<u>City of Clovis Recreation</u> Adult Men's Volleyball Recreation League Rules

Teams and Player Eligibility

- 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.
- 3. A minimum of **4 players** must be present on the court **at all times** to avoid a forfeit.
- 4. 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**.
- 5. If the grace period is utilized, the opposing team will begin the first set with 5 points.
- 6. Each team must designate a **team captain** for each match.
- 7. Any issues or disputes during a game should be reported to the gym monitor immediately.
- 8. Player additions or roster changes are permitted through **Week 4** of the regular season.
- 9. Injured players who will not return may be replaced up until the **start of the final** regular season game.
- 10. 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.
- 11. Net height will be set at the official men's regulation of 7 feet 11 5/8 inches.
- 12. If a team has six eligible players present, all six must participate in the game.

Player Participation Guidelines

- 1. A player may participate in no more than two teams throughout the season.
- To be eligible for the playoffs, you must have participated in at least three of the seven weeks of the regular season for the specific team. 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**. Switching between teams is not 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 have a maximum duration of **40 minutes**. If time expires before the match concludes, the team with the highest score wins. If tied, **one final play** will determine the winner.
- 3. The match will begin with the **home team** starting with **serve**. Away team chooses which side of the court they would like to play on first. Teams switch sides for each set change.

- 4. Call your own faults (double contacts, lifts, foot faults, net violations, under, etc). Keep the game clean and play with integrity.
- 5. Unlimited substitutions are permitted.
- 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 the scores** for each set to the gym supervisor.
- 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.** If it is considered to be a purposeful stall, a delay of game may be called and the other team awarded 3 points.
- 2. Each timeout must not exceed 30 seconds.

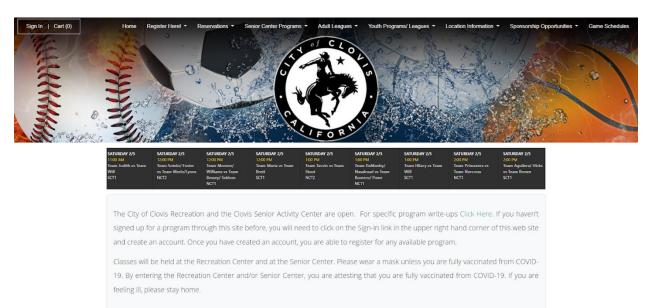
Player Conduct and Sportsmanship

- 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.
- 2. 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

- 1. 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 and time limit 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.