

**CITY OF REYNOLDSBURG
PARKS & RECREATION DEPARTMENT
CO-REC VOLLEYBALL LEAGUE
RULES & REGULATIONS
2010- 2011**

GENERAL REGULATIONS

1. All teams must file a copy of their eligibility roster with the Parks & Recreation Department before the first match of the season. Changes to the roster will be permitted until the seventh week of the season. All roster changes must be made one week in advance of the effective date of the change. For a player to be eligible to participate in the league the **player must be eighteen (18) years of age by December 1, 2010.**
2. The entrance fee is payable in full before the first match of the season.
3. No protests will be accepted by the Department except to question the eligibility of a player.
 - A. Formal protests must be made in writing and accompanied by a \$50 protest fee (returned if the protest is allowed). All materials must be turned in to the Parks and Recreation office (postmarks are accepted) within 24 hours from the date of the game in question. If that 24-hour timeframe falls on a Saturday, Sunday or holiday, materials must be turned in on the next business day.
 - B. Protests will be ruled on by the Parks and Recreation Department staff.
 - C. The Parks and Recreation Department staff will resolve protests involving the eligibility of a player or team on the basis of records on file. The formal protest procedure set forth in 3-A must be followed. Any manager has the right to protest the use of an ineligible player by the opposing team. The protest must be made prior to the end of the match. The player(s) in question must present positive identification to the umpire, sign the scorecard, list their address, telephone number, birth date, and drivers license number. All games in which an ineligible player has participated will be forfeited to the opponents.
4. The Department reserves the right to suspend or remove any player for improper behavior or misuse of equipment.
5. The facilities of the Reynoldsburg City Schools must be respected and used with care. No smoking permitted in the school.
6. **A player or coach who is ejected from a match for unsportsmanlike conduct will be suspended from playing for the next two (2) scheduled matches of the team.**
7. Any player ejected from a game will be reported to the Parks & Recreation Department office within twenty four (24) hours of the game. After the first ejection of the season for a player the player will be suspended from the next two (2) games for that team. **A**

second ejection of the same player in the playing season will result in suspension of the player for 12 months from ANY Department sponsored adult sports leagues.

- 8. Verbal or physical abuse of other players, coaches, spectators, staff or officials will not be tolerated and will result in ejection from the game and suspension from ANY Department sponsored adult sports programs.**

GENERAL PLAYING REGULATIONS

The National Federation Volleyball rules shall be used in this league except where noted as exceptions to this code.

- Ceiling Shots. A ball striking the ceiling or on overhead obstruction shall remain in play provided the ball contacts the ceiling or obstruction on the side occupied by the team which played last and provided the ball is legally played next by the same team.
- Let Serve. The “let serve” is a ball that when served, hits the net without touching the net antenna and continues across the net into the opponent’s court. The let serve is a playable live ball.
- Centerline. You may be on but not over the centerline. Penalty for being over the centerline will be side out or point awarded to opponent.
- Time Outs. Each team will be permitted one (1) timeout per game with a time out not to exceed sixty (60) seconds. Time outs may only be called when the ball is not in play and before the referee signals for team service of the ball.
- Matches. RALLY SCORING – In rally scoring a point is scored each time the ball is blown dead. All matches shall be two (2) out of three (3) games. A game shall consist of twenty-five (25) points provided the winning team has a two (2) point advantage. If a third game is needed, it will consist of fifteen (15) points. If one team wins the first two games of a match, they shall be declared the winner. The third game may be played provided time permits it.
- The visiting team coach or captain shall call the toss of the coin for the first and third games of the match. The winner of the toss will decide which team shall serve first or which end of the court their team will play in during the game. The loser shall take the choice not selected.
- “Libero” Player. There will be no libero player in this league in 2010-11.

