

Charlottesville Parks and Recreation

Adult Volleyball Rules and Regulations

The Adult Volleyball Program shall be governed by the rules in this packet. Any rule or regulation not covered will be governed by the USA Volleyball Rulebook and left to the discretion of Charlottesville Parks and Recreation Department.

TEAMS, COURT & EQUIPMENT

Section 1 Teams

- A. Teams are made up of six players. Teams may play with five players with no penalty.

Section 2 Field Dimensions and Markings

- A. Games shall be played in Carver Rec Center or Mountain View Elementary School. Volleyball court lines on the floor will serve as the court boundaries.
- B. Backboards & supports over playable areas:
 - a. At Carver, the two backboards that are pulled up near the ref stands are considered part of the ceiling → ball **remains live** if contact comes from a team **on the same side** and they still have a contact left.
 - b. The vertical parts of the other two backboards in Carver up to where the angled side supports attach to the main support post (anything above that is considered part of the ceiling) are considered part of the wall and are **out of bounds**.
 - c. The soft part of the heating sock and the metal portion that attaches to the wall at Carver are considered part of the ceiling (play continues).

Section 3 Players & Positions

- A. Minimum age: 14.
- B. Substitutions:
 - a. Once a player substitutes into a game, the player that exited the game may only substitute back into the game for the player they subbed with.
 - b. Players can re-join the game **only in his/her original position**.
 - c. Males can only sub for males and females can only sub for females.
- C. Players can be added/replaced up to playoffs. No roster changes will be allowed during league playoffs.
 - a. Rosters are not checked during the season or during playoffs.
 - b. Coaches are required to protest a players' eligibility.
 - c. Roster additions are due to athletics@charlottesville.gov by 4:00pm the day of the game
- D. Players may play for multiple teams in the league. However, are limited to one skill division per league. For example, a player may play for multiple teams in the Co-Rec B league but may not sub into the Co-Rec A league. All subs need to be officially added to the roster. Teams shall not pick up random players in the gym to play in matches.

Section 4 Equipment

- A. The official balls used in tournament and league play will be supplied by Charlottesville Parks & Recreation.
- B. Teams are required to retrieve balls that go out of play.
- C. The following is illegal for any participant to wear:
 - a. Improper shoes (closed-toe, closed-heel).
 - b. Jewelry (necklaces, earrings, rings, etc.)

Section 5 The Game

- A. The home team will be listed first on the schedule. The home team in the playoffs is the higher seed.

- B. Regular season matches:
 - a. 3 games to 25; win by 2 pts.
 - b. Rally scoring; no point cap
 - c. All 3 games count in the standings
- C. Play-off matches:
 - a. 2 of 3 games to 25; win by 2 pts.
 - b. Rally scoring; no point cap
 - c. 3rd game to 15, switch sides at 8.
- D. Time intervals: 5 minutes minimum shared warm-up; 2-min. break between games.
 - a. Forfeits: Match time for game 1, 15 min. for game 2, 20 min. for game 3.
 - b. Time-outs: two 30-sec. time-outs per game. No penalty for a 3rd time-out request.
- E. Service: “Let” serve → play continues. Blocking or attacking the serve is **not** allowed. Server may step on end line at Mountain View and on the black line at Carver. **8 seconds** for service. Only one toss/attempt allowed per serve.
- F. Multiple contact (“double” hit) **in a single attempt** to play the ball is **legal** on **ALL** first team hits including service reception. **Ball caught or thrown is illegal** on any team hit. Ball contact with any part of the body is legal.
- G. Net violation: contact between the antennae while playing the ball is a violation. Player’s contact with the net will be ignored if it is the result of a distinct separate action.
- H. Centerline violation: occurs when someone's foot/hand contacts the floor completely beyond the center-line on or inside the sidelines (i.e., in the court of play) AND they are within 2 feet of a player on the other team (Safety Hazard).
 - a. Any player so out of control that they completely cross over the center-line in the court of play should be automatically considered a safety hazard (center-line violation), even if they aren't near a player on the other team.
 - b. If opponents contact each other on the center-line and it doesn't affect play, allow play to continue
 - i. If it does affect play, whistle it dead and call a replay; again, this is only if both players are on the center-line.
 - c. If only one player is on the center-line and makes contact with the other player (who is not on the center-line), call the violation.
 - d. Players are allowed to completely cross the center-line outside the court of play, so long as they don't interfere with an opponent or present a safety hazard.
- I. Players cannot contact the neighboring court at any time while the ball is in play.
 - a. Players can hold a teammate back from entering another court, crossing the center-line or hitting the net so long as there is **no assistance** in playing the ball.

