

Adult Sports Volleyball

Playing by the Rules

Parks, Recreation & Libraries
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League Standings and Player
information website:
www.rosevillesports.com

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General League Information

ELIGIBILITY & ROSTER REQUIREMENTS

- A. A player may only be signed on one roster and play on one team in the same league on the same night.
- B. Players must have a legal picture ID in their possession at each game. Roseville staff and officials reserve the right to conduct random ID checks.
- C. Rosters are “frozen” after Week 5 of the season. Signatures can still be added until final game but must be done before the player participates in a game.
- D. Minimum age for participants is 18 years old (17 ok with parent signature on roster)

PROTEST & ILLEGAL PLAYERS

- A. The manager or acting team captain is the only member of a team allowed to protest.
- B. To be accepted, the protest must be made immediately following the official’s or league’s interpretation of a rule followed up by the submission of the completed protest form and \$50 non-refundable protest fee.
- C. An illegal player may be challenged anytime during a game, before the conclusion, however, it is recommended the protest be made when the player is discovered participating in the game. All protests must be made with the official by a team manager.
- D. Protests must be made prior to the end of a game.

LEAGUE STANDINGS AND RAINOUT PROCEDURES

- A. Standings – League standings (wins/loses) will be posted every Wednesday morning by 12pm. Standings will be posted at URL - www.rosevillesports.com . Standings will only be announced via this site.

LEAGUE REGISTRATION POLICY & PROCEDURES

- A. Full league fees are due at the time of registration.
- B. Discount opportunities:
 - a. Only one (1) first place championship coupon will be honored per league per season. First place coupons cannot be combined.
 - b. Teams winning two league championships in a row may be required to move up a division. Under the League Director’s discretion, a team may be required to move up after one complete season. Conversely, a team may be required to move down a level. We will only move a team up or down, if need be, if there is a league to move up or down to on the same night of registered play.

REFUND POLICY

- A. A team withdrawing prior to schedules being published (Dates are listed on registration packets) on RosevilleSports.com Website will receive a refund.

- B. Teams withdrawing after published schedules (Dates are listed at www.rosevillesports.com) will not receive any refund for league fees paid.
- C. No refunds will be granted for no-shows or team forfeits during the season.

MAKE UP GAMES

- A. Make up games will typically be re-scheduled at the end of the season before playoffs. Make up games could be played on different nights, times and/ or location due to scheduling conflicts.
- B. Games will be subject for make up in the case of lockouts, rainouts, blackouts, protests and other reasons under the discretion of the League Director. The City of Roseville reserves the right to not reschedule games or refund money.

CHAMPIONSHIP COUPON

- A. League Championship Coupons (LCC) will be awarded to the team(s) who wins their league. League Championship Coupons can only be used for following:
 - a. \$75.00 is awarded league winners in Volleyball.
 - b. League coupon expires one year of issuance and has no cash value and cannot be combined with other coupons.

TEAM MANAGERS

Managers are responsible for their team.

- A. All managers are required to review league information including:
 - a. Manager Meeting
 - b. Code of Conduct
 - c. Volleyball Rules
- B. Managers are required to sign and submit Manager Acknowledgement form before the first scheduled game.
- C. If a player is ejected from a game, the team manager may receive immediate ejection as well.
- D. Following ejection the League Director will then evaluate ejections and defer to the Code of Conduct rules for follow-up probations, suspensions, or permanent dismissal from Roseville Adult Sports Programs.

City of Roseville Adult Sports Rules

ROSTER

- A. Each roster must consist of 6-12 players.
- B. Leagues with playoffs, players must be on the roster, have signed the roster and have picture ID at the time of playoffs to be eligible to play. No Exceptions.
- C. Players may be added to the team roster up through Week 5 of the season. After Week 5, the rosters are frozen.

GAME TIME

- A. Game time is forfeit time. Exception: Only the first game of the evening will be given a 5-minute grace period and the game clock will start at the scheduled game time. Every 5-minutes after the grace period has expired another game is forfeited until all three games become forfeits.
- B. In the event of the first game starting late due to unforeseen gym conflicts upon arrival, the games will start as soon as possible. All games will be played in their entirety. If the first game starts later than expected the last game may be postponed until a further date is chosen.
- C. A team must have four to start. In Coed leagues, at least 50% of the players must be female at all times (see Playing Rules; Letter C for the addendum). Any team dropping below four due to ejection must forfeit.

FORFEITS

- A. Two forfeits will result in non-participation in the playoffs and possible suspension of registration for future leagues.
- B. A forfeit match will count as 3.5 losses in the standings.

PLAYOFFS

- A. A team forfeiting two matches during the season will not be considered for the playoffs.
- B. All players must be on the team roster and have a picture ID present on playoff game day. No ID, not on the roster, no play.
- C. The playoff games will play the same scoring and time format as the regular season. The Championship game will play three games to 25, no time limit. In the event the same team wins the first two games, the third game may not be played.
- D. The top playoff teams will be decided by the following in order: (if applicable)
 - a. Overall record
 - b. Head to head amongst tied teams
 - c. If more than two teams tied for the same spot, overall record amongst the tied teams.
 - d. Least points allowed in all matches.

GYM GROUND RULES

- A. **Players must contact the ball before contacting the wall, otherwise the ball is out of play. Players may not boost or kick off the wall before touching a ball headed for the wall.**
- B. While playing on the two side courts, the ball is considered in play until a player makes contact with the adjacent court.
- C. Any ball hitting the ceiling, ducts, walls or basketball hoops on their own side and coming down on their own side is playable; however, if the ball hits anything on the ceiling and goes over to the other side it will be out.

PLAYER FOULS

- A. If a player receives a yellow card, the other team will get the serve and receive a point. Two yellow cards by the same player in a match, the player will be assessed a red card, ejected from the match and suspended for the next match.
- B. A red card will result in immediate ejection from the game and suspension from the following game. Players who are ejected will be subject to the players "Code of Conduct."

PLAYING RULES

- A. USA Volleyball rules and Code of Conduct govern play, with the following exceptions listed.
- B. Each match consists of three (3) games to 25 rally score; win by two, cap of 27. The first two games will be played in their entirety. If the third game starts 40 minutes after the start of the match, the third game will rally score to 15, cap of 17.
- C. **Coed leagues, a minimum of 50% of the playing field must be female. For a team with 5 players, you must have at least 2 women. For a team with 4 or 6 players, must follow the 50% rule, no exceptions.**
- D. Teams must rotate on side out before service. Substitutions must be made, as the server rotates out or for one player position, not both ways.
- E. Teams consisting of only four players are required to rotate servers, but not rotate positions. **Servers from the front row will be allowed to return to a front row hitting position after the serve.**
- F. Serving order must alternate between genders.
- G. A maximum of two tosses will be allowed, if a player tosses a bad ball they must let it touch the ground prior to touching the ball. Any contact with the ball while in the air even if it is an attempt to catch will be considered a serve.
- H. One 30-second timeout per game is allowed; at 24-24 score one (1) additional timeout may be awarded.
- I. **Doubles are allowed on every first ball over the net if it is an attempt to set the serve. If a ball is fumbled through the hands or comes to a point of rest during the return it is a lift.**
- J. Serves that contact the net and continue over (let serve) are still in play.
- K. If a ball is played by a team more than one hit before it is returned to the opponent, one of the touches must be by a female. Block does not count as a touch.

L. Coed inter-change is allowed. Back row male may block if there are 2 females in the front row and can only block male players and cannot attack. Otherwise, only front row players may attack.

M. Foot digs are allowed (in all leagues).