
- All Playoff Matches will be 2 out of 3 games all games will be played to 25 win by 2.
- Rally play will be used.
- Championship Match will be 3 out of 5 games played to 25 win by 2.
- **The deciding 5th game (if necessary) will be played to 15 points.**
- Each team will be allowed (2) two 30 second time outs per game for the play-offs only.

NOTICE:

THE DEPARTMENT OF RECREATION AND PARKS WILL NOT BE RESPONSIBLE FOR ANY INJURIES OR DAMAGES INCURRED BY PLAYERS WHILE PARTICIPATING.

CHILDREN IN THE GYM

Children 12 years old and under attending volleyball matches must have supervision (other than a participating player) or the parent may be asked to sit out. This will be enforced by the court supervisors.

PLAYERS AND SPECTATORS ARE NOT ALLOWED TO SIT ON THE BLEACHERS

Player Release Form

I _____ hereby release _____ from _____
(Name of Coach) (Name of Player) (Name of Current Team)

I understand that the player released may sign with any team with the same record or lower record than our team at the time of signing this player release form.

(Signature – Coach)

(Signature - Program Director or Coordinator)

(Team's Win-Loss Record at the time of the release)

Please hand deliver or e-mail this form to either:

Brian Workman – Program Director bworkman@wicomicocounty.org

Or

Ed Russ – Program Coordinator eruss@wicomiocounty.org