



# Adult Indoor Volleyball Rulebook

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All athletic league participants are responsible for following any posted site-specific rules and regulations as well as the policies and procedures set forth in this document and in our guide to behavior, *Good Sportsmanship*. The Georgetown Parks and Recreation Department promises to administer these policies and procedures in an equitable and fair manner. Please treat staff courteously.

# Georgetown Men's Volleyball

## 6-on-6 Volleyball Rules

### General

1. This league is for participants ages 18 and over.
2. The behavior of all team members is the direct responsibility of the team manager.
3. The team manager is also responsible for distributing all rules, schedules, and information to their teammates and ensuring the team abides by all rules set forth by Georgetown Parks & Recreation.
4. Unsportsmanlike conduct toward officials or other players will not be tolerated. Violations are subject to suspensions from the league and/or game forfeiture at the discretion of the League Coordinator.
5. The conduct of fans/children is the direct responsibility of the team and players. Fans/children must be seated in the bleachers and abide by the Georgetown Recreation Center rules. While games are being played, fans/children must remain in the gym or lobby area only. The rest of the Recreation Center is off limits without an active Recreation Center membership, as is the league equipment. Any misconduct by your fans/children may result in game forfeiture at the discretion of the League Coordinator and possible suspension of membership privileges.

### Ejections/Injuries:

If a player is ejected, injured, or otherwise unable to continue to play and there is no substitution available from the team roster, the game continues with the missing player. If a player is ejected for any reason, the player must leave the facility immediately and is suspended for the remainder of the season. The player is not allowed to return to the Georgetown Recreation Center facility under any circumstances to play or watch for the remainder of the season. Please see Good Sportsmanship guidelines for full detail on expectations. Officials do not have to give a warning to any player prior to ejecting them. The official and GPARD staff member can determine length of suspension period on a base-by-base scenario.

### Rosters

1. Team rosters are due before the 4<sup>th</sup> game. A link will be sent to you to fill out via email that will be sent back to Brock Harris Teams will not be allowed to compete after the 3<sup>rd</sup> game without submitting a roster.
2. The roster size is limited to a maximum of 12 players.
3. Each roster must be finalized by game time of the week four game. If an individual is not on the team roster prior to game time of week four, they will not be allowed to play in that season.
4. To add players to your roster once roster is submitted and before the 4<sup>th</sup> game, contact Brock Harris at [brock.harris@georgetown.org](mailto:brock.harris@georgetown.org), or you can add them to your roster at game time with the official.
5. If a player has competed for a team, that player cannot play for another team on the same day. If a player chooses to be dropped and added from one team to the other, they must do so before the week four deadline and are not eligible to play for both teams if traded on game day. If a player does this, it will result in a forfeit for both teams.

### Roster Protests

1. Only the opposing team captain or manager may protest illegal or ineligible players. Protest of illegal player(s) must be done during the game while the player in question is in the game. If protested, players must be able to produce proper ID when requested by an official.
2. At their discretion, the official can also choose to verify that players in the game are on the roster and request proper ID be provided by each player.
3. All players are required to bring a government issued photo ID to each game in order to be eligible to play.

## Forfeiture

1. **No Call/No Show:** If a team will be forfeiting their game, they must give GPARD a written email notice by 12:00pm the day of the game. If the team does not give this notice, there will be a \$25.00 fee that is charged to the team. This fee must be paid by the following game, or the team must forfeit the remainder of the games until the fee is paid. This is to eliminate opposing teams and/or staff showing up unnecessarily to play or work. If both teams do not show up and GPARD has not been notified, both teams will take a loss. You will need to e-mail Brock at [brock.harris@georgetown.org](mailto:brock.harris@georgetown.org) for all forfeited notifications.
2. After the match's scheduled start time, a five-minute grace period will be allowed if a team does not have the four-player minimum. After the five minutes, the first game is a forfeit and recorded 25-0. If 10 minutes or more pass, the second game is a forfeit recorded 25-0, and consequently the third game is then a forfeit recorded 15-0, and the other team is announced the winner of the match. Teams may then split up and play for fun if they choose to do. The official will not be required to continue in their capacity during free play following a forfeit.
3. Playing of anyone not on the official team roster will result in a forfeit.
4. Please refer to Rule 5 under Rosters as well.

## Starting the Game

1. All teams must verify players are on team rosters before the start of the game.
2. Five minutes before the scheduled match time, the official will perform a coin toss with the captains. The team, who does not serve, will serve first at the start of the second game. Another coin toss will be performed before the third game.
3. The coin toss winner may choose to serve, choose to receive, or choose side.
4. This is a six v six league. A minimum of four players must be present to start a match. There is no penalty for beginning the game with four or five players.
5. If a player shows up late, that player may be inserted into the match, but not until a dead ball occurs.

