



Adult Co-Ed Volleyball League

Rules of Play (Updated 6/04/19)

- Rules: High School Federation Rules apply with the following exceptions:
 - o Teams must play with a minimum of four (4) athletes at all times on the court and a maximum of six (6) on the court. If at any time a team is left with less than four (4) players during the match, that team automatically forfeits the match.
 - o Male-to-Female Ratio:
 - Recreation League – Teams must play with as many women as there are men or more women than men.
 - Spike League - Teams can play a maximum of four (4) men on the court and are required to have a minimum of two (2) women on the court at all times. More women than men can be played (no minimum male requirement)
 - o No more than three (3) hits per team volley; Female must hit the ball, unless a male returns the first hit over to the opposing team's side of the net
 - o Each team may substitute an athlete an unlimited number of times.
 - o Scoring – Best 2-out-of-3 sets wins the entire match (see below for details on scoring)
 - 1st & 2nd sets – First to 25 points wins the game; win-by-2; game caps at 30 points.
 - 3rd set – First to 15 points win the game OR the team with more points at the end of regulation (45 minutes); Exception: during the tournament, teams may play to 15 points regardless of the clock.
 - o Athletes may not move until the ball is served.
 - o First service will be determined by a flip of a coin by your game official.
 - o One (1) thirty second timeout is permitted for the first set and one for the second set (unused timeout in the first set does not rollover to the second set). No timeouts are allowed in the third set.
 - o There will be no protests on judgment calls.



- o Game official will have the last word on any grievance.
 - o 7'11" 5/8 net height will be used for all games.
 - o Shoes must be worn at all times.
 - o Knee pads are recommended.
 - o No re-serves will be awarded.
- Spike League –
 - o A spiker must contact the ball on his/her own side of the net, but may in the course of the follow through reach over (but not touch) the net.
 - o Back row players while inside the attack zone (10 feet from the net) may not play the ball directly into the opposite court if contact is made when any part of the ball is above the top of the net.
- Recreation League –
 - o No spiking
 - o Hitting is allowed from the back row only.
 - o Jumping is allowed in all phases of the game except to 'SPIKE' the ball. A spike is considered a hit that has a downward angle and great force behind it.
 - o Blockers are allowed to jump.
- Age: All participants must be 17 years of age or older.
- Playing equipment and uniforms: It is recommended that all members of the same team wear the same color jersey.
 - o No jewelry.
 - o Shoes must be flat soled. No boots, sandals, and not bare-footed. All players must wear shoes.
- Team and Players: A team may consist of no less than 4 players at any time.
 - o Team rosters: Line-ups shall be turned in each week with full names and signatures.
- Post-Season Playoff:
 - o Only the top six (6) teams will advance to the tournament.
 - o In order to be eligible for the tournament, players must have played at least once during the first two (2) weeks the regular season. Teams may roster up to TEN (10) players during this 2-week period to be eligible. Players played on or after the 3rd week of the season will NOT be eligible for the post-season tournament.
 - o You may only pick up players during the regular season when you have less than six



(6) of your own players present or if one of your player(s) gets injured during play. You can only pick up enough players to make six (6) total for the team. You may not pick up players for the end of season tournament.

- Game time: Game time is forfeit time. However, if you are the first game of the night, you will be granted a 10 minute grace period before declaring a forfeit. This only applies to the first game of the night to allow for ample time for those traveling from work. If you cannot make it on site by 7:15, it is recommended you play elsewhere as we want to keep the games moving without as much delay as possible.
- Team Managers: Are responsible for notifying team members of all rules, schedules, make-ups and other information necessary.
 - Make up games will be added to the end of the league after the last scheduled game if necessary.
- Officials: Have supreme authority; their decision is final. The manager may register complaints only! Begging calls is not tolerated.
- Protests: The only type of valid protest is one that deals with a specific rule. Judgment calls will not constitute a protest. To file a protest, \$150 cash must be submitted with written protest and turned in to the Athletics Division immediately. Team will be notified of the outcome within 24 hours. Only if the player/team wins the protest, will the money will be returned.
- Scoreboard: The team that serves first shall be the “home” team on the scoreboard throughout the entire match. Switching sides after each game does not alter the “home” and “visitor” status on the scoreboard.
- Unsportsmanlike conduct: Unsportsmanlike conduct will result in a suspension from the league for one (1) scheduled week on the first offense and suspension from the season with a second offense. Serious problems, even on the first offense, can result in suspension from the league.



- o Any player involved in a fight with another player or an official will be automatically ejected from the league. Unsportsmanlike conduct will not be tolerated. Severe incidents will be handled on a case by case basis and at the Parks and Recreation Department's discretion. Deer Park Police will be called if necessary.
- Awards: The winner of the league will receive a guaranteed spot for next season (will be automatically enrolled unless otherwise specified), and the option of either (a) \$50 discount towards the NEXT SEASON ONLY or (b) team t-shirts.
- Practices: Practices can be scheduled on Saturdays from 1-3 (if available, first come, first served basis). Off-season open gym also takes place on Thursdays from 7-9pm. If you would like to practice, please contact our gym office at: 281- 478- 2064.
- Tie Breaker (in case of identical records)
 - o Two tied teams: Winner of head to head competition wins.
 - o Three tied teams:
 - Team with best won/lost percentage in Matches involving only tied teams.
 - Team with best won/lost percentage in Games involving only tied teams.
 - Team who has given up the fewest number of points involving only the tied teams.
 - Team who has given up the fewest number of points during the entire league play.
- Profanity is prohibited.
- Alcohol is strictly prohibited. Teams or individuals caught with alcohol inside the gym can be subject to forfeit or ejection from the game. Outside food and drinks are permitted but it is your responsibility to clean up after yourselves. Failure to clean up will result in not allowing items in the gym at all.
- Picking up extra players: If a team needs to pick up extra players, they are allowed to pick up 2 players maximum to fill the 4 player minimum. You may not pick up more than 2 players unless the manager from the other team is in agreement to do so. Picking up more than 2 players without permission from the other coach will be deemed a forfeit.



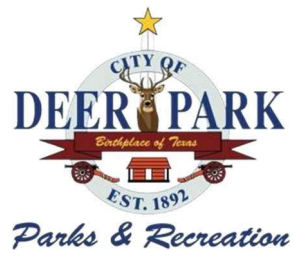
- The City of Deer Park reserves the right to change or amend these rules to facilitate the best league play possible. Questions or concerns may be directed to the Athletics/ Aquatics Recreation Specialist: 281-478-2050.



610 E. San Augustine ~ 281-478-2050 ~ 281-479-8091

~

~ facebook.com/deerparktx.parksandrecreation



recreation@deerparktx.org www.deerparktx.gov/recreation