

Adult Volleyball

League Information 2022



Rosters

1. A roster with names, addresses, signatures and phone numbers of all players must be turned in to the supervisor before the first game. Additional players may be added to rosters up until the start of the fourth week of play. If you need a fill in player during the season, it must be approved before we get to the gym.
2. Teams may have up to 12 players on their roster.
3. Individuals may play in multiple leagues, but for only one team per league.

Eligibility

4. Individuals must be at least 16 years of age to play in Richfield Parks and Recreation adult sports programs. Exception: rec league teams—RRH, SRS, high school age girls team with okay by the Recreation Director.
5. No person who is currently on a college or university volleyball team will be allowed to play in the Richfield Parks and Recreation adult volleyball program.
6. To be eligible to play in the post-season tournament, participants must play in at least six regular season games.
7. For your own safety and that of other participants, jewelry should not be worn while participating.

School Rules

8. Participants and spectators must clean up after themselves. Please place trash in the garbage cans.
9. Children must have appropriate supervision. Please do not allow children to play in the halls, restrooms, or stage area.
10. Please respect the school equipment (chairs, nets, etc.), and help clean up at the end of the night.

Team Standings and Awards

11. League standings will be computed on a win/loss basis. The team with the highest win/loss record will be the 1 seed in the tournament bracket. If there are ties in the standings, they will be broken by head-to-head results.
12. A maximum of 10 awards will be given *for tournament champions, as well as tournament runners-up.*

Players & Game Time

13. Teams consist of up to six players on the floor. Teams may begin a game with as few as three players. If players exit a game due to injury, teams may continue with as few as two. (See additional requirements for co-ed league on next page.)
14. Teams with three or more players present at game time must begin the game.
15. Games will begin as close to the scheduled time as possible. If at least three players are not present at 10 minutes past game time, a forfeit will be declared.
16. Each participant must check in at the score table prior to each game and sign in on the score sheet. If a participant comes late they must check in prior to entering the game.

Scoring

17. Matches will be the best two out of three games. Games will be played with rally scoring to twenty-five points, and teams must win by two (with no cap). If the third game is played it will be played with rally scoring to fifteen, with a cap at seventeen points.

Time Outs

18. Each team has two 30-second time outs per match.

Substitutions

19. Players must substitute in and out at the middle back position. **Women's Competitive League Only:** May sub according to NFHS rules.

Other Court Boundaries

20. Players may make a play on a ball that appears to be headed into the other court as long as they contact the ball before touching any part of that court, including the sideline/mid court line.

Co-ed Rules

COED TEAM ROSTERS MUST HAVE AT LEAST 3 MALES AND 3 FEMALES. PERSONNEL CAN BE NEGOTIATED BY THE OFFICIAL AND TEAM CAPTAINS, ON THE COURT, IF NECESSARY.* THE RECREATION DEPARTMENT WANTS GAMES PLAYED. NO GAME CAN BE PLAYED WITHOUT 2 MALES. THE SIDE-OUT RULE APPLIES BETWEEN THE EXTRA FEMALES.

21. Co-ed teams consist of up to six players on the court, with equal numbers of males and females.
22. Teams may play with **one more** female than males, but NEVER MORE MALES THAN FEMALES. 3 female, 2 male will play, if a team is short males. NOT 4 FEMALE, 2 MALE. (exception)*
23. Serving must alternate between men and women. If a team is playing with one more female than males, a side-out will be taken between the two females that are back-to-back in the serving order.
24. The minimum amount of players co-ed teams may begin a match with is two females and one male. If players are lost to injury once a game has begun, teams may finish the game with as few as two players, although it must be one male and one female.
25. When more than one hit occurs on either side of the net, at least one of these hits must be made by a female.
26. Males may only substitute for males, and females only for females.

General Rules

The following rules will govern play in Richfield Parks and Recreation Adult Volleyball.

1. COIN TOSS: Each match will begin with a coin toss. The winner of the coin toss will choose either to serve, receive, or pick the playing area. If a third game is needed, a coin toss shall be conducted between the designated captains of each team with the same options.
2. BALL PUT INTO PLAY: The ball shall be put into play by the player in the back right position from within the serving area of his or her own court. The server must wait for the official's whistle.
3. LEGAL SERVE: The server must hit the ball directly off the holding hand or hit the ball after tossing it from the holding hand. The serve must be made within five seconds of the official's whistle.
4. SERVING ORDER: The serving order must be followed by both teams. All players must serve before being substituted for.
5. ROTATION: Rotation does not occur until the first server from both teams has completed his or her first term of service. Thereafter, the team receiving the ball for service shall immediately rotate clockwise.
6. SERVING OUT OF TURN: If a player serves out of turn and it is caught prior to a side-out, a side-out shall be called and any points made by the serving team on the service will be cancelled. If a mistake in serving order occurs but is not discovered until after the side-out, there will be no loss of points.
7. PLAYING THE BALL: Teams have three hits to return the ball back across the net into the opponent's playing area. When the team's first contact is a simultaneous contact with an opponent or an action block, the next contact is considered the team's first hit. A player may not hit the ball twice in succession (except when blocking). No carries, lifts or throws will be permitted.
8. SIMULTANEOUS CONTACT: If two or more players of the same team contact the ball simultaneously, it is considered one play and the players involved may participate in the next play.
9. CEILING & OBSTRUCTIONS: A ball striking the ceiling or overhead obstruction in bounds above the playing area shall remain in play provided the ball contacts the ceiling or obstruction on the side of the net that is occupied by the team that last played the ball and the ball is legally played next by the same team.
10. DEAD BALL: The ball is dead upon the official's whistle. The ball is dead when it touches the floor, walls, bleachers, or overhead obstructions that are out of bounds.
11. SCREENING: A screen is an act, intentional or unintentional, which obstructs the receiving player's view of the server or the flight of the ball from the server. This includes the server being hidden from view by his or her own teammates, and then serving the ball directly over their heads.
12. BOUNDARY LINES: Boundary lines are in.
13. NET PLAY: A ball hitting the net may be played out of the net so long as the player avoids touching the net. If two or more players from opposing teams contact the ball simultaneously above the net, any of the players involved are eligible to participate in the next play, which shall be considered the first of three contacts allowed to be made. If a player is attempting to block and is contacted by the ball, this player is eligible to participate in the next play, which shall be considered the first contact for the team. A player may step on the center line as long as part of the foot remains in contact with the line.
14. BACK ROW PLAYER: A back row player shall not participate in a block or an attempt to block. A back row player shall not attack and/or direct a ball which is completely above the height of the net while positioned on or in front of the attack line or its out-of-bounds extension. A foul shall not be called on a back row player until the ball is considered to have crossed the net. A back row player shall not play a ball while positioned completely across the center line or its out-of-bounds extension.