# Volleyball League

# 2027 Rules

## I. TEAM ROSTERS

**A.** There is a MINIMUM of six members per team.

**B.** Every participant, including non-playing Coaches, must sign an Oak Ridge Recreation and Parks Roster and Medical Release Form before he or she participates. These forms also serve as a notice of potential injury and a hold harmless form. The hold harmless agreement releases the Department and any other person connected with league play of any responsibility in the event of an accident.

**Roster Deadline**: Final regular season match.

Teams can add players through the last regular season match. However, to be eligible for the end of the season tournament, players must have been present at a minimum of three regular season matches. Once a player has been added to the roster and has played a game with that team, he or she may not play for any other team throughout the season. Players that have played two or fewer regular season matches will not be allowed to play in the tournament. Players must be present and on the official score sheet to be counted. If an opposing team forfeits, everyone CURRENTLY on the roster of the winning team will be granted a game played whereas the forfeiting team will receive a game not played.

## II. PLAYER ELIGIBILITY

Coaches of teams are responsible for the eligibility of their players and are held accountable by the Recreation and Parks Department to furnish proof of eligibility. To be eligible, players must:

**A.** be 14 years or older and must be currently enrolled in high school, if less than 18. Teams may be completely comprised of players younger than 18, but one adult coach over the age of 21 will be required to be present at all matches.

- **i.** Teen participants and his or her legal guardian must complete additional documentation. These documents are available by contacting the league supervisor.
- **ii.** All coaches that have a player under the age of 18 on the roster, must also complete additional paperwork and an online training course (roughly 20 minute course).
- **iii.** Adult players may sign the waiver/roster form at the court before his or her game. Teen players must bring all necessary forms signed by his or her guardian in order to play that night's games.

**B.** be able to verify identity.

- **i.** Upon request, all players must produce photo identification. If a player refuses to show his or her ID, the game can be protested and if upheld, will be declared a forfeit. If the issues can be resolved on the court, the officials should attempt to do so. If the issue is not resolved, a protest must be filed.
- **ii.** Further information regarding protests may be found in section X.

## III. REGISTRATION

Upon deciding to register a team with the City of Oak Ridge, Coaches will need to fill out a registration form and pay the team fees (Checks payable to: City of Oak Ridge). Once this is completed, the League Director will contact you via e-mail with additional information. Please note that no refunds will be issued once a team commitment has been made unless the league does not form.

## IV. SCHEDULES

**A. Regular Season Schedule.** Eight (8) regular season matches consisting of three (3) games each will be scheduled at the discretion of the Recreation and Parks Department. No games will be rescheduled because of individual team conflicts. The only games that will be rescheduled will be those caused by weather or gym conflicts.

**B. Make Up Games**. In the event of inclement weather or a gym conflict, regular season games will be rescheduled as soon as possible and passed along to the Coaches and to social media. Excessive postponements may be canceled by the League office.

**C. League Information**. All league info including postponed games, standings, and schedules may be found on our website or on social media @ORRecSports.

**D. League Champion.** League Champions will be determined by the end of season tournament. Regular season play will determine tournament seeding. Please see Section X for seeding information.

## V. FREE AGENCY

**Registration.** Individual players looking to play, but not having a team may sign up as a free agent. Small groups are also welcome. Free agents have a custom Roster Form they will need to sign. If enough free agents sign up to make a team of their own, a Coach will be appointed and fees will need to be collected.

**Acquisition**. Free agents are eligible for acquisition by teams in their assigned division at any point during the season. Once a free agent has been acquired by a team, they become a member of that team for the remainder of the season and will be removed from the free agency list. They are thereafter ineligible to be acquired by another team in that particular league. Free agents are added to teams strictly on a first-come first-served basis and must still be at three games to be eligible for the end of season tournament.

**To acquire a free agent, coaches must** contact Recreation and Parks Department to obtain information on any available free agents.

## VI. LEAGUE RULES

**A.** Leagues will be governed by the playing rules of the current USAV Volleyball Guide. Exception: Local league rules will supersede USAV.

**B.** Match time is forfeit time. A 10-minute grace period will be given for the second game. If the second game is also forfeited, an additional 10-minute grace period will be given for the third/final game. Only the first match of the evening will be given a 5 minute grace period before the game is called a forfeit. If four eligible players (two must be women) are available at game time, the game must start on time. If neither team meets this requirement at game time, the game will be ruled a double forfeit with both teams receiving a score of 0 on the scoresheet.

**C. Warm-up period**. Teams will be allowed a 5 minute warm up at the start of each match.

**D. Gameplay.** A team may start with four or five players. At least two players must always be female, regardless of the number of players on the court. The 5th and 6th players may be added (or dropped, without penalty) at any time during play. Teams may consist of all women.

**E.** Each team will be allowed 2 time-outs per game.

**F.** Games will be played to 25 points with rally scoring. All games must be won by two points.

**G. Serving**. Each service must be authorized by the referee's whistle.

**H.** Net serves will be allowed. The ball may touch the net when crossing.

**I.** Players must be on the court at the time of the serve. The yellow lines serve as Volleyball lines.

**J.** At the moment the ball is contacted by the server, each team must be completely within its own teams court (except the server).

**K.** At the moment of the service hit or take off for a jump serve, the server must be completely in the service zone and not touching the court (end lines included).

**L.** The service zone is the area behind and excluding the end lines (29'6" wide). The zone extends back to the wall/bleachers.

**M.** Back line players may attempt an attack-hit but must be behind the front zone line (10' line) before take-off.

**N.** A receiving player may not spike or block a serve. It is a fault, during the reception of service, to make a double contact using an overhand finger action. The ball may not be caught and/or thrown.

