



Community & Recreation Center Services Division
Sports and Fitness Section – Adult Sports
(Volleyball Rules)

RULE 1 - LOCAL RULES

The following will apply to all participants of the Mecklenburg County Park and Recreation Department's VOLLEYBALL LEAGUES and shall be known as **LOCAL RULES**. These rules shall be in effect starting July 18, 2017 and shall be in effect until amended by post-dated **LOCAL RULES**. These leagues shall also play under the **Official United States Volleyball (USVBA)** rules, except when such rules are amended by the **LOCAL RULES**.

The leagues shall be known as the **Men's League, Women's League, and Co-Rec League**.

Section #1

Participation Fee - A participation fee shall be established based on booking fees, officials fees, administrative fees, equipment and number of games to be played by each team and such fees shall be paid by company, certified, or cashiers check made payable to: **Mecklenburg County Park & Recreation** by the specified registration date. Completed registration form and roster must accompany payment. No cash accepted.

As a way of thanking teams for participating in Mecklenburg County programs, returning teams will be given the first opportunity to register for the upcoming season. Returning teams may only 'early' register into the league in which they played the previous season. The deadline for 'early' registration for returning teams will be Friday of the first week of registration; after which new teams will be given the opportunity to register into remaining slots. Every opportunity will be made to create new leagues.

NO REFUNDS will be given after you register.

EXCEPTION: (If the League in which you apply is full or not enough teams sign up to have the league, then a a refund will be issued).

RULE 2 - PLAYERS, SUBSTITUTES, ELIGIBILITY & STARTING TIME

Section #1

Each team shall be permitted a maximum of twelve (12) players on a roster. The Coach or Manager is not counted unless they are participants.

Section #2

A team must have at least two (2) players and a maximum of six (6) players on the court at all times. In the Co-Rec leagues, the team consists of three (3) men and three (3) women in alternating positions on the floor at all times; exception, a team may play with 2 and 1 of any combination or 3 women and 1 man. In Quads you must have 2 players (Minimum)

Section #3

Individuals can play on only one (1) Men's or Women's team in addition to one (1) Co-Rec team during any season. All persons participating on your team must be rated the same level or lower than your team level. Any higher level player who participates on a lower level team will be subject to removal from the league at any time during the season that this person is discovered. The captain of the team will also be placed on probation for the period of one year. The second offense by the captain is subject to one year suspension. All decisions will be made by the Athletic Coordinator.

Section #4

To be eligible for playoff competition, a player must actively participate (coach, play) in three (3) regular season matches or be on the original roster. When a forfeit occurs, the team that wins by forfeit can only list players present at the time of the forfeit. If the team that wins by forfeit has been notified by the Volleyball Coordinator that they need not present themselves at the site, then all members on their roster are considered as present. When a team forfeits, only the players on the team forfeited to are considered as present. If they have been assigned, the winning team is responsible for calling the lines.

Section #5

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Add/Deletes must be completed on the official Add/Delete Form provided by the athletic office and must be submitted at that location. Roster additions will not be verbally accepted by phone; but, you may fax your add/deletes to **803-547-7001**. The Official Roster Addition Form must be submitted at the Mecklenburg County Park and Recreation Department's Athletic Office located @ Revolution Park by 5pm pm the day of the scheduled game in which the added player is to play. You may add/delete throughout the season.

