



RECREATION

CITY OF GREELEY

Adult Volleyball – Rules

2022

The City of Greeley sports staff reserves the right to establish guidelines for any and all rules or infractions not covered in the league rules.

The sports staff will have complete authority to administer the program and make decisions and adjustments as they see fit for this recreational setting. His or her decision is final.

A. City of Greeley General Rules

- a. The City of Greeley Adult Volleyball League will abide by USAV Rules and the City of Greeley amended rules.
- b. The Greeley Culture, Parks, and Recreation Department reserves the right to prohibit a team/player(s) from participating in certain leagues based on previous experience and results.
- c. **The Greeley Culture, Parks, and Recreation Department reserves the right to place teams at appropriate competition levels and to make modifications to rules as needed.**
- d. Team Managers are ultimately responsible for the actions of their team members and fans. Misconduct will not be tolerated by any manager or player.
- e. The Greeley Culture, Parks, and Recreation Department reserves the right to ask any patron to leave the facility if they are demonstrating disorderly conduct, safety concerns, or inappropriate behavior.
- f. During the volleyball season, players are not permitted to hang on the rims or slam dunk on basketball rims. Players and/or spectators ignoring this request will be asked to leave the gym. Safety is an issue and your team will be responsible for the expense of replacing the rims if damage occurs by anyone associated with your team.
- g. We understand the need for some parents to bring children to matches, however; it is important to remember the safety of the child while in the gym and around the court; misplaced shots place your child at risk. Therefore, we ask you keep your child away from the playing areas (including warm-up areas), and to understand and comply with our requests concerning your child, noise, and play objects during volleyball matches.
- h. **Please, no food or drink in the gyms areas, water is allowed in sealable containers only.**
- i. Shoes – players are required to wear tennis shoes with non-marking soles. Players are NOT allowed to play in sandals or with bare feet.
- j. Any participant or team not abiding by the rules of the City of Greeley Culture, Parks, and Recreation Department is subject to suspension. Suspensions may prohibit a participant or team from playing in a match during the season, from participating in an entire season or from participating indefinitely in City of Greeley Recreation programs.

B. League Descriptions

- a. Women's Recreational – Double Header League
Location: Family FunPlex
 - i. This league is designed for participants who enjoy playing more organized mid-level volleyball. Each team will play two games each gameday.
 - ii. Net Height – 2.24m
- b. Women's Competitive
Location: Family FunPlex
 - i. This league is designed for competitive level volleyball players
 - ii. Net Height – 2.24m
- c. Co-Rec Recreational
Location: Greeley Rec Center
 - i. This league is designed for participants who enjoy playing more organized mid-level volleyball.
 - ii. Net Height – 2.43m

C. Rosters

- a. Players must be at least sixteen (16) years old to compete in Greeley Recreation Adult Volleyball leagues. If age is questioned, documentation may be requested.
- b. No more than twelve (12) players will be permitted on a team roster.
- c. Each participant is permitted to play on one team per league per night.
- d. All participants must sign their respective team roster prior to competing.
- e. All rosters will be **LOCKED** at the conclusion of the 3rd week of matches/league play.
- f. **ID Checks will take place prior to tournament play. Each rostered player must provide a photo ID.**
 - i. Types of Photo ID: Drivers License, ID Card, Passport, myColorado App
 - ii. Social Media (Facebook, Instagram, etc.) are not valid forms of photo ID.

D. Playing Rules

- a. Teams are scheduled 50 minutes per match.
- b. Away team serves first in 1st set. Home team serves first in 2nd set. Winner of 2nd set serves first in 3rd set.
- c. The official will select a volleyball before the match is started and ask both managers to approve the ball. The same volleyball will be used throughout the game.
- d. Managers must initial the scores at the end of the night to ensure there are no errors.
- e. Teams participating in the 6 on 6 leagues will be permitted to play with as few as **four (4) players.**
- f. Players must be on the court or at court side when the official's whistle is blown to line-up. If a team is delaying the start of a set, a team yellow card may be issued. A player who arrives late may enter the game in any position, but only during a dead ball.
- g. **Only team managers may address officials.** Other players addressing officials may be sanctioned with either a yellow or red card penalty.
- h. Each team is allowed one (1) timeout per set. Each timeout will be thirty (30) seconds long. The team requesting the timeout terminates the timeout as soon as they resume positions on the court. Play will begin immediately, regardless of preparation of the opposing team. Please do not leave the court area during timeouts as the clock does not stop.

E. Scoring

- a. **Regular season game scoring and time limits are as follows:**
 - i. All match sets are rally scored. Three sets constitute a match, with a fifty (50) minute time limit. The clock runs continuously and only stops for injuries.
 - ii. Sets 1 and 2 are played to twenty-five (25) points. Set 3 is played to fifteen (15) points, if time permits. All sets must be won by 2 points, unless the cap is reached.
 1. Point Cap: Sets 1 and 2 will have a cap of 28, set 3 will have a cap of 18.
 - iii. If the clock EXPIRES in the third set and a team is ahead by at least 1 point, that team wins the set. In the third set if the clock expires and **the score is tied**, a final serve will be called and the team that scores wins the set by 1 point.
- b. **Tournament matches scoring and time limits are as follows:**
 - i. All match sets are rally scored. The winner of tournament matches is determined by the team that wins the best two out of three sets. The first two sets are rally scored to 25 points, win by 2 with a cap of 28. The third set if the clock expires and a team is ahead

by at least 1 point, that team wins the set. In the third set if the clock expires and **the score is tied**, a final serve will be called and the team that scores win the set by 1 point.