**O.** A block contact is not counted as a team hit.

**P.** Back row players may not block.

**Q.** Players may touch the post, ropes, or any other object outside of the antennae, including the net itself, provided that it does not interfere with play.

R. The ball may touch any part of the body but cannot be kicked by the foot.

**S. Service Tossing error Rule.** Only one toss or release of the ball will be allowed. There will be no re-serves.

**T. Rotation**. When the receiving team has gained the right to serve, its players must rotate one position clockwise. This includes the first serve in the game for the receiving team.

**U.** Teams will switch courts between games. Players must stay in the same rotation and position when switching during the third game.

**V. Out of play.** The ball is considered out of play when it contacts an object outside the court. It is also out of play if it passes outside the antenna or if it touches the antenna, rope, posts or supporting apparatus. A ball is out of play if it hits the ceiling and crosses the net. It is still playable if it hits the ceiling and comes back down on the same side, if before the third hit.

**W. Substitutions.** There will be no limit on the number of substitutions. However, substitutions must follow standard USAV rules.

**X. Uniforms.** Uniforms are not required, but non-marking shoes must be worn at all times.

## VII. UNSPORTSMANLIKE CONDUCT

**A.** Before, during, and after game play, players are expected to be respectful of other participants (including family/children that come to watch). Unsportsmanlike conduct will not be tolerated. Any official or the league supervisor may issue such warning. Any player that receives two warnings for unsportsmanlike conduct during a single game will be ejected for the remainder of the current game and the next scheduled game. Any team that receives three warnings for unsportsmanlike conduct during a single game will forfeit the current game. Any team forfeiting two games during the regular season due to unsportsmanlike conduct will be excluded from the end of the season tournament. Unsportsmanlike Conduct is defined as, but is not limited to:

- **i. Cursing**. No person shall use vulgar, profane or indecent language on any public place or in any public hall, club, restaurant or other place open to the public. (1969 Code, § 17-14)

ii. **Throwing equipment**. A player must refrain from showing emotion by throwing/spiking equipment. This includes any equipment used or worn during competition. This could be a safety issue and will be classified as unsportsmanlike conduct.

iii. **Disrespectful comments**. Disrespectful or offensive words toward another player, a person in the stands, an official, or any other staff member will be considered unsportsmanlike conduct. (This will exclude friendly banter among teammates.)

iv. Any other action that may be deemed unsportsmanlike by an official.

**B.** Players, managers, coaches, etc., who are guilty of unsportsmanlike conduct will incur the following:

i. Ejection from the remainder of the current match plus the next scheduled match.

ii. A second ejection during the season will result in an automatic suspension of four (4) matches up to a maximum of twelve (12) months' suspension.

iii. Game suspensions will carry over from one season to the next, if necessary.

iv. Any participant ejected must leave the premises within five (5) minutes. The premises includes the court, parking lot, and at least 100 feet from the facility. Failure to comply will result in a forfeit of the players' team and if necessary, the police will be notified.

v. Any verbal or physical abuse of an official or player is an automatic year suspension from all Department facilities, including the Civic Center, Library, Municipal Pool, Scarboro Community Center, and all City Parks.

vi. Any person receiving a suspension has the right to appeal, in writing, within a forty-eight (48) hour period. Appeals are to be directed to the athletic office with the Department.

## VIII. PROTESTS

A. When making a protest, you must notify the official before the next service. A written protest will be submitted to the Athletic Office of the Department by 5:00 p.m. of the next working day after a protested game. A $25 protest fee must accompany the written protest. No protest money will be necessary in tournament play.

B. For regular season games, the Department will make a decision in writing within five business days after receiving a protest.

C. In all tournaments sponsored by the Department, the protest must be resolved prior to the start of the first game.

D. The only type of protest that may be filed is a rule interpretation. REFEREE'S JUDGMENT DECISION CANNOT BE PROTESTED.

E. The Athletics Department will handle all requests.

## IX. FORFEITS

A. **Causes.** In the event teams are unable to get enough players to the court at scheduled game time, the opposing team will win by forfeit. In addition, other forfeits may occur if a(n)

i. ejected player refuses to leave the property within five (5) minutes.

ii. team is found to be playing with an ineligible player after game play has begun. The offending player AND the Coach of the offending team will be ejected and suspended for one week from all play in leagues and tournaments organized by the Department.

B. **Forfeit Penalty.** If the Coach is aware prior to game time that he or she may not have enough, the Department requests notification either by e-mail or phone, so that the other team may be notified. In the event there is a forfeit, the game score will be 7-0 with no prior notice or 7-3 if the Coach informs the Department 24-hours prior to game time.

C. **Tournament Stipulation.** Any team that forfeits nine (9) games during the season will not be invited to participate in the League tournament. Games forfeited on make-up dates will count against teams in regard to tournament participation. This will NOT include games postponed AFTER game 7. The Department will provide plenty of notice for postponed games where applicable.

## X. TOURNAMENT

A. **Seeding.** Tournament seeding will be determined by win-loss record and the bracket will be determined by the number of teams. Single elimination format. In the event of a tie, seed will be determined by:
    i. **Two teams**
        1. Head-to-head record
        2. Head-to-head score
        3. Total points against for season
    ii. **Three or more teams** (all teams played each other equal amount of times)
        1. Head-to-head record (amongst all tied teams)
        2. Head-to-head score (amongst all tied teams)
        3. Total points against for season
    iii. **Three or more teams** (where team has less head-to-head games than the others)
        1. Total points against for season
        2. Total points scored for season
        3. If two teams are still tied, revert back to X(a)(i)

B. **Brackets.** Tournaments will be single elimination (best of 3 games) and brackets will be available via the league website within two weeks of the tournament.

C. **Court Rotation.** Teams will continue to switch courts between games, but will also switch sides after the 13th point of the third game in tournament play.

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