

GENERAL BY LAWS

This program is a RECREATION LEAGUE for the fun and enjoyment of those taking part. HAVE FUN!!
Except for the rules covered in these bylaws, USA Volleyball rules will govern Manhattan Parks and Recreation (hereafter referred to as MP&R) Adult Volleyball leagues.

1. ELIGIBILITY

- a. A women's team roster must be made up entirely of women.
- b. Players must be 18 years of age or out of high school to be added to a team roster. To become eligible for participation, each player must be listed on the official adult roster of the team he/she is playing on. Rosters are due before **THE FIRST GAME**.
- c. **PENALTY:**
 - Teams that do NOT submit completed rosters before **THE FIRST GAME** are subject to forfeit any matches played without such legal roster on file. Incomplete rosters render players ineligible, which is grounds for forfeit if protested.
 - Teams that do not have completed rosters submitted by **THE FIRST GAME** will be ineligible for bracket play.
- d. A player can participate on only one team each night, that being the team for which he/she has legally signed the roster. Players found to be playing on more than one team on a given night will be suspended indefinitely from the program.

2. Players participating without having legally signed a team roster, are considered ineligible, and will be considered ineligible until either process is completed.

3. ADDING PLAYERS

- a. Teams wishing to add players onto their roster can do so before the 5th night of the season (includes exhibition matches). After the 5th night, no changes can be made to the team roster.
- b. The added player must sign the team roster form before they are eligible for play.

4. Players wishing to switch teams must first get approval from the Recreation Supervisor in charge of the adult volleyball program. Upon approval, the player must sign the team roster form for his/her new team roster prior to the 5th night of the season (includes exhibition match). Players cannot switch teams after the 5th night of the season (includes exhibition matches).

5. Teams using ineligible players are subject to forfeit any and all matches in which an illegal player participated. If player eligibility issues are presented to the MP&R staff at the gym, the match in question will be played (see By-Law #18 for the protest procedure). If the protest procedure has been followed properly, decisions regarding possible forfeiture of matches will be rendered the next working day.

6. SCHEDULE

- a. Games will only be rescheduled due to weather and facility issues. If you are unable to play it will be indicated as a forfeit on the records.
- b. The schedule is finalized.
- c. **HOME TEAM MUST PROVIDE SOMEONE TO RUN BOOKS!**
 - If the home team does not provide someone to be a scorekeeper, the visiting team will be rewarded **5 points per set** that the scorekeeper is not present.

7. "FORFEIT TIME" RULE

- **NO CALL, NO SHOW = NO TOURNAMENT PLAY**

- GAME TIME IS FORFEIT TIME! A team must have at least four players present at the scheduled match starting time, or the first set of the match will be forfeited. "Present" means on or near the court, in view of the referee.
- A team must have four players present at ten minutes past the scheduled match starting time, or the second and third sets of the match will be forfeited.
- If a team has less than four players at the beginning of the match, the first set will be forfeited. If, during the ten-minute grace period for the remainder of the match, a fourth player arrives, the second set of the match will begin. The forfeit time rule does not apply to teams waiting on a fifth or sixth player to arrive.
- The referee will be the official timekeeper for the purposes of this rule, and his/her ruling is final.

8. PICK-UP PLAYERS

- Teams are allowed to pick-up a maximum of 2 non-rostered players in order to make up the minimum of 4 players. Pick-up players are not allowed for the 5th and 6th player or to make a full line-up.
 - Pick-up players can be used from the free agent list.
9. Teams may begin and play a match with six, five, or four (but no less than four) players.
- When playing with five players, a 3/2 alignment must be used (three players in front row, two players in back row).
 - When playing with four players, a 3/1 or 2/2 alignment may be used.
 - There is no penalty for having a vacant spot in the serving order.

If a team begins play with five players and a player arrives late, that player may enter the game only after a dead ball. **The late-arriving player may enter the match in any serving order position. If a team has only four players and two players arrive late simultaneously, they can enter the match - after a dead ball - in any serving order position. When adding late-arriving players, no player may serve two rotations in a row.**

10. SUBSTITUTES

- Substitutions will only be allowed when a team has won the right to serve. The substitute entering the rotation must occupy the center-back spot (serving order position #6).
- Only one substitute may be entered at a time, unless a player is injured or is unable to resume playing. An injured or incapacitated player may be substituted for, but the injured or incapacitated player must sit out the rest of the set.
- Line-up cards are not required in adult volleyball. An honor system is used to maintain serving order.
- The use of the Libero is not permitted in MP&R adult volleyball.

