



## ADULT VOLLEYBALL LEAGUE RULES

All matches will be played under current USAV Rules, except as modified by the following Bellevue Parks & Community Services **Adult Volleyball** League rules.

### Inclement Weather

*As a general rule if the Bellevue School District is closed due to a weather event Parks classes & programs will be cancelled but facilities may remain open for activities at a modified level. Bellevue School District hotline (425) 456-4111. For full details & community center contact information check <http://www.bellevuewa.gov/parks-community-services.htm>.*

*Adult Leagues - if the status changes for same day games (425) 452-4479 will have an updated message: After 3:00pm for the evening games; After 1:00pm for games before 5:00pm.*

### I. REGULATIONS

1. Games will begin promptly at scheduled times.
  - a. Forfeiture of the first set will occur ten minutes after the designated game time. The second set will be forfeited fifteen minutes after the designated game time, twenty minutes following game time the third set will be forfeited, thus the match will be officially called.
  - b. A set may not be started with less than five players (4 for women's) on either side.
  - c. If a team forfeits matches during a season, that team is still expected to show up for additional matches in the current season. If a team will not be able to field players for additional matches, please contact the League Administrator. Teams that forfeit three matches will be dropped from the current season and may not sign up for any succeeding seasons. There will be no refunds given.
2. Six players shall make up a team. Players must be at least 18 years of age. There are no players on multiple teams within the same division/league.
3. A team roster shall be turned in to the Bellevue Parks/Athletics Office at the time of registration.
  - a. Twelve players **maximum** will be allowed on each team roster
  - b. Team rosters will be officially frozen after the third league match. Additions to the roster after this match must be granted by the League Administrator.
  - c. Players must sign the roster/liability form before participating.
4. All teams are required to officiate league matches. Teams will be assigned officiating duties on the league schedule. Each team must provide 2 officials per assignment. The officials must arrive on time, and have a whistle. Failure to do so will result in **penalties up to** four losses for the assigned officiating team.
  - a. Officials are responsible for keeping accurate records of the set scores.
  - b. Teams that fail to provide officials for two or more of their scheduled matches may be restricted from signing up for additional seasons.

5. **Current** regulation U.S.A.V. Rules will prevail with the exception of League rules.  
<http://usavolleyball.org/resources/officials-rules/domestic-competition-regulations>
  - a. ***The League Administrator reserves the right to modify rules as deemed necessary for league play and safety.***
6. Protests – A set may not be protested on a judgement call by the official. Rule clarification calls are the only means of protest. All protests must be handed in to the **League Administrator** within 48 hours following the set, in writing along with a \$25.00 deposit.
  - a. Protests will be reviewed by the **League Office** for a decision.
  - b. Ruling in favor of the protest shall have the deposit refunded.
7. Alcohol is not permitted at any games. Players who are believed to be intoxicated will be asked to leave the gym. Continued alcohol use prior to, during, or following play will result in the team's ejection from the league.
8. No dunking or hanging on basketball rims. This will result in automatic forfeiture of the match. The violating team will receive 5 losses.
  - a. ***Any damage must be reimbursed by the player/team.***
9. Team managers are responsible for the conduct of their team members & spectators.

## II. PLAYING RULES

1. The Players
  - a. The Players will be responsible for knowing the rules and calling their own faults.
  - b. A team may rotate in players if it is done in an orderly manner, and only when the ball is dead.
  - c. The rotation order may be changed between sets.
  - d. No Libero player(s).
2. Rules of Play
  - a. Starting service and sides are to be determined by a coin toss or "even-odd" win.
    - (1) "Time Out" may be granted by the referee only when the ball is dead.
    - (2) Each team may take two "Time Outs" per set, each limited to 30 seconds. No "Time Outs" will be allowed within the last 5 minutes of the match.
    - (3) An "overlap" is any player out of proper rotation order as play is started.
  - b. Ceiling Balls
    - (1) Are playable if team has hits left on the ball.
    - (2) Are dead when ball passes over the net after contacting the ceiling.
    - (3) A ball hitting any part of the basketball fixture or other foreign objects above the court will be replayed.
  - c. Length of Match and Scoring
    - (1) Each match will end one hour and twenty minutes **(55 minutes for Womens)** from the scheduled starting time.

- (2) **10 minutes is allowed for warmup for the next match. Courtesy is to not warmup on the sidelines while a game is playing.**
  - (3) A set is played to 25 points, rally scoring, 1<sup>st</sup> team to 25 points winning. The last set, if not completed, will count only if the winning team is ahead by 2 points after 8 points.
  - (4) The total sets per match that will count toward league standings will be a maximum of 4 sets (**3 sets for Womens**). A forfeited match will count as 4 sets (**3 sets for Womens**) to the winning team
  - (5) The league standings will be based on the percentage of sets won out of the total sets played. In the event of identical records, the tie-breaker will be based on head-to-head matches, win-loss, then point differential. A forfeit automatically eliminates the forfeiting team.
- d. Striking the Ball During the Game
- (1) The ball may be struck by any part of the body.
  - (2) A player who touches the ball, or is touched by it, is considered to have played the ball.
  - (3) When a ball rests momentarily between the hands or arms of a player, it is considered to be held. The ball must be cleanly struck; if it is followed, lifted, pushed, or carried, it shall be considered to be held.
  - (4) Four Hit Rule – The blocking of a spiked ball does not constitute a hit if the player is reaching higher than the top of the net when contact is made. In other words, when a team attempts to block the ball, that team still has the right to three more contacts with the ball.
  - (5) If two opposing players simultaneously strike the ball above the net, the team in the court into which the ball falls has again the right to three hits
- e. Hands Passing Over the Net
- (1) During blocking, the passing of the hands over the net and contacting the ball over the opponent's court, is allowed, provided the opponent contacts the ball first.
- f. Play at the Net
- (1) It is illegal to block or spike a served ball.
- g. Contact with the Net
- (1) It is a fault to contact the net while playing the ball, or contact with the net interferes with play.
- h. Center line
- (1) Touching the opponent's court with feet or hand is permitted provided some part of the penetrating feet or hand remains in contact with or is directly above the center line.
- i. Co-ed Rule
- (1) One back court player may also block when there is only one male player in the front line. When there are two or more male players in the front line, this rule will not apply.

### 3. Derogatory Remarks or Acts

- a. The referee shall have the power to warn, declare side-out, point, or disqualify for the set or match, any player, substitute, coach, or manager who commits, in the referee's opinion, any of the following gross violations of sportsmanship.
  - (1) Persistently address the officials in regard to decisions.
  - (2) Makes derogatory remarks to or about the officials.
  - (3) Commits acts derogatory to the officials or teams tending to influence their decisions or to deceive them.
  - (4) Make personal and derogatory remarks about or to opponents.
  - (6) Any player physically laying a hand on an official or indicating intent to do so will automatically be dropped from the league.
- b. A team refusing to play following the decision of the referee shall forfeit the set.
- c. Each team manager is responsible for the conduct of their players and spectators before, during, and after all games, as well as for picking up their bench area prior to departing the facility.

### III. Miscellaneous

1. New teams are recommended to start in the B league unless you can give proof of the team's ability.
2. The winning team in each division/league is required to advance one league upward to play in the next season. A team may not move down if the team's standing is at least 50%. The team placing last in the league has the option to move to the next league lower for the next season. The *League Administrator* reserves the right to place teams in any league.