



*Keep playing!*

## COQUILLE PARKS & RECREATION ADULT VOLLEYBALL RULES

**All rules & interpretations will be covered under Louisiana State High School volleyball rules with the following emphasis and exceptions listed below. The Recreation Coordinator sets the rules and reserves the right to interpret the rules in the best interest of the Coquille Parks & Recreation Adult Volleyball League.**

1. **Organization:** Leagues will be organized by the Coquille Parks & Recreation Office. Leagues shall consist of 8 week schedule, when possible, facility permitting.
2. **Entry Fee:** The registration fee is set by the Recreation Coordinator and approved by the Recreation District #14 board, to cover officials, game equipment, secondary insurance, park fee, and award.
3. **Team Eligibility:** Teams inside and outside Recreation District #14 are welcome to participate in Coquille Parks & Recreation leagues (*\*Out of District Fees may apply*).
4. **Player Eligibility:**
  - a) Participants must be 18 years old to play in each division.
  - b) All participants must complete the online registration before playing.
5. **Team Rosters:** All team captains should ensure a full roster of players have signed up on Blue Sombrero (Coquille online registration) by the registration deadline.
  - a) **Player Restrictions:** A player may play on more than one (1) team. However, that player will not be allowed to play on more than one team in the same league (competitive and recreational). The player must be listed on the official roster of each team. No player will be allowed to return to a team for the rest of the season once his/her name has been removed from the roster (A season begins with the first game in which a person plays).
  - b) **Minimum Players:** Teams must carry a minimum of 5 players on their roster (2 Men & 3 Women). Coquille reserves the right to add players/free agents to a team if the minimum is not reached.
  - c) **Maximum Players:** Teams may carry a maximum of 10 players on their roster. More than 10 players must be approved by Recreation Coordinator.
  - d) **Adding Players:** Players must be added to the roster from matches 1-5 before that player is eligible to participate. This may only be done by the team captain in communication with the Recreation Coordinator. After the 5th match (which includes any post-season tournaments), no changes can be made to the roster. Exceptions (i.e. injury, moved out of town, etc.) will be cleared through the Recreation Coordinator.

- e) **Removing Players:** Players may be removed from the roster at any time by the team captain in through the Recreation Coordinator.
- f) **Transferring Players:** Transfers from one team to another in the same league will not be permitted.
- g) **Ineligible Players:** Any team playing a player who is ineligible in any way will forfeit all games in which that player participated.

**6. Match Schedules:** Once a match is scheduled, it will be played according to the date, time and place listed. No postponements or changes in the schedule will be allowed unless made by a Recreation Coordinator due to facility availability or inclement weather.

**7. Game Time:**

- a) **Minimum Players:** Teams failing to court (4) four players at the scheduled starting time will forfeit the 1st game. If a team has at least four players present at game time, the game must be started on schedule. If the team is not ready to play 10 minutes after the scheduled starting time, they shall forfeit the match. A team must have four players to continue to play.
- b) **Pick-up Players:** Teams are permitted up to a maximum of 2 non-rostered pick-up players in order to make up the minimum line-up of 4 players. Pick-up players are not allowed for the 5th & 6th players.
- c) **Time:** Game time begins on the first serve of the game which will be recorded in the scorebook.
- d) **Adding Players:** Only until the 2nd complete set may additional rostered players up to a total of 6 be added the line-up. No additional players may be added after the 2nd complete set.
- e) **Maximum Players:** A team may start the game with 4 or 5 players.
- f) **Forfeited Matches:** The time reserved for forfeited matches belongs to those who showed. They may use the court for practice or for a "pick up" game. If requested, officials shall work such a match and shall call the match 10 minutes before the scheduled starting time of the following match.
- g) **Inclement Weather Matches:** Will be rescheduled as facilities and schedules permit.

**8. Court Dimensions:** Approximately 60ft long and 30ft wide or according to the designated boundary lines.

**9. Net Dimensions:** Approximately 3ft wide and 32ft in length. Net height is 7' 11 5/8" for coed. The official height measurement is made in the center of the net. The height of the net at the sidelines can be no more than 3/4" higher than the official height.

