



Adult Volleyball League Rulebook

The following rules and regulations will govern all teams and games in the Santa Fe Springs Volleyball League.

IMPORTANT: Any rule or situation not covered in this rulebook will be handled at the discretion of the referee and/or the league director.

CONTACT: For more information or questions regarding Adult Volleyball Leagues, please contact Program Leader III Raylene Cosio at (562) 948-1986 raylenecosio@santafesprings.org

WEBSITE: www.santafesprings.org/sports

Topic	Rule	No.
Add/Drop Players	After a roster has been submitted, you must use an official add/drop form to edit your roster. <u>The last game to add/drop players is the sixth (6) game of the season.</u> Names must be submitted via the sports website at www.santafesprings.org/sports or on the add/drop form no later than 5:00 p.m. the day before the next game. Add/drop forms can be picked up from the Activity Center, located at 11155 Charlesworth Rd. A team can fax an add/drop form to (562) 801-0391, scan and email it to raylenecosio@santafesprings.org, or drop it off in-person at the Activity Center. NO EXCEPTIONS WILL BE MADE.	102
Administration	The administrative duties and final authority shall be vested in the Parks and Recreation Services Division of the City of Santa Fe Springs, whose responsibility is to set forth and maintain such rules and regulations as are necessary to govern the competitive recreation league. The duties shall include, but are not limited to: To settle disputes and define rules as set forth in these articles and in the SCMAF Basketball Rule Book, rule on protests, and take appropriate action on all problems that may arise from competition among members of the league.	103
Age Requirements	All players must be 18 years of age. 16 and 17 year olds may be abllow to play with a waiver.	104

Topic	Rule	No.
Alcohol	<p>NO ALCOHOLIC BEVERAGES ALLOWED! § 130.04.B.16 prohibits anyone to possess, exhibit, transport or drink any alcoholic or intoxicating beverage on any Santa Fe Springs public park or in any city facility without a permit. If a team or team spectator is in violation of this rule, the team may have their game(s) forfeited and may be subject to expulsion from the League with no refund. Teams/individuals may also be referred to law enforcement. Players may not arrive to any game under the influence of alcohol.</p>	105
Altercations	<p>The Parks and Recreation Services Division will not tolerate anyone instigating or participating in any hostile acts (physical, verbal, or otherwise) towards players, officials or recreation staff. The length of suspension will be determined by the league director based on the official's recollection of the events. There will be no protests accepted for a game in which a fight has occurred. Officials may end any game in which an altercation or unsportsmanlike conduct occurs by either players or spectators early and declare it to be forfeited by either or both teams.</p>	122
Attendance	<p>Attendance is tracked through sign in sheets only. A player must sign in to be considered present. Scorebooks will not be used to track attendance, signature must be present on the sign in sheet. Players must be signed into the official sign in sheet prior to any game activity. In the event of a forfeit, no attendance will be given to the forfeiting team. However, the opposing team will have each rostered player counted as being present for the sake of attendance tracking. Each player must sign in for themselves.</p>	106
Ball	<p>The Parks and Recreation Services Division will provide the game ball for each game. The city issued ball will be used unless a substitute ball is agreed upon by both team managers, referee, and city staff. There shall be no protests regarding the use of a substitute game ball so long as all parties listed above agreed to the use of said ball at the start of play. The City reserves the right to change the type of ball used at any time.</p>	107
Blocking	<ol style="list-style-type: none"> 1. Ball may contact any part of the body during a block. 2. Blocking does not constitute a team contact, and any player may make the second contact of the ball after the block. 3. The blocking team will have 3 contacts after the blocking contact. 4. The serve may not be blocked. 	