CO-RECREATIONAL SPECIAL REGULATIONS

- All games are played with six (6) players which shall be three (3) males and three (3) females. If a team has four (4) females present, or more, and only two (2) males present at the time of the match the team will be permitted to play with two (2) males and four (4) females. Should a third male arrive while the match is in progress then the team, at

the earliest time permitted by rule, shall make the necessary substitutions to make the sides be as required in the first part of this rule.

5 players per team are permitted, but at no time should the number of male players exceed the number of female players on the team. Fewer than 4 players being available to play will result in a forfeit.

2. No male players may line up next to each other.
3. During a volley, at least one of the team contacts of the ball must be made by a female before the ball is returned to the other side. The only exception to this rule is when the first contact of the ball (by a male) results in a return of the ball to the other side.
4. All serves may be underhand or overhand.
5. All players are permitted to spike from the front line of the court (spiking is putting downward pressure on the ball from within the front line of the court and the center court line). Revised 11-06-06
6. After play begins in a match, a team may be permitted to continue so long as they have an equal or greater number of females playing than males on the court.
7. The net height will be 7'6". Updated 2008

NATIONAL FEDERATION RULE HIGHLIGHTS

1. The visiting captain shall call the toss of the coin prior to the first or third game of the match. The winner of the toss of the coin shall choose to serve/receive; or select the playing area. The loser shall be given the remaining choice.
2. Players MUST wait for Referee's whistle to serve the ball or a side-out penalty will be enforced.
3. A foot fault occurs when: (A) The server, while in the act of serving, steps on or over a line indicating the serving area; (B) A player, while the ball is in play, completely crosses the center line, or its out-of-bounds extension without a part of the foot/feet remaining on or above the center line.
4. A net foul occurs during a live ball when: (A) The net or net cables are illegally touched; (B) A player grasps the floor or wall cables, standards or referee stand for support; (C) Interference by a player; who makes intentional contact with the ball which the opponent has caused to pass partially under the net and is attempting to play.
5. The ball may be legally hit by any part of a player's body above and including the waist which does not allow the ball to visibly come to rest, even momentarily.
6. A team shall not play the ball more than three times before it crosses the net into the opponent's playing area, except: (1) When there is simultaneous contact by opponents on

the first hit; (2) The first contact is an action to block when in both (1) and (2), the team's next play is considered it's first hit

7. A player shall not play the ball twice in succession unless there is (A) Simultaneous contact by teammates; (B) Simultaneous contact by opponents; (C) Successive contacts of the ball by a player whose first contact is a block.
8. A ball striking the ceiling or an overhead obstruction shall remain in play provided the ball contacts the ceiling or obstruction on the side of the net extended occupied by the team which played last and provided the ball is legally played next by the same team.
9. Blocking is defined as play approximately an arm's length from the net in which a player(s) whose hand(s) are raised above the head, attempts to; (1) Prevent the ball from crossing the net; (2) Prevent the serve from crossing the net; (3) Return the ball immediately; or (4) Deflect the downward motion of the ball.
10. Reaching over the net is permitted during: (a) the follow-through of a hit made on the player's own side; (b) An attempt to hit; (c) A fake hit; (d) A block or an attempt to block.
11. Blocking a ball, which is entirely on the opponents' side of the net, is permitted when the opposing team has had an opportunity to complete its attack. The attack is considered complete when; (a) The attacking team has had the opportunity to spike the ball or, in the official's judgment, intentionally directs the ball into the opponents' court; (b) The attacking team has completed its 3 allowable hits; (c) The ball is falling near the net and, in the official's judgment, no member of the attacking team could reasonably make a play on the ball; (d) The ball is served.
12. A served ball may **NOT** be blocked.
13. A player may cross the center line or its out-of-bounds extension with his foot/feet as long as a part of the foot/feet remain(s) on or above the center line and the player does not interfere with the play of an opponent.
14. Teams no longer change playing areas during the third game when 1 team has scored 8 points. The visiting team captain shall call the toss of the coin for the third game.
15. A double hit occurs when a player illegally contacts the ball twice in succession before the ball is returned over the net to the opponent's playing area.