**10. Balls:** Teams will warm-up with their own volleyballs, unless provided by Coquille. Coquille will provide official game balls. Approximately 65-67 cm in circumference and not to weigh less than 9-10oz.

**11. Shoes:** No outdoor or hard-soled shoes allowed! Players are recommended to bring separate clean athletic shoes.

**12. Uniforms:** Shirts, shorts or pants, and shoes must be worn. Leagues do not require uniforms that are alike. Absolutely no derogatory wording on uniforms.

**13. Game Officials:**

**a) Control:** The official(s) and/or staff shall be in complete charge of the match. Judgement of all ball handling errors and conditions of the rules are made only by the referee. Good Sportsmanship must be displayed at all times. Only the team captain is allowed to discuss any circumstance or rule decision.

**b) Number of Officials:** For the competitive leagues, there will be one official assigned, unless otherwise designated. For the recreational fun league, no official will be assigned.

**13. First Serve and playing area:** For the first and third sets of a match, the choice of serve or playing area shall be decided by a coin toss by the designated captains or team representative for each team. The teams will change sides between sets 1 and 2. The team who did not serve the 1st set will serve the 2nd set.

**14. Adjacent Courts:** Players may not chase a ball in play or to keep in play, onto adjacent courts. Ball will be considered a dead ball.

**15. Playable Areas:** A ball which comes in contact with the ceiling, lights, or any other obstruction above the court and comes down on the same team's side, is playable. If the ball crosses the net after contact with any of these to the other side, it is a deal ball and called as a side out.

**16. Interruptions:** Interruptions of play (i.e. ball from adjacent court, foreign object, etc.) will be considered a replay.

**17. Match Length:** A match will consist of the best 2 out of 3 sets (*or approximately 45 minute time limit for fun league*).

**18. Rally Scoring:** A point is scored each time during a volley when there is a side out. Sets 1 and 2 will be played to 25 points (win by two) with a cap of 30. If set 3 is needed, it will be played to 15 points with a cap of 20. If the score is tied, play will continue until one team has a two point advantage or the caps occur.

**19. Serving Delivery:** The player must deliver the ball behind the service line and can move freely behind service line. At the moment of the service hit or takeoff for a jump serve, the server must be completely in the service zone and not touching the court or the playing surface outside the zone.

**20. Contact:** A legal contact is a touch of the ball by any part of a player's body (other than the feet) which does not allow the ball to visibly come to rest or involve prolonged contact with a player's body.

a) Multiple contacts are permitted only when the ball rebounds from one part of the player's body to one or more other legal parts in one attempt to: 1) block; 2) serve

b) Back row players cannot spike or block the ball in front of the 10' line.

c) Please try to avoid carries, lifts, or throws.

**21. Over the Net:** A player shall not contact a ball that is completely on the opponent's side of the net unless the contact is a legal block.

**22. Center Line:** A player may touch the floor across the center line with one or both feet/hands provided a part of the foot/feet or hand(s) remains on or above the center line. Contacting the floor across the center line with any other part of the body is illegal.

**23. Blocking:** Blocking a serve is not permitted.

**24. Let Serve:** A ball contacting and crossing the net shall remain in play provided that the ball is entirely within the net antennas.

**25. Rotation:** Rotation is clockwise. Players must play a full rotation. Rotation substitutions must be made when ball is dead, and at center back position. Rotation is to remain constant and be kept the remainder of the set. League does not follow libero rules or guidelines.

**26. Substitutions:** There will be a number of unlimited substitutions per set. The two types of substitutions (of the same gender) that may be used are the following:

- 1) substitutions must be made at the server/right-back or left front position. Once teams have used substitution rotation, they must continue with this rotation during the game unless there is an injury.
- 2) High school substitution may be used. Teams must notify which type of substitution they will use during each game and continue with it until the end of the game. A player may come in at any position when replacing a player due to injury, etc... An injured player may return to the game when ready, by rotating into center back position.

**27. Timeouts:** Each team will receive two 1-minute time-outs for the 1st through 2nd sets of the match. Only one 1-minute time-out granted per team in the 3rd set with no carry over from the first 2 sets.

**28. Protests:** There will be NO protests concerning on-court calls made by opposing players. Judgment calls will be settled by referee, staff or both teams. If the judgment call cannot be agreed upon, a "re-serve" will replace the prior play.