Topic	Rule	No.
Blood/Bodily Fluids	A player, coach, or official who is (1) bleeding, (2) who has an open wound, or (3) has blood on his/her body or clothing shall be prohibited from participating further in the game, until appropriate treatment has been administered. If first aid is required for a player, the player must be removed from the game, unless treatment can be administered in a reasonable amount of time.	112
Cancellations (also postponements)	Any game postponed will be made up at date and time set by the league director. While every attempt will be made to accommodate teams, rescheduled games may take place on any day of the week, and at any time due to the needs of the league. The league director reserves the right to cancel any game in the event that rescheduling said game is not conducive to league or facility scheduling. Games may be cancelled at any time, including up to and during the game. Cancellations are also noted on the sports website. There are NO REFUNDS for games that have been cancelled and are not rescheduled.	113
Child (Supervision)	Children must be supervised at all times. Children may NOT be on the player benches at any time. Children in the facility or seated on the bleachers must be supervised by an adult who is not participating in the game at all times.	114

Topic	Rule	No.
Code of Conduct	<p>The Players' Code of Conduct is governed by SCMAF and the City of Santa Fe Springs Basketball League. Procedures covering its use and implementation and any penalties necessary are the responsibility of SCMAF and the City of Santa Fe Springs. Player's Code of Conduct applies before, during, and after games.</p> <p>1. Violation of the following provisions of the Player's Code of Conduct shall warrant a minimum of a warning, and a maximum of disqualification from further play, at the discretion of the game official.</p> <ul style="list-style-type: none"> a. The manager of each team is responsible for the conduct of his/her team, and may be held accountable for such. Any penalty assessed to any player will also apply to the team manager at the discretion of the league director. b. NO PARTICIPANT shall disrespectfully address any game official, or gesture to a game official in any way, which indicates resentment. c. NO PARTICIPANT shall heap personal, verbal abuse upon any game official for any reason. d. NO PARTICIPANT shall use profane or obscene language at any time. Agencies may set specific guidelines for the tolerance level of profane language, however the game official is authorized to curb the use of any such language as he/she deems inappropriate. e. NO PARTICIPANT shall "bait" or "taunt" an opponent, or engage in "trash talk" meant to embarrass, demean, or ridicule an opponent. f. NO PARTICIPANT shall be guilty of excessively rough tactics during play upon the person of another player. g. NO PARTICIPANT shall be guilty of excessively swinging their arms and/or elbows, regardless of whether or not contact with an opponent occurs. h. NO PARTICIPANT shall, while not actively involved in the game, address a game official regarding any matter associated with the game. All players and 	116

Topic	Rule	No.
	<p>game official regarding any matter associated with the game. All players and coaches not actively involved in the game shall be seated on their team bench.</p> <p>i. Only rostered players should remain on the team bench. All others should view the game from the spectator area.</p> <p>j. Coaching rule- The SCMAF Coaching Rule is subject to enforcement upon officials discretion or when coach receives first technical foul. The coaches' box shall be limited to the length of the bench except to substitute a player; to signal players to request a time out; to react to an outstanding play, to replace a disqualified or injured player; to attend to an injured player when beckoned onto the court by an official; or to rise during a time out or intermission between quarters and extra periods. If ejected from the game with two direct technical fouls the coach must sit out the next scheduled game. Only two coaches are allowed on the team bench.</p> <p>k. Only the head coach should confer with any game official regarding any decision made. Any other player may be ejected for doing so. This conference may be requested at the first dead ball period following the decision in question.</p> <p>2. Violation of the following provisions of the Player's Code of Conduct shall warrant a minimum of a technical foul, and a maximum of disqualification from further play, at the discretion of the game official.</p> <p>a. NO PARTICIPANT shall lift another teammate or climb onto another teammate for the purpose of gaining a height advantage.</p> <p>b. NO PARTICIPANT shall forcibly throw the ball to the floor in response to any perceived wrong call, decision, error, or misplay.</p> <p>c. NO PARTICIPANT shall intentionally and/or flagrantly initiate contact with an opponent when the ball is dead.</p> <p>d. NO PARTICIPANT shall incite, or attempt tpincite, spectators, or other players to</p>	

actively dispute or negatively respond to the decision of any game official.

3. Violation of the following provisions of the Player's Code of Conduct shall warrant a minimum of player disqualification from further play, and a maximum of a game forfeit by the offending team, at the discretion of the game official.

- a. NO PARTICIPANT shall at any time lay a hand upon, push, shove, strike, or threaten to strike an official.
- b. NO PARTICIPANT shall be guilty of fighting, or physical attack as an aggressor, with another player.
- c. NO PARTICIPANT not actively involved in the game shall leave the bench to engage in fighting or physical confrontation.
- d. NO PARTICIPANT shall appear for any game in an intoxicated condition, or under the influence of illegal drugs.

