



City of Kyle
Parks and Recreation Department

ADULT INDOOR VOLLEYBALL

Local Rules and Regulations

Revised 3/18/24

I. DEFINITION and ROLES

Kyle Parks & Recreation Department (PARD) – is the organization responsible for conducting all aspects of the adult volleyball program. This includes, but is not limited to, registration, conducting meetings (with managers, umpires, score keepers, suspension hearings & more), leagues schedules & standings and awards, and providing quality service to the league.

PARD Team – is responsible for conducting league registrations, maintenance of league schedules (original, rain outs & playoffs), updating league rosters when applicable, and providing quality service to the league.

Umpires/Scorekeepers – are appointed by PARD. Officials are responsible for conducting adult volleyball league games from the time of “pre-game” through the last play. Umpires and scorekeepers are also responsible for providing quality service to the league.

Team Manager(s) – are completely responsible for their team. This includes but is not limited to: attending managers meetings, receiving schedules, updating their team’s roster as needed, personal, player and fan behavior at all times including from “pre-game” through the last play, handling protests and awards pick-up. Team managers are the team’s liaison between their players and PARD as well as between their players and umpires/scorekeepers.

Players – these are members of registered teams. Players are responsible for their own behavior at all times.

Forfeiting Games - if a team does not give the PARD Athletics Coordinator a 24-hour minimum notice when forfeiting a game, a \$25 fee will be charged to that team. This fee must be paid by the following game, or the team will be taken off the schedule. This is to eliminate opposing teams from showing up unnecessarily and inconveniencing them. If both teams do not show up and PARD has not been notified, both teams will take a loss.

Travesty of the game - Travesty of the game is a judgment call by the umpire. If a travesty is called, the offending team would forfeit the game and lose, 7-0.

Gym Conduct - Alcohol and Tobacco are also not permitted in the gym at any time during games. Automatic ejections and/or suspensions will be assessed to the person/teams involved. No warnings are to be given.

Animals - Animals are not permitted at any athletic facility during league play.

Music – Music may be played before or after a game. However, vulgar and/or explicit language/lyrics, will not be tolerated. Game officials reserve the right to ask anyone to turn off the music if he/she feels it is not family friendly. Players may not play with any type of music device while on the playing field (example- ear buds).

I. SUPERVISION AND ADMINISTRATION

- A. In all matters not covered in these rules and regulations, the Athletics Coordinator or a PARD representative will handle all matters concerning rules, eligibility, conduct, behavior, etc.



City of Kyle Parks and Recreation Department

- B. Officials will be appointed by the Kyle Parks and Recreation:
 - 1. All officials & staff (umpires & score keepers) so appointed shall have complete charge of the game as outlined in the current year's ASA official guide and Kyle Parks and Recreation local rules.
 - 2. It is PARD's goal and preference that one official and one scorekeeper be scheduled and present for each league game.

II. ELIGIBILITY OF PLAYERS/TEAM ROSTERS

- A. All teams must follow the proper registration procedure to be eligible for league play.
- B. All league teams will have a roster on record with the Kyle PARD. If the roster is incomplete, protests may result in forfeiting.
- C. Adult Volleyball league rosters may carry a maximum of twelve (12) players.
- D. All Adult Volleyball players must be eighteen (18) years of age or older on the day of the game. All players must have a picture ID at all times. IDs may be checked to confirm age or identity at any time. NO ID – NO PLAY.
- E. All players must be listed on the team roster by 5:00 P.M. on the day of his/her participation with any team. Players can be added by email to bcollins@cityofkyle.com
- F. A player who has been suspended from league play for any reason and who has not been reinstated, shall be considered as an ineligible player until reinstated by the Athletics Coordinator. The responsibility for the eligibility of players will rest with the manager(s) of the teams. An illegal player can play and be protected from any protests from the opposing team IF the manager picking up the player(s) approaches the official and opposing manager to get approval prior to game time. This will be documented by officials. If the manager chooses not to ask for permission, the existing rule will be in effect and the game will be played as normal.

III. REGULATIONS FOR GAME CONDUCT - GENERAL

- A. Game time is forfeit time. Game time is the time listed for your team on the current schedule. Exception:
- B. If a team is waiting for player(s) and the opposing manager agrees, the clock will start as scheduled. Once the player(s) show, the game will be played with what time is remaining on the clock. After 5 minutes, the game will officially be called a forfeit if the team still does not have enough players.
- C. NUMBER OF PLAYERS:
 - 1. The line-up will consist of players and their starting members may be added to the available substitute list at any time during the game.
 - a. A legal line-up will consist of no fewer than four (4) players and no more than twelve (12).
 - b. Maximum of 6 players on the court at a time.
 - c. Teams must have a minimum of 1 woman on the court at all times.
 - i. Teams that play with 1 woman can then only play with 5 total players.
 - ii. When playing with 5 players the position of the missing player must be established to the officials. The missing player position will rotate and when it rotates into the serving position, an auto side out will be granted to the opposing team.
 - d. If a team does not have at least four players present to start or finish the game, that team will forfeit the game. Players must be present to be considered a team. If neither team has a legal number of players present, the game is a double forfeit.
 - e. Subs are unlimited and can enter during dead ball situations after alerting an official.



City of Kyle Parks and Recreation Department

IV. EQUIPMENT

A. VOLLEYBALLS –

1. Teams are encouraged to supply the game balls, but the Parks and Recreation Department will provide volleyballs for use at each game.

