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### LOCAL RULES: ADULT VOLLEYBALL (TAAF AFFILIATE)

#### A. Governing Authority.

1. The Greenville Parks and Recreation Department (GPARD) Adult Volleyball League shall operate under the official rules of the **Texas Amateur Athletic Federation (TAAF)**.
2. The following Local Rules are intended to clarify, modify, or supplement TAAF rules where necessary to accommodate league operations, facility considerations, or departmental policies.
3. In the event of a conflict between these Local Rules and the TAAF Rulebook, the **GPARD Local Rules shall control** for purposes of local league play.
4. The **Athletic Supervisor** shall have final interpretive authority over all Local Rules.

#### B. League Format and Divisions.

1. Season Structure.
  - a) Each league season shall consist of **eight (8)** regular-season games scheduled over an eight-week period.
  - b) Game Standings will be posted on TeamSideline.
2. Divisional Breakdown.
  - a) *Gold Division* – Competitive level intended for experienced and highly skilled teams.
  - b) *Silver Division* – Intermediate level with balanced competition.
  - c) *Bronze Division* – Recreational level emphasizing participation and sportsmanship.
3. League Size.
  - a) Divisions require a minimum of four (4) teams to form.
  - b) In leagues where there are 10 or more teams, those will be split into 2 divisions.

#### C. Player Eligibility Summary

1. Minimum Age.
  - a) All participants must be eighteen (18) years of age or older on or before the first scheduled game.
  - b) Proof of age and identity may be required at any time by officials or staff.
2. Rosters
  - a) Only players listed on the official TeamSideline roster are eligible to participate.

- b) All players must have completed registration, paid applicable fees, and signed the Department waiver before playing.
  - c) Rosters are due to GPARD Athletic staff prior to your first game.
  - d) Player additions are permitted until the roster lock at the conclusion of Week Four (4) of the regular season.
  - e) No roster changes shall be allowed thereafter, except for injury replacements approved by the Athletic Supervisor.
3. Dual Participation.
- a) Players may participate on only one (1) team per division (Gold, Silver, or Bronze).
  - b) Playing on multiple rosters within the same division shall result in forfeiture of affected games.
4. Ineligible or Suspended Players.
- a) Any player currently suspended from GPARD programs is ineligible until reinstated by the Athletic Supervisor.
  - b) Use of an ineligible or suspended player shall result in forfeiture of the game and potential team suspension.
  - c) Failure to present ID when requested will result in removal from that game.
5. Final Authority.
- a) The Athletic Supervisor shall determine player eligibility and roster compliance.
  - b) Appeals shall follow procedures in **Section IV (H)** of the Adult Sports By-Laws.

### **D. Game Administration.**

1. Game Length.
  - a) Teams will play one match each week in their league.
    - i) A match consists of three (3) games.
    - ii) All three (3) games will count in the team standing.
    - iii) Three (3) games will be played in each match regardless of the outcome of the first two (2) games.
    - iv) Each game won will be counted as one (1) league point and each game lost will not be counted in the league standings.
  - b) A team that cannot field a valid number or mix of players by game time will forfeit the first game.

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- i) A team that cannot field a valid number or mix of players by fifteen (15) minutes after the hour will forfeit all three (3) games of the match.
  - ii) A team with any combination of valid players, even if it is not the combination of players the team captain wants to play in a match, must begin the match on time or will forfeit all three (3) games.
  - c) League games are played to 25 points. A team that has scored 25 points and is at least 2 points ahead is the game winner.
    - i) If a team reaches 25 game points and does not have a 2-point lead, play shall continue until one team has a 2-point advantage. However, a game score will go no further than 27 points.
    - ii) If a game score is 26 to 26, then the next team to win a point wins the game.
  - d) All games of each match will be played in rally format.
    - i) In this format, the end of each rally will determine a point for the winning team, regardless of which team served the ball.
    - ii) The winner of the previous point will still determine serve.
  - e) Matches will not exceed 55 minutes in length.
  - f) A team will be declared the winner if the time has expired and they are ahead by at least 1 point. If a game is tied when time expires, the next point will decide the winner.
2. Timeouts.
- a) Each team will be allowed one 30-second time-out during each game.
  - b) If a match continues beyond 50 minutes after the hour, no time-outs will be allowed during the last (5) five minutes of the match.