NOTE - THE PENALTIES LISTED ABOVE APPLY BEFORE, DURING, AND IMMEDIATELY AFTER THE GAME, AND DO NOT INCLUDE ANY ADDITIONAL PENALTIES, AS MAY BE ASSESSED BY THE HOSTING AGENCY, ACCORDING TO THEIR LAWS, RULES, REGULATIONS OR BY-LAWS.

- ii. *Example: If a player is ejected from a game he will be suspended from the next game. Therefore, the manager will be suspended that game also.)*
- iii. There will be ZERO TOLERANCE for the use of VULGAR LANGUAGE in any way.

Co-Ed League Specific Rules

The rules are in addition to the other rules listed in this rulebook.

- a. Teams may play an entire game with a minimum of (2) women and (2) men. A team can play with (4) four women and (2) two men although a team cannot play with (4) four men and (2) two women (see chart below).
- b. There is no maximum number of women that can be on the court. However, there may never be more than (3) men on the court.
- c. There may never be more men than women on the court.
- d. A player subbing in must be of the same sex

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	OK	OK	OK	OK	NEVER PERMITTED
Male Players	3	2	1	0	4
Female Players	3	4	5	6	2

Compensation (Player) No player may be compensated for play.

Topic	Rule	No.
Division Placement (Seeding)	Divisions, when applicable, are collections of teams that play at approximately the same skill level. Division seeding or placement is at the sole discretion of the League Director based on his or her judgement. A team may be placed in any division. Teams may also be moved from one division to another during the season to create the best playing environment possible. No refunds will be given on the basis of division placement.	
Ejection (also Suspension)	<p>An ejected player will be suspended for the remainder of that game and must leave the facility (park grounds, sidewalks, parking lots, etc.). In addition, the player will be suspended for a minimum of seven (7) days from participation in any other adult sport league provided by the City of Santa Fe Springs. <i>For example, if a player gets ejected from a game on Tuesday, he/she may not play on another team on Thursday.</i> (Depending on the player's actions, suspensions for additional games/seasons may result). A player may be suspended for actions before/during/after a game by the league director even if not ejected.</p> <p>MANAGER RESPONSIBILITY: If a player is ejected or suspended, the manager shall suffer the same consequence at the discretion of the league director. <i>Example:</i> If a player is ejected and suspended the following week, the manager will also be suspended for the following week.</p>	121
Faults	<ol style="list-style-type: none"> 1. Four Hits - a team hits the ball 4 times before returning it. 2. Assisted Hit - taking support of teammate or any structure/object in order to reach the ball. 3. Held Ball - player does not hit the ball (unless when in defense of a hand-driven ball or when simultaneous contact by two opponents over the net leads to a momentary held ball) 4. Double Contact - a player hits the ball twice in succession or the ball touches two different parts of his/her body. 5. Back row spiking or blocking in front of the attack line. 	

Topic	Rule	No.
Fees & Payments	<p>The current league fee is \$560.00 and includes all costs associated with the league, including playoffs and umpire fees.</p> <ul style="list-style-type: none"> a. The full deposit amount of \$280.00 required for the league must be fully paid prior to the commencement of Game 1. The remaining balance must be fully paid prior to the commencement of Game 3. b. Failure to pay league fees by these deadlines will result in an automatic forfeit. d. Entry fees are non-refundable except in the event that the league is canceled by action of the City of Santa Fe Springs Parks and Recreation Services Division. e. Any late registration or payment will incur a \$25 late payment fee. <p><u><i>In the event any fees are unpaid by the due date, the following procedure will go into effect:</i></u></p> <ul style="list-style-type: none"> a. The team will incur a \$25.00 late charge. The remaining balance and the late charge must be paid off before the team's next game. b. If the above fees are not paid off by the next game, the team will not be permitted on the field and will be charged a \$25.00 forfeit fee, if applicable. c. If by the start of the 2nd game following the due date the fees have still not been paid, the team will be removed from the schedule, assessed a \$25.00 forfeit fee for each remaining game. d. Managers who become delinquent on payments will not be permitted to register for any other program with the City until all fees have been paid in full. Late or missed payments may be sent to a licensed collections agency at any time. 	
Forfeits	<p>Any team who forfeits a game will incur a \$25 forfeit fee after the second forfeited game. This fee will either be charged automatically to the credit card on file or must be paid prior to the following week's game. Any teams who does not pay this fee by this fee by the following week will be automatically removed from the schedule and be charged a forfeit fee for any remaining games.</p>	123
Footwear	<p>Players must wear appropriate closed toed athletic shoes. What constitutes as appropriate game footwear will be up to the discretion of the referee and Parks and Recreation staff.</p>	124

