

City of Haltom City Parks and Recreation Department

Adult Coed Volleyball (Recreational)

I. Eligibility

1. All rostered players must be prepared to present photo I.D. at any given time during a game.
2. All players in this league must be of the age of 16 before the start of the season. Players under 18 must provide I.D. and have a parent fill out a waiver prior to the first game.

II. Rules:

1. Rules of USA volleyball govern play, unless otherwise stated.
2. Team should be present at least 15 minutes prior to the game.
3. Six players will be on the court at one time for each team. A minimum of four players is required for a team to be eligible to start their game.
4. An official match will consist of three games with rally scoring. The first two matches will go to 21 points (23-point cap). The third match will go to 15 points (17-point cap).
5. If a team has to forfeit their first match due to insufficient number of players the score will be recorded as 0--1. A waiting time up to 15 minutes will be allowed before the 2nd set is forfeited.
6. Each team is allowed two timeouts per game. Timeouts are for 30 seconds. After each timeout players are required to return to the spot on the floor they were on previous to the timeout.
7. The winner of the coin toss will determine the first serve. The other team will choose which side their team starts on.
8. Teams will switch sides after each match.
9. Each team will be responsible for calling their own lines but the official has the right to overrule.
10. **Substitutions: There will be free substitutions, however they must be the same gender. All substitutions must be made during a dead ball. The same method of substituting must be continued throughout the game.**
11. Serving order and positions on court should be male/female alternating. If your roster is lopsided there can be more females than males on the court.
12. When a ball is played more than once by a team, at least one contact must be made by a female player.
13. Blood Rule: Any player who is bleeding or has blood on their uniform will need to leave the match and may not return until the bleeding stops.

III. Net Play:

1. Net height will be 7'6".
2. Attacking over the net is illegal unless some portion of the ball has broken the net vertical plane or offense has completed their attack (referees decision).
3. Blocking or attacking a served ball is illegal when the ball is completely above the net height.
4. A block is not considered one of the three hits for a team.
5. The entire foot or hand must cross the centerline in contact with the floor for a fault to occur. Any other part of the body touching the opposite court is a fault.
6. Contact on the net by the ball is legal on the serve
7. Player contacting the net, net supports, posts, cables, during play on the ball is a fault
8. If the ceiling is contacted on your side by a hit from your teammate the ball can still be played. If the ceiling is contacted by your opponent on your side this is a fault.

9. Contact of the ball on the backboard located at the end of the playing court is illegal. The referee has the option to call for a replay if in his/her judgement there was a play on the ball.

10. The wall is considered out of bounds.

IV. Team Rosters

1. Each team can roster up to 14 players, including the coach.
2. Initial rosters need to be turned into the Haltom Recreation Center before the team's second game.
3. There will be no roster changes for any reason after the start of your teams 2nd game.
4. Managers are responsible for their rosters to match the players identity, All players must have current picture identification with them at all times during all league games.
5. It is not the officials responsibility to identify ineligible or illegal players. This must be brought to the officials attention by the team manager.

V. Uniforms

1. Matching uniforms are not required.
2. No jewelry may be worn at any time during the game.

VI. Line-Ups

1. Any team using a suspended or ineligible player will forfeit each game in which that player participated.

VII. Tiebreaker

1. If teams are tied at the end of the regular season the following steps will be used to determine seeding going into playoffs.
 - a) Head-to-head results between the two teams tied
 - b) Point differential in head-to-head games
 - c) If teams are still tied, point differential in those games will be used.
 - d) Coin toss

VIII. Protests

1. Only protest on ineligible players will be accepted and must be reported in the following manner.
 - a) Must be reported to an official, scorekeeper, or league administrator before the end of the game in question.
 - b) Pay a \$25.00 protest fee and a written report of the protest to the recreation division administrative office by 5:00 pm the first business day following the game in question.
 - c) If the protest is upheld, the \$25.00 will be refunded.

IX. Code of Conduct

- 1) Fighting: Players/Fans that get into fights will be ejected from the game and can face further suspension for future games as well. No refunds if removed from league.
- 2) Players receiving two ejections in one season will be suspended for the entire season
- 3) Alcohol is not permitted on recreation center/park property.
- 4) Smoking/Vaping is only allowed in the parking lot. It is prohibited on the porch, steps, and by the door of the recreation center.
- 5) Derogatory or profane language or gestures will not be tolerated.