Section #6

Game time is forfeit time for first game matches beginning at 6:30. At 6:40, both teams will be notified by the official. No time-outs may be called by either team. If one or both teams do not produce a proper line-up, a loss of match will be given to that team(s). If the team has three (3) players present prior to the expiration of 6:40, play shall begin immediately with a game score: (1-0). The score of a FORFEITED GAME shall be recorded as (25-0). Two (2) game losses by either or both teams due to insufficient legal players will be deemed a forfeited match. (25-0) (25-0)

Rules for 2nd, 3rd and 4th matches for the night

Immediately following a preceding match, a five (5) minute period will begin in which the warm-up and the coin toss shall take place. At the end of this five (5) minute period, the teams will be called to the back line. NO Time-Outs may be taken. If one (1) or both teams do not produce the proper line-up, a LOSS will be given for that game. An interval of up to ten (10) minutes shall be allowed for the team to have sufficient players to play the next game. If the team(s) has three (3) players present PRIOR TO the expiration of this interval, play shall begin immediately. If, after the ten (10) minutes interval, a team does NOT have at least three (3) legal players present and ready to play, the second game shall be declared a FORFEIT.

- a. If neither team has three (3) players available at match time, each team shall be charged with the LOSS of one (1) game BY FORFEIT. The next game, if played, would be the third game of the match.
- b. Score of each FORFEITED game is (25-0). Score of a FORFEITED match is (25-0) (25-0).

Score/Line-Up Sheets must include each participant's last name, first initial. List only persons present. The officials must be notified by the captain of the team of anyone arriving after the game begins before they are placed on the score/line-up sheet(s).

Section #7

- A. Use of an ineligible player, if challenged by the opponent **BEFORE** the end of match play that night, shall result in an automatic forfeiture of game(s) in which the ineligible player participated. An ineligible player shall be:
1. A player who participates, but is not on the official roster.
 2. A player who has switched rosters, after the add/delete deadline, after playing for another team.
 3. A player who does not meet playoff eligibility requirements (Playoffs ONLY).
 4. A player who has not reached (16) years of age before the first game of the season.
- B. Any manager knowingly playing an ineligible player will be subject to suspension for one (1) calendar year.

Section #10

If a team forfeits three (3) times during the regular season, they shall be removed from the league and the tournament.

RULE 3 - MAKE-UP GAMES

Section #1

There will be a five (5) minute warm-up period for each match. (See Rule 2 - Section 6).

Section #3

Prior to the first scheduled date of league play, the Athletic Coordinator shall present a schedule to managers of all teams.

Section #4

In case of inclement weather, please call 336-5800 after 4:00 pm for information.

RULE 4 - PROTESTS

Section #1

Only the Captain, Coach or Manager can protest a rule interpretation and must be done immediately following the rule in question. Judgment calls cannot be protested.

A completed OFFICIAL PROTEST FORM must be submitted to the **VOLLEYBALL PROGRAM COORDINATOR** by 5:00 pm the next working day.

A \$50.00 (Fifty) check must accompany all protests, which is refundable **IF** the protest is upheld.

Section #2

No team can protest a referee's judgment call. A protest may only be entered when there is a misinterpretation or application of a playing rule governed by local rules or those of the USVBA. Local rules supersede those of the USVBA.

Section #4

Protests shall be decided by the Mecklenburg County Park and Recreation Department and decisions are final.

Section #5

When a protest is upheld, the game will be replayed from the point of protest with the decision corrected.

Section #6

If an ineligible player is protested and the protest is upheld, the game will be ruled a forfeit.

An unlimited amount of substitutions may occur, but only person/position for person/position or rotation into serve on side-out.

RULE 5 - REFEREES/LINESMEN

Section #1

The Referee shall have complete control of the game. Failure to abide by the referee will result in forfeiture of the match/suspension of the player(s) involved.

RULE 6 - SUBSTITUTION ADDENDUM-FOUR PLAYER ROTATION

Section #1

Substitution addendum: same as always, exception Co-Rec: if a team shows up with six players, four (4) of which are the same gender, then the team will be allowed to rotate the 4th player into the serve rotation on side-outs. This will allow teams to equally play players without sitting out an entire game or rotating in for one player. All other substitution rules will still remain in effect.

RULE 7 - CONDUCT OF PLAYERS, COACHES & MANAGERS

Section #1

All teams and participants in the league must conform to and abide by all rules and regulations of the Mecklenburg County Park and Recreation Department governing participation in the leagues under its jurisdiction.