Topic	Rule	No.
Game Format	<p>1. Home and Away benches will pre designated.</p> <p>two-out-of-three sets decides match winner.</p> <p>3. At the beginning of the game, a coin will be tossed to determine who serves the ball first.</p> <p>4. The first two games are played to 25 points using rally point scoring. When rally scoring is used, every service results in a point. If the serving team wins the rally, it receives a point and continues to serve the ball (keeping the same server). If the receiving team wins the rally, it receives a point and the ball for service. A team must win by two points with a cap of 30. A match consists of three sets or one hour of running time play. Teams switch sides after each set.</p> <p>5. If a third set is needed, there will be rally point scoring to 15 points. A team must win by two points with a cap of 18.</p>	125
Identification (Player)	<p>Any player questioned to his/her age or identity (playing underage or under an assumed or inaccurate name) must show a picture identification to city staff member supervising the game at the time of questioning. Game time will not stop during the checking of identification. No exceptions will be made for lack of possessing proper identification. Any team using an ineligible player will have that said player removed from the game. If this were to occur during a playoff game, the playoff game will be forfeited. All players must have photo identification at each game. Any players not furnishing photo identification acceptable to City staff will not be able to play. Acceptable identification is driver's license, College I.D. (if birthdate is provided), California I.D. or an employment I.D. with photo. Any team found guilty of using an ineligible player during playoffs will forfeit their playoff game.</p>	126
Illegal Substances	<p>The use of illegal substances is prohibited on park grounds or in city facilities. If a team or team spectator is in violation of this rule, the team may have their game(s) forfeited and may be subject to expulsion from the league with no refund. Teams/individuals may also be referred to law enforcement. Players may not arrive to any game under the influence of an illegal substance. City staff may determine if one is under the influence.</p>	127
Jewelry	<p>All jewelry must be removed from one's body prior to entering the game. NO EXCEPTIONS.</p>	128
League Director	<p>An assigned City staff member who manages the sports program. "League Director", "Adult Sports Director", "Sports Coordinator", and other similar titles are synonymous for this individual. Contact information for the League Director is listed at the top of this document.</p>	

Topic	Rule	No.
League Format	The format of the league will vary depending upon the number of teams registered. The Parks and Recreation Services Division may choose to continue a league with any number of teams and no minimum number of teams is guaranteed. Please download the league format options from www.santafesprings.org/sports .	129
Liability Waiver	All players release the league from liability per the terms and conditions listed on the sign in sheet.	130
Location	Santa Fe Springs Activity Center, 11155 Charlesworth Road., Santa Fe Springs, CA	132
Loitering	Players must leave the playing area immediately after each game.	133
Manager	Each team is responsible to have a team manager. Should the manager change, the team must report the change to the League Director before the next game. The team manager is responsible for registration, fees, rosters, player conduct, and all other aspects of the individual team. A team manager will be held responsible for the full registration fee, regardless of his team's status or ability to play.	134
Mercy	There is no mercy rule in effect .	137
Minimum Number of Players	To start a game must have at least four players. A team with three or less players is an automatic forfeit.	
Music (also radios, boombox, tailgaters)	No loud radios or distracting sounds from benches or surrounding areas. Music containing obscene words or phrases is prohibited. City staff reserve the right to reduce volume or turn off any noise making device.	141
Net Height	Net Height regulation is 7' 8".	
Other Playing Rules	<ol style="list-style-type: none"> 1. Players, including their clothing, cannot touch the net during play. It is NOT a fault if a ball driven into the net causes the net to touch the player. 2. If the serve hits the net and goes over, it is in play. ("let serve rule"). 3. Players may not block or attack-hit a serve when the ball is entirely above the top of the net. 4. When the ball is played more than once by a team, a female player shall make at least one of the contacts. 5. If any foreign object enters the court during play, the ball becomes dead. Replay the point. 6. A player may go outside the court to play the ball. Balls in the rafters are still in play when over a team's own court and falls back into team's own court, provided they still have any hits left to get it across. 7. Balls may NOT be played off of the side walls and/or curtains. 	

