<u>City of Clovis Recreation</u> Adult Co-ed Volleyball Recreation League Rules

Teams and Players

- 1. Each team must consist of a minimum of 6 and no more than 12 players.
- 2. All players are expected to arrive at least **10 minutes prior** to their scheduled game time.
- The team must always have at least 4 players on the court to prevent a forfeit.
- 4. **Two females** are required to be on the court **at all times**. If you have less than 6 players present: **4** players present, only **one** female must be on the court; **5** total players present, **two** females must be on the court.
- 5. A **5-minute grace period** is allowed following the scheduled game start time. If a team is not ready by then, the **first set is forfeited**. If the team is not present by **10 minutes past** the start time, the **entire match is forfeited**.
- 6. If a team needs to use the **5 min grace period**, the opposing team will be **awarded 5 points** to start the game.
- 7. Each team will be responsible for having one team member act as **captain** for each game.
- 8. Any **issues or disputes during a game** should be **reported to the gym monitor** immediately.
- 9. Player additions or roster changes are permitted through **Week 4** of the regular season.
- 10. Injured players who will not return may be replaced up until the **start of the final** regular season game.
- 11. All players must **check in with the gym monitor** prior to participating in a match. Failure to do so will result in a **3-point penalty** awarded to the opposing team.
- 12. Nets will be set to men's height (7'11 5/8" ft). There will be two Ladies' Nights with the net set at women's height (7'4 1/8" ft).
- 13. If you have six players present, then **all six must play**. You cannot only play four or five players if you have a full six present, unless you are missing the required minimum for males and female participants.
- 14. If your team contacts the ball more than once (after the block) to send it over the net, a female must contact the ball.

Player Participation Guidelines

- 1. A player may participate in no more than two teams throughout the season.
- 2. To be eligible for the playoffs, you must have participated in at least three of the seven weeks of the regular season. Competing consists of participating on the court for one set of one match for each specific team.
- 3. During playoff week, a player may **only compete with one team**. No switching between teams is permitted once eliminated.

Match Format and Gameplay

- 1. All games are two sets to **21** points, **cap at 25**. The third set, if necessary, goes to **15** points, **cap at 17**. No cap during playoffs.
- 2. Games will last no longer than **40 minutes**. If the game is not over at the end of the 40 minute timer, **whoever is ahead at that time wins the match**. In the case of a **tie game**, **one more play will determine the winner**.
- 3. The match will begin with the **home team** starting with **serve**. **Roshambo** between the team captains for choice of serve or receive in case of a **third game**. Loser chooses which side of the court they would like to play on.
- 4. Call your own faults (double, lift, foot fault, net, under, etc). Keep the game clean and play with integrity.
- 5. Unlimited substitutions.
- 6. Players will have 10 seconds to serve when the other team is ready to receive. No stalling! This goes for the receiving side as well. Get ready for the next play!
- 7. There will be no referees. **The honor system is in effect**. Call your own team's faults, (net, double, lift, under, over, foot fault, etc.).
- 8. At the end of each match the winner's captain will report to the gym supervisor with the scores for each game.
- 9. Regarding the double contact call: It is not about how bad the ball is spinning, rather how the hands look while contacting the ball. If the hands are not at a similar height after the push, then it is most likely a double contact.
- 10. Regarding the Under Rule: It is only an "under" violation when your action interferes with the play of the other side or is considered dangerous.

Timeouts

- 1. Each team will get one timeout per set. **Timeouts are not to be used to stall for time.**
- 2. Each timeout must not exceed 30 seconds.

Player Conduct and Sportsmanship

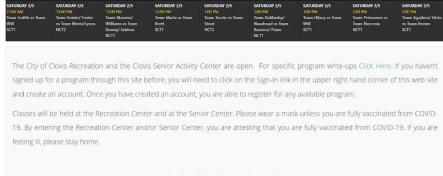
- 1. The gym supervisor reserves the right to **terminate a match** due to misconduct. In such cases, the offending team will receive a loss. If both teams are at fault, both will be issued a loss.
- Any player displaying unsportsmanlike behavior—including disrespect toward staff, opponents, volunteers, or spectators—may be ejected at the discretion of the gym supervisor.
- 3. If an ejected player refuses to leave the facility, their team will forfeit the match.
- 4. Threats or physical/verbal abuse toward staff or players will result in immediate suspension or banishment without a refund.
- 5. A player who is **ejected from two matches** will be **dismissed from the league** with no refund and may be **banned from attending as a spectator.**

Playoff Rules

- Teams will be seeded for the playoffs based on their league record. The #1
 Tiebreaker shall be head-to-head record. The #2 tiebreaker shall be total
 season point difference. The #3 tiebreaker shall be total points scored. The
 #4 tiebreaker shall be total points against. The final tiebreaker shall be a coin
 flip.
- 2. Home team starts with serve, away team chooses side.
- 3. Set point caps are removed for playoffs.
- 4. All league rules still apply unless otherwise noted.

The City of Clovis Recreation uses an online site to host all its adult sport scores and schedules. The website is www.cityofclovisrecreation.com. On the site, you will find all information about your current league as well as information about upcoming leagues.





It is a goal of Clovis Recreation to promote a safe and responsible environment in which to play. If have any questions regarding the rules and times of games please call Clovis Recreation at 559-324- 2780.