Section #2

Any unsportsmanlike conduct such as, but not limited to, profanity, harassment or aggressive physical contact shown toward a Referee or another player before, during, or after a match will result in the ejection of that player from the remainder of that match and the next scheduled match (3 games).

Section #3

The Division Champion shall be determined by a double elimination tournament at the conclusion of the regular season. Seedlings for the tournament will be determined according to the standings at the end of regular season play.

Section #4

A team with a FORFEIT charged to its record will be seeded lower than a team with the same number of wins and losses (.i.e. Teams X and Y have a record of 7-2, but one (1) of team Y's losses was a forfeit. Team X is seeded above team Y. Teams who are forfeited to are not penalized).

Section #5

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In case of a TIE for any seeding position in the tournament, there will be no playoff. The team that wins the series between the teams will be the winner. In case the teams split during the regular season, the total games won and loss between the teams that are tied will determine the seed. If this does not determine the seeds then the point differential will determine the higher seed. In case that the point differential is the same, teams will be drawn for position. In case of a three (3) (or more) way tie, the same method as above will apply. In the case that the teams involved have not played one (1) another and there is no clear cut winner, positions will be drawn.

Section #6

T-shirts will be given to tournament champions at end of season.

RULE 8 - SCORING**Section #1**

A non-deciding game (games 1 or 2 in a Best-of-3 match) is won when a team scores 25 points and has at least a two (2) point advantage or Cap 27 if both teams have 25 or 26 points.

In a deciding third game, game is to 15, must win by 2, no cap.

Section #2

Each game of a match shall use the "rally point" system with a point awarded on each service. For example:

- a. When a fault is committed by the receiving team, a point is awarded to the serving team.
- b. When a fault is committed by the serving team, the opposing is awarded a point and the ball for service.

The first two (2) games of each match will have a cap to 27.
See TOURNAMENT RULES #2, #3 for EXCEPTION)

RULE 9 - TOURNAMENT RULES

All tournament matches will be 2 out of 3 games to 25 with CAP to (27) in the first two games of the match and rally scoring and NO CAP in the third game. (#1)

Championship Night: 2 out of 3 games to 25 with CAP to (27) in first (2) games of the loser's bracket finals and NO CAP in the third (3) game of the loser's bracket finals or any of the three

(3) games of the championship match. (#2)

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Championship Match "IF GAME": If the losers bracket team defeats the winners bracket team in the first 2 out of 3 game set, then a deciding one (1) game to twenty-five will take place to determine the league champion. No cap in this game. (#3)

RULE 10 - RULES

Each player's full name must be placed on the score sheet before the beginning of the match. Only players present may be listed. Others may be added as they arrive.

Overhead Objects: As long as the ball does not cross the net, and/or your team still has hits left; a ball that contacts the rafters, lights, or ceiling on your side is still live. One exception: if a ball contacts low hanging (less than 15') basketball goals or vertical supports, it will be considered a dead ball and will be called side-out or re-play at the referees discretion.

Service: can be made from anywhere behind the end line, as long as it is served between the sidelines extended.

Service: Only one service toss will be allowed. No re-toss.

Legal Contact: ball may contact any part of the body. In quads the determination of who is back row and who is front row is as follows: the server is the only back row player. In fives the server and player before the server are back row. Attack: to contact the ball at a point higher than the plane of the net and send it directly to the other teams court. Attacking is permitted by any player if the player jumps from or is standing on any point on the floor behind the "10' (ten-foot)" line.

CONTACT WITH THE NET

Contact with the net by a player is not a fault, unless it is made during the action of playing the ball, or it interferes with the play.

Some actions of playing the ball may include actions in which the players do not actually touch the ball.

Once the player has hit the ball, he/she may touch the post, rope or any other object outside the total length of the net provided that it does not interfere with play.

When the ball is driven into the net and causes it to touch an opponent, no fault is committed.