B. UNIFORMS

1. Team shirts are options for Kyle PARD League Play. Teams will provide their own uniform.

V. FORFIETS

A. No forfeit shall be declared earlier than the scheduled game time. TWO EXCEPTIONS:

- i. Team Suspension from league.
- ii. Advance notification to the Parks and Recreation Department Office by team manager that his/her team is unable to play as scheduled. This must be completed 24 hours in advance.

B. Double forfeits are not a tie game; they are counted as a loss for both teams. A team must be present at the court in order to award a forfeit to said, "winning team." If neither scheduled team has enough players present, a double forfeit will be declared. If you are the team forfeiting, you **MUST** email the Athletics Programmer 24 hours prior to the game (or leave a voicemail). If you are the team being forfeited against, you **MUST** email the Athletics Coordinator prior to the game (or leave a voicemail) as confirmation. Failure to do this will result in a double forfeit.

C. Forfeiting of two (2) regularly scheduled games may automatically suspend the forfeiting team from further league play, without the benefit of a refund. This may also affect remaining league schedules, which in turn may or may not be altered. Allowing said team to continue in league play (current & future) is reviewed by the Athletics Programmer.

VI. PLAYER CONDUCT

A. ABUSIVE BEHAVIOR

1. ABUSIVE BEHAVIOR WILL NOT BE TOLERATED.
2. Managers are held responsible for the conduct of their players, coaches and spectators.
3. If the disruptive person(s) is a spectator, the official will give one (1) warning to the disruptive person(s) and the team manager. Should the situation continue, the official has the right to forfeit the game or take other appropriate action deemed necessary. This could include: evict the person(s) from the park, call the police and/or press charges against someone.
4. Should the disruptive person(s) be a player(s), no warning is required before taking appropriate action. Abusive behavior will not be tolerated.
5. Players may not consume alcoholic beverages during the game in which they are playing. No alcoholic beverages are allowed on the sideline or on the field. Smoking (cigarettes, cigars, pipes) will not be allowed on the sideline or on the field. Violations of this rule will cause play to stop immediately, and the player(s) may be ejected from the game.

B. In the event that a player is ejected the official may:

1. Determine that no further action needs to be taken against the player/team.
2. Take necessary immediate action i.e. forfeit the game and/or require the offending player(s) to leave the park, etc.
3. Suspend the player for additional games for up to one week. This will include one full week of the player playing in any sport through Parks and Recreation. This will be effective immediately during the game the player was ejected and will carry a full 6 days. The player may resume playing the following week.



City of Kyle Parks and Recreation Department

4. The week-long suspension will include the suspended player from not participating in any games. This includes all games that the player is listed on a roster and any games he is not on a roster and would play as a "pick up player".
 5. The week-long suspension will be in effect until the suspension is completed. Any byes, rainouts and/or other acts of nature that do not permit a team from playing could result in a longer suspension for the player. This will be determined by the Parks and Recreation Department.
- C. In the event the player exhibits extremely dangerous or threatening behavior:
1. The Athletics Coordinator and PARD representatives will determine the suspension of the player. This could include multiple games/weeks suspension and/or probation. It will be the decision of PARD representatives.
 2. In the event a team/team member physically or verbally abuses an official or a City employee, said player(s) may be ejected immediately and will not return to play until contacted by the Athletics Programmer.

VII. RULES OF PLAY

A. TERMS OF PLAY

1. A match consists of best 2 out of 3 games OR 50 minutes .
2. A game consists of twenty-five (25) points win by two (5-point cap at 30). The third game, if necessary, will be played first to twenty-five (25) with no win by two rule.
3. Home team will serve first, and Visitor gets pick of court side.
4. Teams will switch sides and first serve to start the second game.
5. Rally Scoring will be used in all games.
6. In the event of a 3rd game, a coin flip or call will determine the choice of first serve or side.
 - a) The 3rd game will be played to 15 points (win by 2 or a 17-point cap).
 - b) During the 3rd game, teams will switch sides at 8 points.

B. Each team will have 1 time out per game.

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C. SERVE

1. Only one attempt (swing at a toss) is allowed per serve and the ball must land within the opponent's court.
2. Failure to serve after tossing the ball a 2nd time will result in loss of point and serve.
3. Let serves are allowed. A serve that touches the net and goes over into the opponent's court is a "live ball" in play.
4. Serving rotation must remain the same throughout the game.

D. SERVICE RECEIVE

1. Blocking the serve above the plane of the net is prohibited.
2. Attacking the serve above the plane of the net is prohibited.

E. VOLLEY

1. The ball may be played only three (3) times by one team in a volley.
 - a) In Co-ed league, when the ball is played more than once by a team, at least one of the contacts must be made by a female player.
 - b) In Co-ed league, there is no requirement for a male player to contact the ball, regardless of the number of contacts by a team.
2. In blocking, a player may touch the ball beyond the net provided that he/she does not interfere with opponent's play.
3. Any attempt to block is considered an actual block only if the ball is contacted by one or more blockers. The team which has affected an actual block shall have the right to three (3) more contacts in order to return the ball to the



City of Kyle Parks and Recreation Department

opponent's area.

4. In returning the ball, a player may follow through over the net, providing he/she first contacted the ball on his/her own side of the net.
5. Contact with the net with any part of the body is prohibited.
6. A ball landing on a side/baseline is considered "in."
7. In Co-ed 6v6, the back row players are designated back row players: The back row player may not strike the ball in front of the 10-foot line above the plane of the net.

II. DETERMINATION OF CITY DIVISION WINNER

A. REGULAR SEASON

1. All teams are guaranteed a 7 game season

B. PLAYOFFS

1. The top 4 teams will move on to an end of season single elimination tournament.
 - i. Teams are ranked based on regular season records.