F. Schedule/Standings/Sportsmanship

- a. Team schedules, scores, and standings can be viewed at [Greeley Recreation \(teamsideline.com\)](http://GreeleyRecreation.com)
- b. Default/Forfeit Policy
 - i. Default – each team gets 1 default during each season
 1. If a team has notified the City of Greeley Sports Staff by noon the day of their game that they will be unable to attend, the Recreation Coordinator will notify the opposing team of the game not being played that night.
 2. The sports staff will attempt to reschedule the game for later in the season.
 - ii. Forfeit
 1. If a team no call/no shows for one game, the team manager will be assessed a \$35 fee to their RecTrac account.
This fee must be paid before the last game of league play. If not, the team will not be eligible for postseason play.
 2. If a team no call/no shows for a second game in league play, the team will be removed from the remainder of the league.
This team will not be issued a refund if removed from the league.
- c. Tie-breakers in team standings are broken by the following criteria:
 - i. Winning Percentage
 - ii. Head-to-head competition
 - iii. Head-to-head differential
 - iv. Common opponents
 - v. Strength of schedule
 - vi. Total points differential
 - vii. Lowest number of forfeits
 - viii. Coin Toss
- d. Sportsmanship Ranking
 - i. Each team will receive a sportsmanship ranking after each game. This will be completed by the umpires and staff.
 - ii. The scale will be 1-5.
 1. 1 = Lowest ranking (poor sportsmanship, team players ejected, fighting, etc.)
 2. 5 = Highest ranking (great sportsmanship, courteous to umpires and staff, etc.)

G. Rules/Violations

- a. The ball may contact any part of the body, including the foot. It cannot come to rest, be caught and/or thrown and can rebound in any direction.
- b. Players may serve from anywhere behind the back line within the sideline areas.
- c. The ceiling & backboards are playable; however if the ball hits the ceiling or backboard and goes over the net it is out of bounds and a point is awarded to the other team. Walls, dividers & curtains are out of bounds.
- d. A back row player may legally jump & attack the ball above the height of the net as long as the player's jump is initiated behind the 10 ft. line.

- e. Any ball that momentarily comes to rest on a player's hand or arms will be considered a lift. (this includes spiking, passing and/or setting)
- f. Any first ball over the net including hard-driven spikes or serves can be passed legally by a double hit that occurs during one simultaneous motion.
- g. If objects enter the court from adjacent areas, play continues until the official whistles the play dead.
- h. Blocking or attacking a serve is illegal.
- i. A blocker may place his/her hands and arms beyond the plane of the net provided that this action does not interfere with the opponent contacting the ball when the ball is completely in the opponent's front zone.
- j. A held ball is when two players contact the ball at the same time, causing the ball to be held between the two players. In the judgement of an official a replay may be called.
- k. When a ball is served, it is allowed to touch the net and is playable if it crosses the net into the opponent's court. Any part of a served ball that touches the end line or a sideline is considered in bounds.
- l. Foot violations result in a point to the opposing team and occur in one of the following ways:
 - i. When executing a serve, the server's foot lands on or crosses over the service line before the server's hand contacts the ball.
 - ii. A player's foot or body crosses the center line AND interferes with game play or with a player on the opposing team.
- m. There is no screening allowed. Players must keep their hands down on the serve.
- n. Net violations:
 - i. Arm, or hand contact with the net by a player will be considered a fault and a point will be awarded to the opposing team.
 - ii. If hair, chest, or the stomach accidentally contact the net play continues.
- o. Your foot is allowed to cross the center line as long as it does not interfere with the other team.

H. Penalty Cards

- a. Penalties – when a yellow or red card is issued to a participant the following will occur:
 - i. A yellow card results in a warning
 - 1. Two yellow cards results in a red card
 - ii. A red card results in a player's removal from the match. A point will be awarded to the opposing team.
 - 1. If the player receiving the red card does not exit the building in 2 minutes, this will result in a forfeit for the team.
 - 2. The participant receiving a red card could face suspension from any and/or all future matches and potentially all City of Greeley recreation offerings.
 - iii. If a player receives a yellow card in set 1, the penalty will carry over to sets 2 & 3 of the match.

I. Protests

- a. Officials judgement calls (ball in/out, touches, etc.) cannot be protested.
- b. Protests must be brought to the attention of the official before the game or when the event being protested occurs. The official will notify the court supervisor of the protest and the court supervisor will help facilitate the protest process.

- c. Protests must be filed immediately upon the occurrence of the event.
 - i. If you feel a protest is warranted, request a protest form from the match official or court supervisor.
- d. Misapplication of rules can be protested.
- e. Rule interpretations and decisions based on the judgment of officials cannot be protested. The USA Volleyball Rule Book will be used for rule interpretation.
- f. The Recreation Coordinator will inform the protesting party of final decisions.

J. Co-Rec ONLY Rules

- a. Co-Rec playing ratios must have one of the following to play the match:
 - i. 3 males/3 females
 - ii. 4 males/2 females OR 4 females/2 males
 - iii. 3 males/2 females OR 3 females/2 males
 - iv. 2 males/2 females
- b. Co-Rec serving order and positions on the court at service time will alternate male and female. The male-female placement on the court must stay consistent throughout the rotation. All teams must use clockwise rotation and everyone on the court must rotate.
- c. Co-Rec substitutions: a male must sub for another male, a female must sub for another female