11. SCORING

- A set is won by the team which scores 25 points with a minimum lead of 2 points.
NOTE: 3rd Set will be played to 15 points (3 sets per game: 25-25-15)
- MP&R volleyball matches consist of three sets during the exhibition and regular season, and the best two out of three sets during the tournament.

12. COIN TOSS

- a. A coin toss between both captains will be held at the beginning of the match. The winner of the toss has one of three choices; to serve, receive, or take a side of the court.
 - If the coin-toss-winner chooses to serve or receive, the opposing captain will choose the side of the court.
 - If the coin-toss-winner chooses a side of the court, the opposing captain will choose to either serve or receive.
 - There is no coin toss prior to the third set. First serve alternates from set to set.
 - TEAMS WILL STAY ON THE SAME SIDE OF THE COURT FOR THE ENTIRE MATCH.

13. SERVING

- a. Before serving, the server must wait for the referee's signal to serve. A service executed before the referee's whistle is cancelled and repeated.
- b. Once the referee has whistled for service, the server has five seconds to execute a legal serve. If, after the whistle but prior to the serve, the ball touches the floor outside the service zone (including the court), it is a service fault.
- c. Service Toss. NOTE: The service toss rule is the one used by NFHS (High School Volleyball).
 - A re-serve shall be called when the server releases the ball for service, then catches it or drops it to the floor. The referee shall cancel the serve and direct a second and last attempt at serve. A new 5 seconds is allowed for the re-serve.
 - Each player may have only one re-serve during a team's term of service.
 - The server shall hit the ball with one hand, fist, or arm while the ball is held, or after it is released by the server.
- d. The server may move freely within the service zone. At the moment of the service hit or takeoff for a jump service, the server must be completely in the service zone and not touching the court (end line included) or the playing surface outside the zone. After service, the player may step or land outside the zone including the court.

14. NET CONTACT

The NFHS rule regarding net contact will be used. A net foul occurs while the ball is in play and:

- A player contacts any part of the net including net cables or net antennas. It is not a foul when a player's loose hair touches the net, or the force of a ball hit by an opponent pushes the net or net cables into the player.

15. THE CEILING

A ball hitting the ceiling may be played if it remains on the attacking team's side of the net. Any basketball goals suspended horizontally from the ceiling are considered part of the ceiling. A ball that hits a vertical basketball standard will be either a replay or out, depending on the judgment of the official. A ball hitting a wall will be called out.

16. TIME OUTS

Each team is allowed two time-outs of 30 seconds each per set. An official's time-out will be granted for injuries or other unintentional delays.

17. JEWELRY

It is recommended for safety reasons that all loose jewelry such as watches, rings, earrings, and necklaces not be worn during games. Upon the referee's request, a player must remove such jewelry.

18. MUSIC

Teams will be allowed to play music while warming up, but not while the match is in progress. If the opponent requests that the music be stopped, or the referee determines that it should be stopped, the music must be turned off. **NON-EXPLICIT MUSIC ONLY!**

19. PLAYER CONDUCT

Unsportsmanlike behavior will not be tolerated and may result in penalties being imposed upon the offending individual, including coaches, participants, or spectators. Please treat all opponents, spectators and MP&R staff in a respectful and sportsmanlike manner. Failure to do so may result in penalties that include banishment from further participation in MP&R activities. A committee made up of the Director of Parks and Recreation, the Recreation Director, and the Recreation Supervisor will decide penalties. The set procedure is further clarified in the MP&R Policy Manual, available in the MP&R Office.

20. PROTESTS

All protests and appeals, including those regarding player eligibility, must be filed in writing to MP&R before 5:00 p.m. of the next business day following the day of the match in question. A \$25 fee must accompany the written protest document. If the protest is upheld, the fee will be refunded. (See by-law #5 for additional information regarding player eligibility protests).