VOLLEYBALL RULES

REVISED 6/16

Building/Ground Rules

1. No food or drink allowed in the gym during play. No smoking is allowed in the community center at any time.
2. All ceilings are in play as is all ductwork in the west gym. Main basketball goals in the west gym are in play; all other basketball goals in both gyms are conditional replays. Heating and air condition units in the east gym are out of play.
3. In the west gym the main baskets, ceiling and heating ducts will be considered in bounds, while the end baskets will be a conditional replay. When matches are scheduled on both courts during any evening's play, the centerline for the basketball court and its assumed extension will mark the out-of-bounds line for players. In the east gym, all ceiling hung objects, as well as the ceiling, are in play, wall hung objects, and including the basketball goals are out of play. Referees will determine any replays.
4. A non-playing adult must supervise children under the age of 12. Failure to abide by this rule may result in the forfeiture of games.

PLEASE CONTROL YOUR CHILDREN!

Playing/General Rules

Generally speaking, play will be governed by the current rules published by the United States Association of Volleyball with the following exceptions, modifications, or clarifications. These rules can be modified at any time.

1. **Exceptions to USAV Rules followed: Net and Center line violation is called in accordance with 2008 version of USAV rules.**
2. Only players listed on the team roster may participate. Changes to the roster may be made through the midpoint of league, unless a player is replaced for medical reasons, or moves out of town. All roster changes must be submitted in writing to the Recreation Department before 3:00 PM the day of the game. Rosters limited to a total of 20 players. Players must be a minimum of 15yrs old. **Players are restricted to one team per night.** Players must play in one regular season game to be qualified for the playoff games.
3. *Protests* - You cannot protest a judgment call, only an interpretation of the rules. If you feel a protest is necessary, **lodge the protest immediately with the referee**. The game shall be stopped and the referee should note which game, the score, and position of any players at the time of the protest. A written letter of protest and a $25.00 protest fee must be submitted to the Parks & Recreation Department no later than the end of the 2nd business day after the disputed game. The $25.00 protest fee will be refunded if the protest is ruled in your favor. Protests will be ruled upon within 1 week of the submission of the protest. Roster protest must be done before the game begins or at the time the protested player enters the game.
4. Teams will be allowed to play with a minimum of four players. At least four players must be present by 5 minutes after the assigned starting time or upon the conclusion of the proceeding match, whichever is later, or the first game is forfeited. After an additional 10 minutes, the second and third games of the match are forfeited. Late arriving players may be inserted anywhere in the lineup, but no other changes in serving order will be allowed, and the player scheduled to serve next must remain as the next server.

5. Any team made up of players under the age of 18, must have a responsible adult in the gym at all times during the match or the game will be considered a forfeit.

6. Forfeits - If you will not be able to field a team for whatever reason, please call 314-822-5855 to allow us to inform the other team. If a team forfeits two matches or 25% of the games, they can be dropped from the remainder of the schedule. Additionally, any team that forfeits twice will lose its "returning team" status for next session.

7. Players may be substituted into the game in one of two ways: either unlimited one for one substitution, or by rotating in at either the serving spot or middle back spot. If rotating a player in, this substitution procedure must be followed the entire games, except in the case of injury. A player who is injured and misses a turn in the rotation may not return until the next game. All leagues may us the libero, if using a libero; USAV rules must be followed, with the exception of uniform color, however the libero must be identified to the referee prior to the start of each game.

8. ***All Leagues:** Will play round robin matches that consist of three games to 25 points, with a 27-point cap; rally score for all three games, with a 1-hour time limit for warm-ups and match play. Should a third game not be completed within the hour time limit, the winner of the third game will be that team that either has, or gains a two-point advantage. Playoff matches will consist of 2 out of 3 games to 25 points, 3rd game is to 15 points, no cap on any playoff game, no time limit. In the third game of any playoff series, the coin toss shall be redone, and teams shall switch sides at 8 points Two 30-second timeouts are allowed per team each game.

9. ***Coed rule**- Teams should consist of 3 men and 3 women on the court in alternating order. A team may not have more than 3 men on the court at one time, and must have at least 2 women on the court at all times. There must be 4 players present to begin a match. If a team plays with only four players, at least 2 players must be female. Players arriving late may be inserted anywhere in the rotation, but the rotation will be adjusted so that the person who is to serve next will remain the next server. When playing with four players, the person currently in the serving position will be considered the only backcourt player.

10. **Ghost Server**- The ghost server will be used for Coed teams that only have 2 female players and 3 male players. An automatic loss of service is charged to a team and a side out awarded to the opponent at the missing player's (ghost server) term of service.

11. If in the judgment of the Referee, any person who instigates a fight, provokes a physical or verbal confrontation, or attempts to maliciously or deliberately injure another player, that person will be ejected from the match immediately and will be suspended for a minimum of one additional match. Depending on the severity of the situation, longer suspensions may be imposed if deemed appropriate by the League Supervisor. Any player participating in , or continuing in such confrontations will be ejected from the match by the Referee and will be suspended for a minimum of one additional match with additional suspensions imposed if deemed appropriate by the League Supervisor.

12. Standings consist of total games won not matches.

League Tiebreakers - Tiebreakers for League play is as follows:

- Least number of forfeits.

Two teams:

- Head to Head competition between the teams tied.
- If two teams still tied, the team with the greater point spread head to head.
- If still tied, this process will be repeated beginning with the team with the best record in the standings and continuing with each subsequent team until the tie is broken.

Three or more teams (until only two teams tied, then follow two team process):

- Least number of forfeits
- Head to Head competition between the teams tied.
- Margin of Victory with all tied teams
- Fewest points allowed head to head

- If still tied, this process will be repeated beginning with the team with the best record in the standings not involved in the tie situation and continuing with each subsequent team until only two teams remain tied.

Divisions-

- At no time will a team be allowed to play with more than 2 players from a higher division. No player will be allowed to participate in a league that is 2 divisions below the highest level in which they play.
- **Rec Division**: No current or past: College scholarship players,
- **Intm Division**: No current or past: Varsity College Scholarship players, No more than 1 JV College scholarship player
- **Advance Division:** No restrictions or limitations.
- If any player shows up to play that is not on the roster or is found to be in violation of these guidelines, that game will be forfeited and that team will lose returning team status for the next session and must reapply for the league as a new team.

Kirkwood parks & Recreation reserves the right to place teams in an effort to create a competitive balance within each division, league, or night. Any team that wins a lower division may be moved to a higher competitive division on the same night. If no higher division is offered, the team may be moved to another night offering a more competitive level of play. When moving nights, you will not be allowed to move back to the old night without moving divisions.

Sportsmanship- The Ref will grade each team, each night on that night's game(s).

- 4 = Excellent, Displayed good sportsmanship to even out the game. I.e. A the ball was called in and confessed it was out or that they touched the net or the ball. (Not impossible to get but not handed out easily.)
- 3 = Nothing to report, the team/players did what they should of.
- 2 = Minor issues, single player Issue. Constant bickering/arguing for calls. (people are going to questions calls, it's what they continue to do after the question that gets them this)
- 1 = Major issue, multiple players, or an Ejection. (same as above but on a team basis.)

Teams that cannot carry a 2.5 will not be allowed in the playoffs (if applicable) and will not be allowed back for future years/session. A Team that receives a 1 could be removed from the league immediately.