

Bridgeton Parks and Recreation 2026 Volleyball Program

The Referee's interpretation of USA Volleyball rules will apply with the following inclusions and exceptions:

1. If your team is unable to field at least four (4) players at the scheduled game time, game #1 will be forfeited **(there is NO GRACE PERIOD)**. Fifteen minutes thereafter, games #2 and #3 will also be forfeited.
2. Prior to the start of the match (three games), the referee shall conduct a coin toss to determine the choice of service or court. Teams will change courts and alternate service after each remaining game.
3. All matches will consist of two games to **twenty-five (25) points**, and a third game to **twenty-one (21) points** provided the first team to obtain the needed points have a two-point lead.

ALL GAMES WILL HAVE A CAP OF 27 POINTS; however each match must be completed in 55 minutes.

A score of 10-0 will be declared a shutout for all games.

Five minutes will be given between matches for the next teams to warm-up if needed and desired.

4. Net Height: All Women's Divisions = 7' 4 1/8" All Men's and Co-Ed Divisions = 7' 11 5/8"
5. Positioning - Leagues shall use four, five, or six players during play. ONE option is available for utilizing extra players.
 - Continuous rotating with players being rotated into the game from the center-back position. Players arriving late do not have to be rotated in immediately; however, once rotated in, the rotation must remain the same for the remainder of the game.
5. Co-Ed Rules – There must be at least 4 players present for a team to begin play. A team may start with 2 males & 2 females but no more than one male than female will be allowed to play
6. Each team may call two time-outs (not exceed 30 seconds) per game.
7. All players, except the server, shall be within the team's playing area at the time of the serve. Players shall be in the correct serving order with no overlapping of adjacent players at the moment the ball is contacted for the serve. The serve may be made from anywhere behind the end line.
8. A serve that touches the net shall be considered in play should it proceed into the receiving team's court.
9. A ball striking the ceiling or overhead obstruction shall remain in play provided the ball contacted the ceiling or obstruction on the side of the net from which it was last played and provided that it is legally played next by the same team.
10. A back line player is not allowed to participate in a block or an attempt to block. A block, or attempted block, is defined as playing a ball which is higher than the net while in front of the 10' line.
11. In returning the ball, a player may follow through above the net, provided that the first contact with the ball is on his or her own side of the net. Players in the attempt of blocking may not reach across the net to make contact with the ball until the ball breaks the plane of the net or their opponent has made contact with the ball for the third hit.
12. Crossing the centerline with any part of the body except the feet is a fault. Touching the opponent's area with a foot is not a fault provided that some part of the foot remains in contact with the centerline and does not interfere with the opponent.
13. Contact with the net by a player between the antennae or outside the antennae, during the action of playing the ball, is a fault. The action of playing the ball includes (among others) take-off, hit(or attempt) and landing safely, ready for a new action.
14. Accidental contacts are considered as one of the team's three hits. Example: Player A bumps a ball which accidentally hits Player B's shoulder, ball rebounds in the air and is hit for a return by Player B. Ruling: Illegal hit, Player B has made two (2) consecutive hits.
15. Any clean hit off of any part of the body, **including the foot**, is a legal hit.

16. A player may receive the serve with a “set”. Blocking or attacking the serve is not permitted.

17. No arguing with the referee will be tolerated and only the team captain can discuss a call. Team members shall exhibit appropriate behavior toward officials, other players, and spectators. Unsportsmanlike conduct from team members and/or associates, including spectators, may result in ejection from any game or the remainder of the league.

Policies and Procedures

Protests - You cannot protest a judgment call, only an interpretation of the rules. If you feel a protest is necessary, lodge the protest immediately with the referee. A written letter of protest and a \$30.00 protest fee, which will be refunded if the protest is ruled in your favor, must be filed with the Athletic Supervisor within 48 hours of the match in question.

Rosters / Eligibility - **A player from D1 may legally appear on a roster of a team in D2; however a team is limited to only one upper player on their roster during the course of the season.**

Roster Check Protest Procedures: If you feel as though a team is using a non-rostered player, you must following the following procedures to have your opponent’s player eligibility checked:

1. All player eligibility protests must be initiated prior to the last point of the first game in which the player plays, by notifying the official of the match.
2. The official will stop the match, and **all players for both teams** must present an official photo ID card (Drivers License, City ID, work ID, etc) and print their name on the back of the score / result sheet. If a player is not able to produce a photo ID, or if a name is not legible, that player will be considered an ineligible player.
3. At this point, the match will continue and will be completed with the players that are present.
4. Within 48 hours of the conclusion of the match, the protesting team must submit the \$30.00 protest fee to the Front Desk of the Bridgeton Community Center (attn: Evan Stoll).
5. I will review the roster in question, and make a ruling with regard to the player eligibility from the game in question.
 - a. If all of the players that participated in the match are on the official roster, the protest fee will be forfeited to the City of Bridgeton and the results from the match will stand as completed.
 - b. If all of the players that participated in the match are not on the official roster, the protest fee will be returned to the protesting team, and the game in which the protest was made, and all subsequent games from that evening, will be forfeited. Any games played prior to the protest will stand as completed.

Amendments and deletions to your roster can be made up to the fifth scheduled league match. Changes must be in writing and submitted to the Community Center, or can be emailed to Evan Stoll at estoll@bridgetonmo.gov. Each player must appear on a team’s official roster prior to playing in a match. All players must be 18 years of age as of the first night of play to be eligible. Those individuals playing with a High School or College Team are considered illegal.

Awards - Individual t-shirts will be provided for the playoff winning team. Depending on the previous season’s results, teams may be moved up or down a division. Placement of teams may occur if in the opinion of the Athletic Supervisor it would result in a better balance of competition for both divisions.

Tiebreakers:

1. Least number of forfeited games
2. Head to Head Game Results (W – L)
3. Head to Head Point Results (Most Points Scored)
4. Repeat 2nd and 3rd tie-breakers with next best team until tie is broken

Children - Teams have the responsibility to supervise any children brought to the Bridgeton Community Center. BCC policies state that children 12 and under must be accompanied and supervised by a parent or adult guardian when utilizing the community center after 6 p.m.

Radios/Speakers - Teams are permitted to have a radio playing if the opposing team permits it. Volume should be no louder than moderate level as determined by the referee. Any music or talk coming from the radio should not have profanity or abusive language. First offense – radio must be turned off for the remainder of the evening

Forfeits - **If your team is not be able to field a team for whatever reason, please call 314-739-5599 to allow us to inform the other team. Please note, if your team forfeits more than six games, your team will be dropped from the league without a refund of league fees.**

Playoffs - There are no time limit on playoff games. Playoff matches will conclude when a team wins two games. A third game will only be played if the match is tied 1-1 after the first two games. The third game will go to 15 points with a cap at 17 points. The winning team advances to the next round of playoffs and the losing team is eliminated.