

LEAGUE PLAYING RULES

National High School Federation Volleyball Rules for 2020-21 shall govern play insofar as they do not conflict with the rules stated herein:

1. Prior to the start of each match, the official shall conduct a coin toss between the managers of each team. The official shall ask the winner of the toss whether their team chooses to:

- a. Serve/Receive
- b. Select the playing area

The loser of the toss will be given the remaining choice.

2. The net height shall be approximately 7'4 1/8" for women and 7'11 5/8" for men.

3. A match consists of three 25-rally point games, decided by at least 2 points, with a cap of 27 points. All three games will count toward league standings.

4. There shall be no uniform requirement for league play; however, teams planning to play in out of town tournaments should have matching, numbered jerseys.

5. Substitutions may be made during any dead ball period. Teams may use a simple rotation method to get substitutes into the game (a sub enters the game at every rotation into the same floor position where the exiting player vacates) or they may utilize a straight substitution method (a player returns to the game only for the person who substituted for him/her).

6. Game time is forfeit time. One game will be forfeited at the scheduled game time, the second game will be forfeited at 10 minutes following scheduled game time and the match will be declared a forfeit at 20 minutes past game time. A forfeit fee of \$50.00 will be assessed any team which forfeits a complete match for any reason without notification to the Casper Recreation Center Supervisor by 12:00 noon the day of the event. This fee must be paid before that team's next scheduled match or the team will not be eligible for the season ending tournament.

7. A team shall be comprised of six players all of the same gender. Men may only play in the men's league and women may play only in the women's league. A team may play with as few as four players. A player may only play on one team in the league. **Players must be 15 years of age or older in order to participate.**

8. If a player arrives late and a team is playing with less than 6 players, that player may enter the game on the first dead ball at any position on the court. If a team has 6 players present and an additional player arrives, that player may enter the current game following applicable rotation and substitution rules.

9. Any ball hitting an overhead obstruction (backboard, ceiling and support beams) or the ceiling shall remain in play providing the ball remains on your side of the net, your team has a hit remaining and it does not occur on the serve. A ball which travels through the rafters or above the suspended basketball baskets is considered in play unless it makes contact with such object(s) as described above.

10. The dividing net between courts 1 and 2 and 2 and 3 is out of bounds if the ball touches it.

11. Only team captains may discuss rule interpretations with the officials.

12. Teams are allowed one time out per game - 60 seconds in length.

13. Jewelry Rules: Metal and watches on the wrist are prohibited. Legal earrings will be the referee's judgment. All hard, unyielding protective devices are to be covered. Devices on the fingers, hands or arms are prohibited.

LEAGUE STRUCTURE AND TOURNAMENT PROCEDURE

Teams are placed into divisions based as much as possible by their own choice; however, the CRLA Board will make the final decisions on division alignment. Regular season schedules will consist of round robin play. All teams will qualify for the double elimination tournament at the end of the season. For tournament play, teams will be divided into divisions to make the tournament as competitive as possible. Plaques will be awarded based on the number of teams in each division for regular season, as well as, the post season tournament.

The following is the policy for determining league champions:

- a. Outright league champions (best win-loss record).
- b. In the case of a tie, head-to-head competition will determine the winner.
- c. In case of a tie on head-to-head competition, the total point differential between teams tied, and then total point differential in all games played will be used to determine the winner.
- d. If two teams are still tied, a flip of a coin will determine the winner.

CASPER RECREATION CENTER RULES

When playing in the Casper Recreation Center, every participant will be required to follow the rules listed below:

The gym shoes worn on the gym floor cannot be the same shoes worn in from the outside. Shoes must be changed before participating in the gym. The gym shoes must be non-marking.

Participants who desire to use the locker rooms are required to have a Casper Recreation Center Annual Pass or pay a daily admission fee. This pass is to be turned in at the reception counter upon entering the facility and should be picked up when leaving.

Children 14 years or younger will be allowed in the gymnasium area to watch the matches providing they are sitting with a *non-playing adult*. Non-supervised children will not be allowed in the gymnasium area and will be asked to leave. Anyone bringing unsupervised children to the gym will be asked to remedy the situation or risk forfeiture of their team's match.

The City of Casper DOES NOT carry insurance for participants in any City sponsored teams. Team and individual insurance may be obtained from various companies. For more information, contact the City of Casper Risk Manager's Office at 235-8212.