Section 6 Co-Rec Modifications

- A. Co-Rec: 3 men maximum. Male & Female players alternate. M-F-F-M-F-F line- up is allowed. If more than one team hit, one must be by a woman.
- B. The following roster examples are legal:
 - a. 3 males/3 females
 - b. 2 males/4 females
 - c. 1 male/5 females
- C. Males can only sub for males and females can only sub for females.

Section 7 Staff

- A. All games will be supervised by 1 official and 1 site-supervisor.
- B. Officials are used to enforce rules and player conduct throughout the game.

Section 8 Eligibility

- A. There is no limit to the number of players a team may have on their roster. Rosters must be emailed to (athletics@charlottesville.org) once they are registered.
- B. Teams may be moved up/down a league in the discretion of the Athletics Office. The Athletics Office uses prior records and players on the roster as mechanisms for making this decision.
- C. Coaches are required to add players to their roster prior to participating in games. Player additions are done through email, phone, or in person in the Athletics Office and must be added by 4:00 pm the day of the game.
- D. Players can be replaced up throughout playoffs. No roster changes will be allowed during league playoffs.
- E. Rosters are not checked during the season or during playoffs. Coaches are required to protest a player's eligibility per the guidelines in Section 15.
- F. Failure to follow eligibility guidelines may result in a forfeiture of affected games.

Section 9 Misconduct, Ejections & Injuries

- A. If a player becomes injured during the game, they may sub in a new player into this line-up spot.
- B. If a player becomes injured, and the team does not have a sub, and the team no longer has the minimum required to play the game, the game ends in a forfeit.
- C. There are no penalties if a player becomes injured and the team is able to continue the game with the required minimum player count.
- D. **Misconduct: Warnings are verbal and addressed to the captain. Verbal warnings are given for minor offenses. No penalty assessed.**
 - a. **Yellow:** Warning. Affects the entire team if a player is given a yellow card. No penalty point assessed.
 - b. **Red:** Penalty. Must be given if anyone on the team has already received a yellow. A penalty point is assessed.
 - c. **Red/Yellow together** in one hand: Expulsion. Offending player is removed from the set (game). No penalty point assessed.
 - d. **Red/Yellow in separate hands:** Disqualification. Offending player is removed from the match. No penalty point assessed.
- E. If a player is ejected, that player must leave the gym immediately. The team shall not substitute another player in the ejected player's spot on the court. The maximum players that the ejected player's team can play with is 5. If a second player is ejected, the game ends in a forfeit.

Section 10 Forfeits & Defaults

- A. Teams are required to start and end a game with a minimum of 5 players.
- B. Forfeits: Match time for game 1, 15 min. for game 2, 20 min. for game 3.

Section 11 Protests

- A. **Only the team captain is authorized to talk to the official regarding a dispute.**
- B. There are two types of protests. All protests are handled on-site.
 - a. *Rule Enforcement:* The coach may protest an official's enforcement of a rule. The protest must be stated by the coach before the ball next becomes live following the official's call. The protest shall be made to the official and decided on by the on-site supervisor. If the decision is reversed, then the correct enforcement shall be applied. Teams are not permitted to protest a rules enforcement decision after an unsuccessful protest in the same game.
 - b. *Player Eligibility:* Coaches can protest a team's roster by informing the official and/or the supervisor that there is an illegal player on a team's roster. This protest must be issued before the end of the first game in a match. The supervisor will check the roster listed on QuickScores to validate that each player in the game is on the roster. If there is a player in the game that does not appear on the QuickScores roster, the game will be forfeited.

Section 12 Scheduling

- A. The Athletics' office takes scheduling preferences into account when the schedule is created. It is possible you may be scheduled outside of one of your preferences.
- B. As a general rule, the Athletics Office does not take reschedule requests for games. However, these are taken on a case-by-case basis. All requests are required to be submitted at least one week ahead of the scheduled game time.