**29. Grievances:** All protests, grievances, rule interpretations and issues must be submitted in writing to the Recreation Coordinator (judgment calls are not to be construed as a rule interpretation). Judgment calls during a game or any action of disciplinary nature taken by staff will be supported by the Recreation Coordinator.

**30. Conduct:** All players, managers, spectators and staff are expected to display good sportsmanship and conduct at all times. Examples of unsportsmanlike conduct include, but not limited to:

- a) Use of profane language directed towards any referee, staff member, player and/or spectator;
- b) Arguing, bickering, heckling or excessive display of emotion towards referee and staff;
- c) Making unnecessary gestures towards referee, staff, game participants, or spectators;
- d) Throwing equipment; resorting to unnecessary roughness on the court.

**31. Disciplinary Procedures Progression:** Team Captain, Player or Spectator

Depending on the severity, staff and/or the official have the right to issue a warning or ejection from the game. Once a player has been ejected from the game, he or she has 2 minutes to leave the facility or the police will be called and the match will be declared a forfeit.

**a) 1st Ejection:** Results in a one (1) week suspension from the date of the incident from playing in any Coquille sponsored team, league or tournament in which the individual is registered. The suspension can carry over into the 1st week of the following playing session/season.

**b) 2nd Ejection:** Results in a suspension for the remainder of the season. In addition, the individual may not spectate at such facility/event during the suspension. The individual will be required to meet with a Coquille disciplinary review committee prior to reinstatement

**32. Law Violations:** Violations of any law (battery, assaulting an official or Coquille representative, possession of illegal substances including consumption of alcohol by minors, disorderly conduct, damage to property, etc.) by players, coaches, managers, or spectators during practices, league games and/or tournaments will result in immediate removal from the facility and will be prosecuted to the fullest extent through all legal channels.

**33. Smoking and Alcohol:** Smoking and alcoholic beverages are not allowed in facilities and on Coquille property. Disobeying these rules will automatically result in disciplinary action.

**34. Unsupervised Children:** Unsupervised children should not be in the gymnasiums or buildings. Delays in games due to unsupervised children could result in forfeiture of games, and privileges to facility.

**35. Inclement Weather:** Any games postponed or canceled due to inclement weather will be announced through an email and/or the Rainout Line at 985-892-9829 ext 1.

**36. League Tie-Breaker Procedure:** The procedure for teams who are tied in league/division is as follows:

- a) Division win/loss record
- b) Head to head games
- c) Points differential, followed by point differential in head-to-head games
- d) Coin Flip

## LEAGUE SPECIFIC RULES

**37. Competitive Leagues:**

- a) Jump serves are permitted.

**38. Recreational League:**

- a) Players may not jump serve.
- b) No spiking behind the 10' line.
- c) Teams may add pick-up players up to 6 to have a full line up.
- d) 45-minute time limit for match.
- e) No official will be assigned.

## COED VOLLEYBALL RULES

Coed Volleyball Leagues will be played under the previous Adult Volleyball League Rules mentioned above with the following additions and exceptions:

**39. Team:** A team must have an equal or greater number of women on the court at all times. There can NEVER be a greater number of men than women on the court (i.e. 2 women and 3 men show up for a game, only 2 women and 2 men may play; the additional male player can substitute in). If two men serve in a row, an automatic sideout will be assessed and it will be the other teams serve.

**40. Court Positions:** Defensive positioning shall start point play in alternating male and female positions. All players must remain in alternating positions until the ball is served. After the ball is served, players may take any position on their side of the court. (Example: if man and woman want to switch spots so man is hitting on left side and woman sets in the center, may move after ball is served and stay in positions until sideout or deadball.) However, the back row players cannot spike or block the ball in front of the 10' line. Result of this judgment infraction will be a no serve.

**41. Serving:** The leadoff server may be of either sex; however, the following servers must be of alternate sex throughout the remaining serving order. A serve cannot be attacked or blocked at the net.

**42. Substitutions:** Substitutes who rotate in must replace a player of the same sex. If there is only one substitute and he is male, then a substitute will rotate in every other time his team rotates. If a player is injured during play and a player of the same sex is available, the substitute may take the injured player's place.