## Game Play

1. Rally scoring is used; matches will consist of best 2 out of 3. The first two games will be 25-point games. A team must win by 2 points or be the first team to 27 points (cap is 27). A team must win 2 out of 3 games to win the match. The third game is played to 15 points. A team must win by 2 points or be the first team to 17 points in the third game (cap is 17).
2. The net will be set to the Men's height.
3. Foot Faults, "Hands", and any body part over the line under the net will be called.
4. The ball may be contacted a maximum of three times before going over the net.
5. The ball must clearly cross the plane of the net before it can be attacked offensively. On a legal defensive block, you may cross the plane of the net.
6. Subsequent contacts may be made only after blocking an attack.
7. A player cannot step completely over the center line.
8. A back-row player may not come to the front row and block a shot.
9. Players may interchange or change positions to pass or block, but only after the serve.
10. You cannot block a serve.
11. Double contacting the ball on the **first** hit is legal (as long as it is not 2 separate attempts). However, the ball being thrown or coming to rest (prolonged **contact**) is still illegal on the **first**, second, and third team **contacts**.
12. Kicking, heading and hitting with shoulders and other body parts is allowed.
13. Subbing will occur at the serving position and is unlimited. Substitutions may occur only when there is a dead ball.
14. A ball touching the ceiling, basketball goals or light fixtures on the way over the net is considered a fault. If the ball is hit off the ceiling or light fixture and remains on your side, it may be played over if you have not already exceeded the three-hit limit. No ball may be played off the wall or curtain divider.

15. If a ball enters your playing field during a point and it interferes with the play, then the official can stop the play and allow a replay of the point.
16. Each team is allowed one 30-second timeout per game.
17. If a team has less than 6 players, there will be no penalty.
18. Servers must wait until the official has whistled for play to start.
19. **All officials' calls are final.** There is a no tolerance for yelling or harassing an official. If you have a question about a call, the CAPTAIN of the team may approach the official in a respectful manner and talk about the call that was made. If players or fans continue yelling or harassing the official, they will be asked to leave the facility and not return.
20. Any contact with any part of the body touching the net while the ball is in play is a violation.

### **Libero Rule**

A libero may be used with teams that have more than 6 players - we will follow NFHS rules: The captain must let the referee know at the start of the match if the team intends to use a libero. Only one person may be designated as libero per set. Let the referee know if you change liberos between sets.

### **League Standings**

1. League standings depend on **number of matches won**. If a tie in matches, we will go to **number of total games won**. If a tie in games, we will go to **number of points for divided by number of points against**.
2. League Standings will depend on league play only.

### **Officials**

1. A certified official will be provided by the league.

## Good Sportsmanship

The City of Georgetown Parks and Recreation Department strives to provide a positive environment for people to both observe and participate in various events and programs. Enjoyment, skills development, physical and mental wellness, and good sportsmanship are encouraged in everything we do.

To that end, we will uphold ourselves and our clients to the following standards of behavior:

- ★ To demonstrate and always encourage good sportsmanship and fair play.
- ★ To maintain a positive attitude regardless of the outcome of the match, game or event.
- ★ To demonstrate self-control, self-discipline and to resolve any conflicts in a positive manner.
- ★ To treat everyone with respect and courtesy.
- ★ To keep tone, volume, language and gestures appropriate and positive.
- ★ To accept responsibility for one's own behavior, actions and words, with the understanding that unacceptable behavior will have consequences that limit or eliminate the ability to participate or attend in the future.

There are many different types of unacceptable or inappropriate behavior. The following list is meant to be an example and does not represent all prohibited behavior.

- Touching, pushing or striking another person
- Mocking, taunting, name-calling, booing or heckling, disrespectful or derogatory yells, chants, songs or gestures
- Deliberately distracting participants, coaches, officials, instructors or staff
- Deliberately delaying the program / event / game / match
- Blaming outcome of program / event / game / match on others
- Profanity or inappropriate language
- Tobacco, alcohol or drug use
- Public inebriation
- Property damage
- Threats of future violence
- Any unlawful behavior / actions

Consequences for unacceptable behavior will vary based on the severity of the action(s) and any previous history of poor behavior. Responses by the City of Georgetown Parks and Recreation Department staff may include but are not limited to:

- Verbal warnings
- Written warnings
- Immediate ejection from program / event / game / match and facility
- Suspension (short-term)

- Suspension (long-term)
- Criminal charges

Records of all disciplinary actions will be kept on file at the Georgetown Recreation Center for a period in accordance with City of Georgetown document-keeping practices. All parties must abide by the staff's decision at the time of the incident; however, a person may submit a typed protest to the appropriate Recreation Supervisor within 24 hours after the disciplinary action is administered. Decisions made to this appeal are final.