

# WATERING HOLE VOLLEYBALL RULES

## **1. SPONSOR FEE:**

\$35.00 per team

## **2. COURT FEE:**

\$20.00 per match, regardless of the number of players participating.

## **3. FORFEITS:**

If a team forfeits a match in any given season, the team must pay a \$20.00 forfeit fee.

## **4. AGE REQUIREMENTS:**

Players should be 18 years of age or older. Any player under 18 must be accompanied by his/her legal guardian or obtain prior consent from the volleyball director to participate.

## **5. INJURY WAIVER:**

All players, including subs, are required to sign an injury waiver before participation. It is the responsibility of the team captain to be sure all players comply. The captain's signature on the waiver indicates his/her agreement to this responsibility. Final decision as to the legality of all players and to their right to participate lies with the volleyball director.

## **6. CONDUCT:**

Excessive verbal abuse and/or poor sportsmanship on the court or toward the opposing team, spectators or referee may result in point/side out or expulsion from the match, with possible suspension from future league play. Anyone refusing to leave the court area within 60 seconds of being requested to do so, will be subject to team forfeiture of the match along with player suspension.

## **7. INJURY:**

No blood on the court is allowed. If there is a sign of any open cut, the player must leave the court immediately to cover all exposed open wounds and wash away any visible blood. Play will continue. The player may re-enter in the same position when ready.

## **8. CARRY- INS:**

Under state and local ordinances, carry-in beverages and food of any type will not be permitted on the premises.

## **9. UNDERAGE DRINKING:**

Underage drinkers will be subject to suspension and possible expulsion from league play and legal action will be taken.

## **10. CHAMPIONSHIPS:**

Total number of game wins will decide the championship in each division. In the event of a tie, the following criteria (in this order) will be used to determine the winner: head-to-head competition during the season, total points scored in head-to-head competition and best 2 out of 3 play-off match.

## **11. RULES:**

Other than our own “house rules,” all volleyball games will be governed under the rules of the National Federation of High School Volleyball.

## **12. HOUSE RULES:**

**SERVE:** One foot will be allowed in the court during the serve. Using the cement for serve approach is allowed. Only underhand serves are allowed in Division 3 play.

**NET:** A player may cross approximately ½ of his/her body under the net but may not interfere with the opposing team. The play will be whistled dead if the player makes contact with an opposing player or causes an opposing player to alter his/her course of play on the ball. A player on either side of the net may have a foot over the imaginary center line directly under the net unless contact is made. The call and final decision rests with the referee.

**GAME SUBSTITUTIONS:** If a team has more than 6 players, they have 2 options for rotating in players. Players may rotate in on a side out, before the serve, one position to the left of the server. The other option is for 1 player to rotate in for a specific player, with a maximum of substitutions at 3 per game. Late arriving players may enter at any dead ball, provided that there are less than 6 players on the court at the time and that the entering player assumes the position that is directly to the left of the server. A player leaving temporarily due to injury or for bathroom usage may come back into the game in the same position as he/she left from.

**SCORING:** Games 1 and 2 will be played to 15 points, with a cap of 17 points. If the first 2 games are completed in less than 30 minutes from the start of game 1, game 3 will be played to 15 points, capped at 15 points. If the first 2 games are completed between 30 and 35 minutes, from the start of game 1, game 3 will be played to 11 points, with a cap of 13 points. If the first 2 games take longer than 35 minutes to complete, game 3 will be played under the rally (quick point) scoring method, with the cap at 15 points. Games must be won by a minimum of 2 points unless the game is played to a cap, whereas the cap is the final point played. The final game on all nights will be played to 15, regular scoring.

**LATE ARRIVAL:** If a team does not have enough legal players at the scheduled start time, a grace period of 5 minutes from the scheduled start time will be given before the first game is forfeited. After 10 minutes the second game will be forfeited, with the match being forfeited after 15 minutes. Lateness due to the weather conditions and/or other emergencies will be given consideration. Final determination will rest with the volleyball director on duty.

**DEAD BALL AREAS:** Any ball played on concrete/tile or any ball played where the player’s momentum carries him/her onto the concrete/tile constitutes a dead ball. All side nets and walls are dead ball areas. Players in control are allowed to move side nets with their hands for that same player to hit or bump the ball. However, if the player throws him or herself into the side net in order to play the ball or for a teammate to play the ball, the ball will be whistled dead. Final determination lies with the referee. Balls are considered dead if they hit objects or the ceiling above the bleachers and rebounding back onto the court or hit objects attached to walls. Balls hitting objects attached to the ceiling are alive. Balls hitting the ceiling/objects on the ceiling and rebounding onto the offensive side are alive and in play. If the ball rebounds onto the defensive side, it is dead and point/side out is awarded. A ball or person hitting the net poles results in a dead ball. A player may touch the referee stand in the course of play but may not use a stand to play from.

**TIMEOUTS:** One 30 second timeout is allowed per game per team. One minute is allowed between games of a match.

**COED TEAMS:** In coed leagues, any line-up of male/female is allowed. There will be a maximum of 2 men on the court when there is only 1 woman and a maximum of 3 men when there are 2 women. If there are 3 hits on a volley on one side, one must have been made by a woman. 2 men can hit the ball over on a volley. If a man and a woman hit the ball simultaneously, it will count as a female hit.

**SUBSTITUTIONS:** No player may substitute on another team in the same division during the season. Only 1 player on an upper division team will be allowed to play on a lower division team on the same night unless the player/team has obtained prior permission from the volleyball director to do so. Failure to comply will result in forfeiture for all teams involved. An upper division player who does sub on a lower division team may not sub on any other team on that night for the rest of the season. **THE IDEA IS NO ROVING SUBS!!!!!!**

### **13. RESCHEDULING:**

Rescheduling of a match is permissible with 48 hour notice and approval of the volleyball director. Any deviation from the rule will be approved only in cases of an emergency.

### **14. DIVISIONAL RULES:**

**DIVISION 3 – Recreational league.** Do not have to bump hard hits. Slapping the ball is allowed, but throwing will be called. Double fist hits and slaps are allowed. Underhand slaps are allowed but underhanded catches and lifts will be called. Only underhand serves will be allowed.

**DIVISION 2B –** Do not have to bump a lob serve but it must be controlled. Finger sets must be upward/forward with more spin being allowed than division 2. Throws and pushes will be called. Some back-set finger rolls will be allowed-not to be excessive. Any hard hit must be bumped

**DIVISION 2 –** Do not have to bump a lob serve but it must be controlled. Finger sets must be upward/forward with some spin being allowed. Back set finger rolls must be minimal. No open handed-underhanded motion to attack or move the ball allowed when contacting the underside of the ball. There must be no stoppage in hands.

**DIVISION 2A –** National Federation rules with some exceptions. No let serves. Rally scoring only on third game if necessary. There must be very little spinning on finger sets in this division. No touching of net during play.

**DIVISION 1 –** Same as 2A, except there should be virtually no spin on finger sets in this division.

**COED QUADS –** In addition to the leagues own rules, scoring will be rally scoring to 25 points for the 1<sup>st</sup> 2 games and rally scoring to 15 points in the 3<sup>rd</sup> game (unless it's the 10:00 match).