### **E. Team Composition and Rosters.**

1. Roster Requirements.
  - a) Each team shall maintain a minimum of **five (5)** and a maximum of **twelve (12)** players.
  - b) A team may begin play with four (4) players; the fifth may join upon arrival.
  - c) A team that falls below four (4) players due to injury or ejection shall forfeit the game.

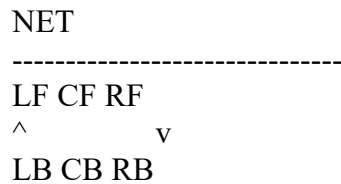
### **F. Uniforms and Equipment.**

1. Jerseys are not required to have numbers on them, but we do suggest that they be similar in color.

2. Players may not wear jewelry, watches, or accessories deemed unsafe by officials.
3. The Department shall provide official game balls.

**G. Game Procedures.**

1. A team shall consist of six (6) players.
  - a) A forfeit will be called if a team cannot field at least four (4) players.
2. In a CO-ED league, a team must alternate men and women players in the line-up.
  - a) At least half of the team players on the court must be women.
  - b) If a team starts with four players, two of the players must be women.
3. If a team begins a game with fewer than six (6) people and wants to add more people to the team during a game, the team must wait to do so until the next dead ball.
4. The position of players at service and rotation of players will be as follows:



5. Substitutions can be made by rotation only.
  - a) Players must rotate in and out from the center back position prior to that team's serve after a side-out.
  - b) Men rotate in and out with other men, women rotate in and out with other women.
  - c) Men may rotate in for women if there are more females than males on the court.
6. A team beginning a match with a valid number of players, but through injury loses one or more players and does not have substitute players, may continue playing the match with all remaining players as long as one (1) of the players is a woman and no more than three (3) of the players are men.
7. The choice of selecting either serve, receive serve, or side will be decided by rock, paper, scissors between team captains. The winner of rock, paper, scissors will choose either the right to first serve, receive serve, or the starting side of court. For the second game, teams shall change sides and alternate first serve. For the third game, rock, paper, scissors will decide first to serve and side.

**H. Serving Rules**

1. In rally score, the team that wins the rally earns one point.
2. When the serving team commits a fault/violation, the ball is awarded to the opposing team, who shall then rotate clockwise one position before serving the ball.
3. A served ball is dead if it passes under the net or passes wide of either the left or right net boundary. A served ball remains in play if the ball touches the top of the net but crosses over the net and into the playable field of the opponent's team.
4. The server must wait until the referee whistles or indicates that play will begin. A ball served before the whistle or start of play indication is not in play and must be re-served. If a team serves the ball before the whistle or start of play indication, the team will receive one warning. All subsequent errors by any member of either team on the floor will result in a side-out. The server must contact the ball within eight seconds after the referee whistles for service.
5. The server will only have one toss of the ball to execute the service. Allowing the ball to fall to the floor after tossing, whether it was touched by the server or not, will result in an illegal service and loss of the rally.
6. If the server touches the back line or enters any part of the court area before serving the ball, it is a serving fault and the ball is awarded to the other team.
7. If any player except the server stands outside the boundary lines of the court at the time of service, it is a serving fault and the ball is awarded to the other team. The boundary lines are considered part of the court, so a player may stand on, but not outside of, a boundary line at service.
8. After being tossed or released, the ball shall be contacted with one hand or any part of one arm before touching the playing surface. The ball may not be contacted while held in one hand. An unclean serve will result in a service fault and a side out.
9. At the time of service:
  - a) the center front player must be between the left front and right front players.
  - b) The center back player must be between the left back and right back players.
  - c) All front row players must be closer to the net than all corresponding back row players, (right front closer than right back, etc.).
  - d) All back row players must be closer to the back line than all corresponding front row players.
10. Blocking a served ball into the opponent's court is prohibited and results in a player fault.
11. Attacking a served ball while the ball is above the top of the net is prohibited and results in a player fault.

