

Town of Parker Adult Coed Volleyball Rules: 4 v 4

The Town of Parker House Rules are intended to create a balance of play, an atmosphere of sportsmanship and fair play, and to emphasize cleverness and skill without limiting freedom of individual or team play. All games will be played according to current USAV Volleyball.

The Recreation Staff will have complete authority to administer the program and make decisions and adjustments as they see fit for this recreational setting. Their decisions are final.

Team Rosters

- I. Each player must sign a release of liability form, which will also serve as the team roster.
 - A. Failure to do so will result in an illegal player causing a forfeit.
 - B. There will be no limit on the size of team rosters.
- II. No player will be allowed to play unless he/she is on the official team roster.
 - A. Teams may add players at any time prior to each game by contacting the field supervisor.
 - B. Any team caught playing with illegal team members will result in a forfeit.
 - C. The illegal player must have been identified either by the opposing team or the field supervisor prior to the end of the game.
- III. No team may add players to their roster for the tournament.
 - A. A player must have played during the regular season in order to be eligible for the tournament.
 - B. A player on the roster that did not play during the regular season is not eligible for the tournament.
 - C. If a player is identified participating illegally, the penalty is an automatic forfeit.
- IV. No player can play on more than one team in the same league.
- V. Each player is required to have a photo I.D. with them at all games.
- VI. All players must be 18 years of age.
- VII. You may substitute in a division above yours (i.e. Lower Rec players can play in Upper Rec leagues but not the other way around) and you may only be on ONE other roster than your original team.
 - A. You must pick one team to play with throughout playoffs.
 - B. Any player wanting to change teams in the same league may do so one time.
 - a. All transfers must be done prior to the third game.
- VIII. Acceptable Men-to-Women Ratios:
 - I. 2 men 2 women
 - II. 4 women
 - III. 1 man 3 women
 - IV. 3 women
 - V. 2 women
 - VI. 1 man 1 woman
 - VII. Teams may never start with more men than women on the court.
 - A. However, in the event of an injury that occurred mid-game, ratios may have more men than women.
 - B. In the event of an ejection, ratios MUST be maintained.

- VIII. There is no “Ghost” rule.

Rally Scoring

- I. Each match consists of three games of rally scoring to 21 points. Play will continue until one team scores 21 points, winning by two points, with a cap at 25 points.
- II. If the serving team wins a rally, it scores a point and continues to serve. If the receiving team wins a rally, it scores a point and serves next.
- III. Teams may score a point by:
 - A. successfully grounding the ball on the opponent’s court
 - B. when opponent team commits a fault
 - C. when the opponent team receives a penalty.
- IV. There will be a 50 minute time limit for the match.
 - A. When the time expires, the team with the most points wins that game.
 - B. If there is a tie when time expires, the team scoring the next point wins.

Serving

- I. A serve may touch the net while crossing the plane of the net into the opponent’s court.
 - A. It is illegal to block or attack a served ball.
 - B. A serve may be set as long as it is not lifted or carried.
 - C. When the receiving team has gained the right to serve, its players rotate one position clockwise, including the first serve.
 - D. There is only one toss allowed per serve. If it is dropped, there is not a replay allowed.

Game Play

- I. Games are played at Men’s Height - 7’115/8”
- II. Free substitution may be used on a side-out into the center back position.
 - A. Men to women ratios must be maintained. In general, men replace men and women replace women when subbing.
- III. A ball may contact the ceiling, or other overhead objects above the playing area, as long as it remains on your side.
 - A. A ball caught in court divider curtains is an automatic replay.
- IV. Open hand tips must land past the 10 foot line, roll shots and contact made by knuckles may land inside the 10 foot line.
 - A. When blocking, the ball may NOT be tipped straight down (using a tipping motion) back over the net, causing the ball to land within the 10 foot line.

Faults

- I. Fault: A team commits a fault by making a playing action contrary to the rules.
 - A. The referee will determine the consequences according to the rules.
 - B. If two or more faults are committed successively, only the first one is counted.
 - C. If two or more faults committed by opponents simultaneously, a **DOUBLE FAULT** is called and the rally is replayed.
- II. There are No Positional Faults as there is no set player rotation.
 - A. As defined by USAV Beach rules (10.1 POSITIONS)
 - a. At the moment the ball is hit by the server, each team must be within its own court (except the server).

- b. The players are free to position themselves. There are NO determined positions on the court.
 - c. There are NO positional faults.
 - d. Players must still follow a set serving rotation.
- III. Service Fault - Service order must be maintained throughout the set (as determined by the team captain immediately following the coin toss).
- A. A service order fault is committed when the service is not made according to the service order.
 - a. The scorer must correctly indicate the service order and correct any incorrect player.
 - b. A service order fault is punished by loss of rally

Protest Procedures

- I. Only the designated captain of the team may make a protest.
- II. No protest will be allowed for judgment calls.
- III. Rule Book call protest must be made to the gym supervisor prior to the serve following the infraction. Roster protests must be made before the game is over. NO roster contentions may be made after the clock has expired or after the 3rd match has been played to completion.
- IV. The gym supervisor's ruling is final.

Players Conduct

- I. All players are expected to conduct themselves in a sportsman like manner.
- II. Any player displaying unsportsmanlike conduct will be given a verbal warning from the head official.
- III. A second offense will cause the player to be ejected from the game.
- IV. A single serious offense will be signaled with an ejection from the entire match and must immediately leave the gym.
- V. All players are subject to the Town of Parker's Behavioral Policy

Children:

It is recommended that children be accompanied by a care provider or left at home. Children attending the matches must remain seated on the bleachers or the surrounding floor area. Children are not allowed to play basketball or engage in any other activity in the warm-up areas. Should league play be disrupted by unsupervised children, games will be stopped and penalties, including forfeits may occur. The safety of the league players as well as the children will be the top priority.

- I. 1st offense: Teams use a time out. If no time outs are available it will be considered a technical foul and a point or point and side out will be awarded.
- II. 2nd offense: Technical foul, a point or point and side out will be awarded.
- III. 3rd offense: The adult in charge of the children will be removed from the game to supervise the children. He/she may not re-enter the game until the children are seated and in compliance with the league rules.
- IV. 4th offense: The game is forfeited.



League Notes: The Parker Recreation Department reserves the right to adjust league assignments after the first night in order to protect the competitive integrity of the league. Teams may be moved down or up from each league to adjust competition level for the next season.

ELASTIC POWER:

The Parker Sport staff reserves the right to establish guidelines for any and all rules or infractions not covered in the league rules and to refuse participation to any individual or coach if they do not obey the rules and regulations and keep within the spirit of sportsmanship.