

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. 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. Once the team roster due date has passed – the first regular season matchup - a player can become eligible by signing the roster form.
 - Teams can add players on to the roster until the 4th game of the season, up to 12 players.
 - b. **PENALTY:**
 - Teams that do 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 league awards.
 - c. A player can participate on only one team at a time, that being the team for which he/she has legally signed the roster (which includes completion of any “Roster Addition” forms). Players found to be playing on more than one team at a time will be suspended indefinitely from the program.
2. Players participating without having legally enrolled on a team roster are considered ineligible, and will be considered ineligible until either process is completed.
 3. Players wishing to switch teams must first get approval from the Recreation Supervisor. Upon approval, the player must enroll on his/her new team roster.
 4. 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 #17 for the protest procedure). Decisions regarding possible forfeiture of matches will be rendered the next working day, provided the protest procedure has been followed properly.
 5. Teams may begin and play a match with six, five, or four (but no less than four) players. If a team begins play with less than six players and a player arrives late, that player may enter the game only after a dead ball. The late-arriving player must enter the game in the center-back spot (serving order position # 6). If a team has only four players and two players arrive late simultaneously, then they must enter the game in the center back and left back spots (serving order positions #5 and #6) only after a dead ball. **NOTE:** See “Reverse CoRec Volleyball Bylaws” at bottom of page 2.
- ### **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.

7. “FORFEIT TIME” RULE:

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

- a. A team must have at least four players present (in accordance to rule II-1-b) 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.
- b. A team must have four players present (in accordance to rule II-1-b) at ten minutes past the scheduled match starting time, or the second and third sets of the match will be forfeited.
- c. 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 (and rule II-1-b is followed), 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.
- d. The referee will be the official timekeeper for the purposes of this rule, and his/her ruling is final.

8. SUBSTITUTES:

- a. 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 (position #6). Substitutes must match the gender being replaced (men for men, women for women).
- b. 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.
- c. Line-up cards are not required in adult volleyball. An honor system is used to maintain serving order.
- d. The use of the Libero is not permitted in MRRD adult volleyball.

9. SCORING:

- a. A set is won by the team which first 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)
- b. 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. A record of all sets won and lost will be kept.

10. COIN TOSS:

- a. A coin toss between 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 on which to start the match.
 - If the coin-toss-winner chooses a side of the court, the opposing captain will choose to either serve or receive.
 - First serve will then alternate the second and third sets. Teams will also switch sides after each set.

11. SERVING:

- a. 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.
- b. 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.
- c. 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.
- d. Service Toss. NOTE: *The service toss rule is the one used by NFHS (High School Volleyball).*
 - A re-serve is 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. The server is allowed a new five seconds.
 - 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.
- f. Net Serve. A served ball that touches and crosses over the net, fully inside the antennas, is a live ball and remains in play.

11. NET CONTACT:

The USAVB 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 while involved directly in the play or if their contact has a material effect on the play. 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.

12. 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 or that hits the support structure of the volleyball net apparatus (including the wire) will be either a replay or out, depending on the judgment of the official. A ball hitting a wall will be called out.

13. 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.

14. 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.

15. 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.

II. Reverse Co-Rec Volleyball Bylaws

1. The net height will be 7' 4 1/8 " (2.24 meters) – women's height.
2. Serving Order / Player Alignment
 - a. **SIX PLAYERS:** 3 males, 3 females. Serving order alternates male/female.
 - b. **LESS THAN SIX:** 1 player of each gender, but not more than 3 players of either gender.
 - When a team is using five players, only two players of the same sex can be side-by-side in the serving order.
 - When a team is using four players, any serving order is allowed, but it must remain the same throughout the set.
3. If the ball is played more than once by a team, a male must make at least one of the contacts. A block does not count as a contact.
4. When only one female player is in the front row at service, one female back-row player may be forward of the attack line for the purpose of blocking. Only one female back-row player may be forward of the attack line when a female back-row player is participating in a block.
5. **MALE ATTACKING:** Males can attack from behind the ten-foot attack line only. Front-row males must take the ball across the net so that the ball has an upward trajectory immediately after contact.
6. **MALE BLOCKING:** Males can block only attacks from back-row males. If a male blocks an attack from a female, it is a violation. No male back-row players may participate in a block.