12. The team that first receives serve at the beginning of a game must rotate players before the start of their first team service.

### **I. PLAYING THE BALL**

1. A team shall not contact the ball more than three (3) times before it crosses the net to the opponent's side. A block is not considered a contact
2. The ball may touch any part of the body.
3. A player shall not play the ball twice in succession unless the player participated in a successful block
4. A blocked ball is not considered a team contact. A team that blocks a ball will have the right to three (3) additional contacts of the ball before returning the ball over the net.
5. A player who touches the ball in a block may contact the ball immediately after the block. The second contact with the ball will count as the first of the three (3) contacts for that team.
6. A block is considered only one contact even if more than one player touches the ball during the block. If more than one player touches the ball in a block, that team will still have the right to three (3) contacts. Any of the players participating in the block may contact the ball on the next contact. To be considered a blocker, the player(s) must reach above the net sometime during the effort. A blocker ceases to be a blocker only when he/she returns to the floor or makes a subsequent attempt to play the ball.
7. When two (2) or more teammates touch the ball simultaneously, it is counted as one contact. If teammates collide, no fault is committed. Any player may play the ball next if the simultaneous contact is not the third team contact.
8. A joust occurs when two (2) opponents cause the ball to come to rest above the net through simultaneous contact. A joust is not a fault; play continues.
9. During the first hit of the team (not blocking), the ball may contact various parts of the body consecutively, provided that the contacts occur during one action. The first hit of the team includes reception:
  - a) of the serve;
  - b) of an attack-hit by the opponent (this may be a soft or hard attack-hit);
  - c) of a ball blocked by one's own team and
  - d) of a ball blocked by the opponents. During the team's first hit, successive contacts with various parts of the player's body are permitted in a single action of playing the ball. These include contacts involving "finger-action" on the ball and contact with the foot. The ball, however, may not be caught and/or thrown.

10. A woman must contact the ball at least one time if there is more than one contact by a team. The woman's contact may occur at any time.
11. It is a fault to touch any part of the net, except for incidental contact by a player's hair and insignificant contact by a player not involved in the action of playing the ball. A player may touch a post, rope, or any other object outside the total length of the net provided this contact does not interfere with play. When the ball is driven into the net and causes it to touch an opponent, no fault is committed.
12. Players may reach beyond the net when: (a) blocking (a blocker may contact the ball provided the blocker does not interfere with the opponent's play); (b) making an attack-hit (provided the ball is contacted within his/her own playing space or within the plane of the net).
13. Players may not attack the ball unless part of the ball has crossed the plane of the net into that team's side of the court. If a player reaches over the net to attack a ball that has not yet broken the plane of the net onto their team's side of the court, that player will be charged with a fault. Players may reach over the net to block a ball only after the opposing team has had the opportunity to make three (3) contacts with the ball or when the opposing team is attempting to drive the ball across the net regardless of how many contacts they have used.
14. For the purpose of the league, we will use the rule as stated in the United States Volleyball Indoor Rules to help guide the First Referee on carries. The rule reads as follows: The ball must be hit, not caught or thrown. It can rebound in any direction.
15. The ball may touch various parts of the body, provided that the contacts take place simultaneously. A double contact occurs when a player contacts a ball twice in succession, or the ball contacts various parts of the body successively. Any player that double contacts the ball, on the second or third contact causes a fault and the ball is awarded to the other team.
16. A back-row player cannot cross the 10-foot line to attack (spike) the ball. A backrow player may land between the net and the 10-foot line (front zone) on a spike as long as the player left the floor behind the 10-foot line. A back-row player may carry out an attack-hit from the front zone if, at the moment of the contact, any part of the ball is below the top of the net.
17. A male back-row player may come to the front zone to block when the serving rotation has two (2) female players on the front row. The male back-row player may only block at the net. He may not attack or spike the ball above the height of the net. No female back-row player may participate in a block.
18. Any injury that occurs during a point will immediately stop play of that point. Once the injury is treated, the point will be replayed.

