

Holland Parks & Recreation
Adult 4v4 Indoor Volleyball Rules

CANCELLATIONS: Game cancellations will be made by 5pm and managers will receive an email. Cancellation information is also available on the City of Holland's website, www.hollandrecreation.com. If lightning or other threatening weather is spotted at the courts the games the site supervisor will make the call regarding game postponement or cancellation.

SCHEDULES & STANDINGS: Season schedules and updated standings can be found on the Holland Parks & Recreation website: www.hollandrecreation.com.

SCOREKEEPING & RECORDS: Teams will keep track of scores and report them to the site supervisor. No officials will be used. Site supervisors will not weigh in on discretionary calls. All calls must be made by the players. If a dispute occurs, play the point over.

SCORING: All games are played in each match. All games are played to a point total of 25. Games must be won by two (2) points with a cap at +3 points of the game score. Example: Games to 25 = 28-point cap. All games are rally-scoring. Teams will keep track of scores and report them to the site supervisor. No Officials. All calls must be made by the players. If a dispute, play the point over. Site supervisors maintain the right to enforce Holland Parks & Recreation rules regarding the maintenance of the facility and equipment.

ROSTERS & WAIVERS: All team members must sign a waiver/roster form prior to playing. Only players on a roster are eligible to participate in league games. Team rosters/waivers will be filled out at the court on the first night of league play. Any roster changes or substitute players must sign a waiver/ roster at the courts prior to their first game.

SUGGESTED ROSTER MAXIMUM: 6 Players - *Teams may have more players on their roster, but only six championship shirts will be given to teams at the end of the season.

PLAYER ELIGIBILITY: Games will consist of four (4) person teams. Games may begin with 2 or more players. Players must compete in three (3) regular season games to be eligible for playoffs. Players will be expected to check-in at the courts each night to ensure the needed regular season games have been played. Teams who participate in playoffs with a player who is not on their roster will be subject to forfeiting the match.

FORFEITS/NO SHOWS: Teams are expected to be at the court at their scheduled game time. Teams that fail to arrive will lose by forfeit. A "no show" is defined as a team that is scheduled to play but does not show up with no warning given to league administrators. Teams that no show more than once in a season or forfeit more than twice will not be eligible for playoffs and may be removed from the league at the discretion of the league coordinator. Forfeits and no-shows are poor team etiquette and should be avoided at all cost.

TEAMS PER NIGHT: Players can only participate for one team per night.

EJECTIONS: All individuals who are ejected from a game will automatically be suspended from the next night of match play, three (3) games. More severe suspensions or league ejections may be enforced at the discretion of the league coordinator.

AWARDS: Awards will be presented to the teams with the best record in regular-season and also in tournament play.

TOURNAMENT SEEDING: Based on overall season record.

VOLLEYBALLS: Teams should bring their own ball. Teams that cannot agree on which ball to play with will be provided a ball by the site supervisor.

NET HEIGHT: 7'11 5/8"

START OF PLAY: Rock, Paper, Scissors will be played for the choice of playing area or service for the first and third sets of the match. The winner of the toss chooses either:

1. Select to serve or receive the first ball, or
2. Side of court on which to start the game.
3. The other team takes the remaining alternative.

*The team not serving first shall serve to start the second game. The teams shall change sides of the court for the second game. Teams shall not change sides of the court in the middle of the third game.

SUBSTITUTIONS: Substitution is open and unlimited but can only be made between points.

ROTATION: There are no rotational faults. Players may start wherever they'd like within their side of the court. However, the service order must be followed once established.

SETTING: Sets over the net should be made perpendicular to the players shoulders. Backwards sets are allowed as long as the shoulders are perpendicular to where the ball is sent. The purpose of this rule is to avoid sideways sets over the net. This rule does not apply when the player is attempting to set to his or her teammate.

TIMEOUTS: Shall be called only when the ball is dead; each team is allowed one (1) time-out per game. The length of a time-out is limited to 30 seconds.

SERVE RECEIVE: Open hand set off the serve is allowed.

BLOCKING: No player can block a serve. An attempted block does not count towards a team's three hits and the same player may contact the ball consecutively if the first touch is an attempted block.

CENTER LINE: A player may touch but not completely cross over the center line with his/her foot.

TIPPING: No open-hand tipping. A person can "knuckle", "roll", or "punch" the ball over the net.

GENDER RULE: There is no requirement that a certain gender must come in contact with the ball prior to going over the net.

CO-ED RULE: There can be no more than two (2) males on the court at a time. In co-ed games, the following combinations are permitted:

1. Two (2) Men and Two (2) Women
2. Two (2) Men and One (1) Woman
3. Two (2) Women and One (1) Man
4. One (1) Man and One (1) Woman
5. Three (3) Females and One (1) Male
6. Four (4) Females

All other rules will follow the USAV rules and guidelines.