



Spring & Fall Indoor Adult Volleyball League & Tournament Rules

All rules and regulations not included in this notification will be governed by the USAV rulebook and the Town of Windsor Adult Volleyball League manual.

PLAYER & SPECTATOR CONDUCT

A. Zero Tolerance Rule

A "Zero Tolerance Rule" has been adopted by the Town of Windsor regarding foul language, taunting and fighting. Any player using any type of foul language, taunting, or fighting of any kind will be removed immediately from the game and without warning, as well as the proceeding league game or all tournament games. The Windsor Adult Volleyball League Rules, Policies and Procedures manual remains in effect. Please refer to the manual for any questions or concerns relating to appropriate behavior, misconduct, ejections and all protests.

B. Glass Containers

Glass containers of any kind are not permitted in the Windsor Rec Department's Parks & Facilities as well as the School District's Parks and Facilities. No person shall bring any glass containers or have possession of same while on these premises. This is for the safety of all players, spectators, officials, staff and other participants.

C. Drinking During Games

NO PLAYER, MANAGER, COACH, OR TEAM REPRESENTATIVE is permitted to drink alcoholic beverages during the game or have alcoholic beverages in or near the team bench. Additionally, players or coaches are not permitted to leave the bench area to drink alcoholic beverages and then return to the bench area. If players or coaches do leave the bench area it may be construed as the participant is in violation of the alcoholic beverage rule. Violation of these rules will result in immediate ejection from the current game as well as the following game. In the case of the tournament, violation of these rules will result in immediate ejection from the current game as well as all proceeding tournament games.

D. Ejections

Any player, coach, manager, spectator, other participant ejected from a game must leave the premises (park, complex, facility, etc.) immediately and not return for the duration of the game and/or tournament. (In other words, a person ejected from a game is ejected from the tournament.) If the person does not leave within the designated two-minute time period, the game will be declared a forfeit.

ROSTERS

A. Player Consent Forms

All players are required to complete the player consent form prior to playing. Players may be added to team rosters anytime during the regular season by completing the player consent form. The number of players on a team are unlimited. No players under the age of 16 are permitted to play.

B. Two Additional Players - Tournament

All official rosters for the tournament were compiled from player consent forms handed in prior to the tournament date. Each team is permitted to add two (2) additional players for the league tournament that are not currently on the team roster. All additional players must complete and sign the consent form on the day of the tournament before being permitted to play in a tournament game. No new players may be added to a roster or game lineup once a game lineup has been turned into the scorekeeper and the game has commenced. There will be no exceptions made to this rule.

C. Roster Inquiries

A team's official roster may be questioned at anytime by the team manager/coach that is preparing to play against them. All inquiries must be made prior to the start of the game. If the team's roster in question is found to contain an illegal player, the team in question will forfeit the game and the illegal player will be removed from the court for the remainder of the tournament. All protests made regarding roster inquiries requires a \$50 cash fee and must be made prior to the next legal serve before the protest will be heard and dealt with.

LEAGUE & TOURNAMENT GAMES

A. Time Limit

All league and tournament games, including the championship game(s) will be 50 minutes.

B. Official Match

Each match will consist of three (3) games of rally scoring. The first two games will be to 25 points (cap of 27) and the third game will be to 21 points (cap of 23). If the first two games run long, we have the right to shorten the third game to 15 points (cap of 17), to try to get a full third game in before the time limit. If the time limit expires before the third game is over, the game will be finished at that point. If the game is tied, next point wins the game. You do not need to win by two points in any of the three games once the cap number of points has been reached.

C. Court & Players

1. The game will be played between two teams of 4 to 6 players, ideally 6. Teams will consist of 3 males and 3 females on the court at a time. Teams need a minimum of 4 players to start and finish the game. Acceptable Men-to-Women Ratio:

- a. 3 men, 3 women
- b. 2 men, 4 women
- c. 1 man, 5 women
- d. 0 men, 6 women
- e. 2 men, 2 women
- f. 1 man, 3 women
- g. 0 men, 4 women
- h. 2 men, 3 women
- i. 1 man, 4 women
- j. 0 men, 5 women

You can never have more males than females on the court.

D. Coin Toss

There will be a coin toss by the official at the pre-match conference. The winner of the coin toss will have two options. The winner has a choice to serve or take choice of which side of the court they want to start on.

E. Game Lineups

No new players may be added to any lineup once the lineup has been turned into the official/scorekeeper after the game has commenced.

Please help games start on time! All team managers/coaches must have team lineups turned into the official/scorekeeper 10 minutes prior to game time. All lineups need to include the first and last names of players along with their jersey numbers.

F. Minimum Players

All teams must have a minimum of three (4) players to start a match, in which a minimum of two have to be women. If at the scheduled starting time a team does not have a minimum of four (4) players, the first game is forfeited. After 15 minutes, if 3 players have not arrived, the match will be forfeited.

G. Game Play

1. Games are played at the Men's Height Net – 7'11 5/8"
2. Substitutions may be made on a side-out throughout each game. The team will determine where the substitution will occur before the game (i.e. center back position or front left position) to the official, and this will stay the same through the entirety of the match. Men replace men, women replace women, or women can replace men, but men cannot replace women if there are already 2 men on the court.
3. If multiple contacts of the ball are made by a team, one contact must be made by a female player.
4. Rotation: Line-up must alternate genders when there is an even number of players.

H. Serving

A serve is to be executed once the official whistles for ready of serve. A serve may touch the net while crossing the plane of the net into the opponent's court.

- i. Any of portion of the foot touching the baseline at the time of the serve is a violation.
- ii. It is illegal to block or attack a served ball.
- iii. A serve may be set as long as it is not lifted or carried.
- iv. When the receiving team has gained the right to serve, its players rotate one position clockwise.
- v. On the toss, if the server wishes not to hit the ball, they must not contact the ball in any way. The server must then hit the ball on the second attempt or service is lost.

I. Faults

1. A team commits a fault by making a playing action contrary to the rules. The official will determine the consequences according to the rules. If two or more faults are committed successively, only the first one is counted.
2. If two or more faults committed by opponents simultaneously, a DOUBLE FAULT is called and the rally is replayed.
3. Positional Fault: The team commits a positional fault if any player is not in his/her correct position at the moment the ball is hit by the server.
 - i. If the server commits a serving fault at the moment of the service hit, the server's fault is counted before the positional fault.
 - ii. If the service becomes faulty after the service hit, it is the positional fault that will be counted.
4. A positional fault leads to the following consequences:
 - i. The team is sanctioned with loss of rally.
 - ii. Players positions are rectified.

J. Time-outs

Every team will have one 30 second time-out per game. There will be no time-outs allowed during the last five minutes of the time limit. In the event of an injury the clock will be stopped for a reasonable amount of time.

K. Ball Contact

The ball may be played off of any part of the body barring it was incidental contact. Incidental contact is at the discretion of the official.

L. Obstructions

Any ball that hits the ceiling can be played as long as it comes down on the side of the team that hit the ball to the ceiling.

M. Jewelry, etc.

Jewelry or exposed items of any kind that the officials find to be dangerous or hazardous for any reason must be removed prior to the start of the game. Any player found in direct violation of this rule will receive an out for the team upon their turn at bat.

N. Music

No music is allowed during games.

SAFETY - It is strongly advised to not play team members that are injured. A First-Aid kit and ice is provided for all participants and will be made available at the tournament site.

BE NICE, BE SAFE & HAVE A GREAT TIME!

Tournament Dates

Last Two Fridays of Season