Topic	Rule	No.
Penalties	Violation of league rules, code of conduct violations, or other infractions deemed prohibited by the referee or League Director shall be subject to penalties. In the event of violations, the referee may choose to eject any player from the field at his or her discretion. The League Director determines additional penalties, if any, after the ejection has taken place and has the final decision on all protests and/or grievances arising out of ejections, suspensions, and expulsions.	142
Player Actions	<ol style="list-style-type: none"> 1. Front row players may contact the ball from any position inside or outside the court provided the ball has not completely crossed the vertical plane of the net or the net extended. 2. Back row players, while positioned behind the attack line, may contact the ball from any position inside or outside the court above or below the top of the net. 3. A back row player, while positioned on or in front of the attack line, may not attack a ball that is completely above the height of the net (however they may attack from behind the attack line). 4. A ball striking an overhead obstruction above a playable area will remain in play provided that the ball stays on the side that hit into the obstruction, and the ball is legally played by the same team. 5. No ball is retrievable once it crosses the vertical plane of the net. 	143
Player Eligibility	Players may only be rostered on one team per division. Players who are delinquent in payments to the City are not permitted to play in the league. Please see "Identification" for other eligibility requirements. Any game played with an ineligible player, said player will be removed. If this were to occur during a playoff game, the game will be forfeited.	
Player Protection	Players may wear face masks and/or seeing goggles for protection.	144
Playoff Eligibility	In order to be eligible for playoffs, a player must sign in for a minimum of 3 games. Whether the season consists of 8,9 or 10 games, the minimum requirement for	159
Playoff Format	<ol style="list-style-type: none"> 1. Home and Away benches will be pre designated. 2. Best three-out-of-five 3. At the beginning of the game, a coin will be tossed to determine who serves the ball first. 4. The first four sets will be 25 points (must win by 2 points), a cap of 30. 5. If a fifth and deciding set shall be 15 points (must win by 2 points), a cap of 18. 	146

Topic	Rule	No.
Protests	<p>a. Protests may only be made on an official’s interpretation of the rules. Whenever possible, protest situations should be resolved at the time of the incident. If any official protest is necessary, the protesting team manager must inform the official scorer and officials, who in turn inform everyone involved, that the remainder of the game is being played under protest. This must be done at the time of the alleged infraction or misinterpretation of the rules.</p> <p>b. Protesting an ineligible player should be done at the beginning of the game or when the player enters the game. At that point the manager should report to the official and request the game be played under protested due to an ineligible player. Once the protest is made the official will notify the scorekeeper, the scorekeeper will then note the time, players name and all other information that is necessary in the official game book. The game will continue to be played under protest with all of the players that have signed the sign in sheet.</p> <p>c. A written protest, stating all of the conditions or circumstances concerned must be turned in to Diana Armendariz, Program Coordinator, at the Activity Center Front Desk or Town Center Hall within 48 hours after the game in question was played.</p> <p>d. Any player caught signing in for another player who is not present or signing in and playing for a player who is not present to obtain playoff eligibility will be automatically removed from that said game and no eligibility will be given to either player. If this occurs during a playoff game, the game will be automatically forfeited, no exceptions.</p>	
Referees	Officials shall be assigned by the Parks and Recreation Services Division. All referee assignments are final.	147
Refunds	See <i>Fees and Payments</i>	149
Rosters	<p>Rosters are due to the league prior to Game 1. Minimum of 8 players Rosters may not contain the following:</p> <ol style="list-style-type: none"> 1. More than 12 players 2. More than 6 men <p>Attendance is not accrued until a roster has been submitted. Rosters can be downloaded from the SFS sports website.</p>	151
Rotation	Players must rotate in a clock wise motion after a team wins back the point.	