Section 13 Playoffs

- A. The top 4 teams from each league are eligible for the playoffs.
- B. Playoff format:
 - a. 2 v 3 @ 6pm
 - b. 1 v 4 @ 7pm
 - c. Championship @ 8pm
- C. Standings are determined by:
 - a. Winning Percentage
 - b. Head-to-Head Competitions
 - c. Sportsmanship Rating
 - d. Total Runs Against
 - e. Head-to-Head Point Differential
 - f. Forfeits
 - g. Coin Flip

Section 14 Inclement Weather

- A. The inclement weather hotline is 434-970-3593. A decision will be made to cancel by 4:00 pm. If inclement weather occurs after 4:00 pm the decision to cancel will be made on-site.
- B. If a game cannot continue due to inclement weather, the score of the game will revert back to the score of the last completed point. If 2 or more sets were complete at the time of the decision to cancel. The final score will be the score of the last completed set.

Section 15 Alcoholic Beverages

- A. Possession and consumption of alcoholic beverages are prohibited anywhere in the vicinity of scheduled league games and on public property.

PLAYER CONDUCT

The purpose of City of Charlottesville adult sports leagues is to provide residents and non-residents the opportunity to participate in a safe and enjoyable environment. We recognize that competition is inherent in all sports but believe sportsmanship and fair play are of primary value in recreation sports. Therefore, the following Code of Conduct has been developed. Unless otherwise stated, this code of conduct applies to participants, coaches, and spectators at the facility including outside the playing field. Under the Code of Conduct, coaches or team representatives are required to be responsible for the conduct of their players during the game.

Section I.

- A. No participant, Team Manager or Spectator Shall: Verbally argue or visually demonstrate, in a disrespectful manner, disagreement with a referee or league official's decision. Includes slamming/deliberately throwing the bat
- B. No participant, Team Manager or Spectator Shall: Use rough or aggressive playing tactics
- C. No participant, Team Manager or Spectator Shall: Use profane language at any time

- D. No participant, Team Manager or Spectator Shall: Harass, heckle, insult, jeer or use verbal tactics to embarrass or insult a league official, employee or other participant at any time before, during or after a game. This includes prolonging the game intentionally
- E. No Team shall: Use an ineligible player
- F. Other non-violent acts deemed detrimental to the game

Penalties for Section I Violations

- 1. Automatic one week suspension will be imposed for each individual violation of Section I.
- 2. Penalty is doubled when it is the second Conduct Code violation in a one year period
- 3. A third violation will result in suspension for the rest of the season.

Section II

- A. No participant, Team Manager or Spectator Shall: Use profane, obscene or vulgar language or gestures **directed towards** participants, spectators, referees or league officials in any manner at any time
- B. No participant, Team Manager or Spectator Shall: Be intoxicated- before, during, or after a game

Penalties for Section II Violations

- 1. Automatic two weeks suspension will be imposed for each violation
- 2. Participant, Team Manager or Spectator will be suspended for one (1) year for second violation

Section III

- A. No participant, Team Manager or Spectator Shall: Cause or intend to cause physical contact with an official or player or staff member at any time (e.g. tripping, striking of any sort, kicking, pushing, shoving or any other form of physical contact)
- B. No participant, Team Manager or Spectator Shall: Express malicious Verbal threats or use racial or sexually discriminatory comments directed at any player, spectator or referee, or league official or words that could lead to physical violence

Penalties for Section III Violations:

- 1. Automatic 6 week suspension and depending on the severity one (1) year or more
- 2. If a second violation occurs, that individual will be banned from participating or coaching in the Charlottesville Adult Volleyball League.

General rules regarding ejections/suspensions:

- A. The referee and/or field monitor have the authority to remove a player, coach or spectator from a game and/or forfeit the game due to unsportsmanlike conduct
- B. Players, coaches, and spectators are subject to ejection before, during or after a game for unsportsmanlike conduct. If an incident pertaining to the sport occurs on City Park property, action will be taken accordingly.
- C. If a player, coach, or spectator is ejected from a game, that person must vacate the premises immediately.
- D. If an individual is suspended, he/she will be ineligible to play or participate on ANY team for the duration of the suspension.
- E. Individuals that have been issued a suspension will not be permitted at the game facility during this suspension. In the event said individual deviates from this ruling, it will constitute a forfeit and the opposing team will receive credit for a win.
- F. **Any player, coach, or manager ejected from a game must meet with the Athletic Manager prior to playing any further games**
- G. If a player or coach is ejected from their last regular season or playoff game, the suspension will carry over to next season.
- H. Charlottesville Parks and Recreation reserves the right to amend and deliver any suspension and punishment that it deems necessary.
- I. **Any and all punishments handed out by the City of Charlottesville Parks and Recreation dept. are final with no subject for an appeal**