### **J. BOUNDARY RULES**

1. A ball is out of bounds if it lands outside of any mark defining the boundaries of the court.

2. Ceilings, walls, and backboard rule:
  - a) The ball is playable:
    - i) When the ball is volleyed and it strikes your side of the ceiling and returns to your side, providing that you have not used all your hits.
  - b) The ball is dead and a point is declared:
    - i) When the ball is volleyed and it strikes your side of the ceiling and bounces into your opponent's side of the court.
    - ii) When the ball is volleyed and it strikes your opponent's side of the ceiling and falls into your court or your opponent's court.
    - iii) When the ball strikes the wall of the gym.
    - iv) When the ball strikes the basketball backboard, the hoop, the net, goes through the basket, or strikes the basketball supports.
3. A player can be faulted for crossing the mid-court line if any part of their body (other than feet, hands or hair) contacts the opponent's court. A player's foot/feet or hand(s) can legally cross the mid-court line as long as part of the foot/feet and hand(s) are in contact with or directly above the mid-court line. A player may reach or penetrate into the opponent's court and/or space under the net, provided this does not interfere with the opponent's play.
4. The ball must pass between the left and right side of the net, or between the imaginary extension of the net boundaries. Any ball not passing through these boundaries, or a ball touching these boundaries, is a dead ball.
5. A ball is dead if it enters the playing space of any adjacent volleyball court whether a game is being played in that court or not. The team causing the ball to enter the court space will be charged with a fault.
6. A player will be charged with a fault if the player enters the playing space of an adjacent volleyball court whether a game is being played in the court or not.

**K. Officials and Site Supervision.**

1. All games shall be officiated by (1) **trained officials** or Department-approved substitutes.
2. The **Site Supervisor** or **Athletic Specialist** shall be present at all times and shall have authority over:
  - a) Facility operations and safety enforcement.
  - b) Manage spectators to maintain control of facility.
  - c) Rule interpretation assistance when required.
  - d) Documentation of ejections, injuries, or incidents.
3. Officials shall have complete control of the game once play begins.

- a) Judgment calls by officials are final and not subject to protest.
- b) Misapplications of rules may be protested in accordance with Section IV (Conduct and Discipline).

**L. Standings and Tiebreakers.**

1. Standings shall be determined by overall win-loss record.
2. Tiebreakers shall be applied in the following order:
  - a) Win percentage
  - b) Head-to-head result
  - c) Fewest points allowed head-to-head
  - d) Fewest points allowed for the season

**M. Conduct, Sportsmanship, and Ejections (Summary)**

1. All participants, coaches, and spectators are expected to:
  - a) Demonstrate respect toward opponents, officials, staff, and spectators.
  - b) Refrain from profanity, obscene gestures, or abusive language.
  - c) Avoid physical contact, threats, or any act that could endanger another participant; and
  - d) Follow all facility and staff instructions at all times.
2. Ejections.
  - a) Any individual ejected from a game must leave the facility immediately and may not return for the remainder of the evening.
  - b) A minimum one (1)-game suspension shall apply to the next scheduled contest.
  - c) Additional suspensions may be issued at the discretion of the Athletics Division.
3. Zero Tolerance.
  - a) Physical contact, fighting, or harassment toward officials, staff, or other players shall result in immediate suspension or removal from the league without refund.
4. Team Responsibility.
  - a) Managers are responsible for the conduct of their players and spectators.
  - b) Teams that accumulate multiple ejections or conduct violations may be suspended from league participation.
5. Appeals.

- a) Appeals of disciplinary actions shall follow procedures outlined in **Section IV (H) – Conduct and Discipline** of the GPARD Adult Sports By-Laws.

**N. Final Authority.**

1. The **Athletic Supervisor** shall interpret and enforce all Local Rules and determine league administration procedures not specifically addressed herein.
2. The **SportsPark Center Manager** shall oversee facility operations, staff coordination, and weather decisions.
3. The **Assistant Director of Recreation** shall serve as the final authority for disputes, appeals, or exceptions to these Local Rules.