Topic	Rule	No.
Scheduling	Games are typically scheduled at 7:30 p.m., 8:30 p.m., and 9:30 p.m. In the event of a league that requires only 2 games, the League Director may assign any game times during that time period. Teams may be scheduled to play at any time and no minimum or maximum number of games is guaranteed at any specific time. Due to an odd number of time slots, the breakdown of schedule times may vary between teams. All schedules are posted on the SFS Sports website and it is the responsibility of the manger to check this website for up-to-date information.	152
Scorekeeper	Scorekeepers are City of Santa Fe Springs Parks and Recreation employees. These individuals are responsible for enforcing city rules and policies and is in charge of the facility. The official scorekeeper's score is the final score. In the absence of an official scorekeeper, the referee's score is final.	155
Serve	<ol style="list-style-type: none"> 1. The serving order and positions on the court at service shall be male and female alternated or vice-versa. 2. The first server of the game for each team is the right back position. 3. The server may serve anywhere laterally from behind the end line. 4. The serve commences with the official's whistles. <ul style="list-style-type: none"> - A reserve shall be called and re-whistled when the server releases the ball then catches it or drops it to the floor. 5. The serve may be received with an overhead pass (setting action). 	
Sign In	All players must sign in on the provided sign in sheet and waiver each game.	
Smoking (also vaping)	Smoking/vaping is prohibited at all facilities.	162

Topic	Rule	No.
Substitutes (alternate players)	<p>In the event a team does not have the required four (4) players, they may use rostered players from other teams in the league to fill vacancies until the team reaches four (5) players.</p> <ul style="list-style-type: none"> a. This may only be done in the absence of rostered players from that game. b. A stand in player must relinquish his or her spot to a rostered player in the event a rostered player arrives. c. No stand-in player may be used when there are already four (4) or more rostered players present. d. Stand in players may only be used with the consent of the opposing team’s manager. The opposing team’s manager reserves the right to require the team without enough rostered players present to forfeit. e. No stand in players may be used during any playoff or championship game, regardless of consent from the opposing team. 	135
Suspensions	See <i>Ejection</i> and <i>Penalties</i>	156
Team Names/Slogans	Please utilize good judgment when selecting team names and/or slogans for uniforms. Questionable team names may be prohibited at the discretion of the League Director.	158
Tie Game	Should both teams win a set. A third set will be started going up to 15, max 20.	

Topic	Rule	No.
Tiebreaker System	<p>If more than the maximum number of teams qualify for the designated playoff format, the Santa Fe Springs' Tie Breaker System will be used to determine the top teams. The order of precedence in determining ties is as follows:</p> <ol style="list-style-type: none"> 1. HEAD TO HEAD COMPETITION <ol style="list-style-type: none"> a. Team A is tied with Team B after season. <ol style="list-style-type: none"> i. Team A defeated Team B twice in the season. ii. Team A is declared the champion. 2. RUN OR POINT DIFFERENTIAL (Teams involved in the tie) <ol style="list-style-type: none"> a. Use this system if #1 does not break the tie. b. Team-A, Team-B, and Team-C are tied. Scores were as follows: <p style="margin-left: 40px;">Team A-10 vs. Team B-5 Team A has a run differential of: $10 + 10 - 5 - 10 = 4$</p> <p style="margin-left: 40px;">Team C-11 vs. Team A-10 Team B has a run differential of: $5 + 10 - 10 - 2 = 2$</p> <p style="margin-left: 40px;">Team B-10 vs. Team C-2 Team C has a run differential of: $2 + 11 - 10 - 10 = -7$</p> 3. GROSS RUNS OR POINTS SCORED (Teams involved in tie) <ol style="list-style-type: none"> a. Team A has 20 runs, Team B has 15, Team C has 13 4. GROSS RUNS OR POINTS GIVEN UP (Teams involved in tie) <ol style="list-style-type: none"> a. Team A has given up 16 runs, Team B has given up 12 runs, Team C has given up 20 runs 5. COIN FLIP (or computer-generated random assignment) 	109
Time (also Forfeit Time)	Games are intended to last approximately 1 hour or 3 sets. No new sets may begin after 1 hour (60 minutes). There is a 10 minute grace period for each game. (This ten [10] minutes will be included in game time). Game time will begin when officials blow the whistle.	161
Time-outs Website	Each team is allowed two 30-second time outs. All sports information is posted on our website at www.santafesprings.org/sports .	162