



SPRING 2026 ADULT VOLLEYBALL

Registration:

Early:	January 5 th – January 12 th	\$270 per team (8-Game Season) \$330 per team (12-Game Doubleheader Season)
Regular:	January 13 th – February 2 nd	\$280 per team (8-Game Season) \$340 per team (12-Game Doubleheader Season)
Late:	February 3 rd – February 12 th	\$295 per team (8-Game Season) \$355 per team (12-Game Doubleheader Season)

Online Registration: www.teamsideline.com/allen

Walk-In Sites: Don Rodenbaugh Natatorium
Joe Farmer Recreation Center
Allen Parks & Recreation Building
Stephen G. Terrell Recreation Center

Season Begins: Monday, February 23rd, 2026 & Thursday, February 26th, 2026

Observed City Holidays: Easter Weekend (April 3rd – 5th)

Format: 12-game season + single-elimination playoffs (Doubleheader League)
8-game season + single elimination playoffs

Leagues: Monday – Co-Rec A, BB, & B (12-game Doubleheader Leagues)
Thursday – Co-Rec BB & B (8-game season)
Thursday – Competitive & Recreational (12-game Doubleheader Leagues)

For more information, please visit www.teamsideline.com/allen

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Content sections highlighted in yellow denote changes made in league rules, policies, or procedures

LEAGUE REGISTRATION INFORMATION

League registration can be completed in one of the three following ways:

- **Online Registration:** Please click on the "Athletic League Registration" tab located along the top of the webpage, www.teamsideline.com/allen
 - **Returning Customers:** Registration is available 24-hours a day, 7 days a week. Your account should have already been created within the ACTIVE Net system.
 - Use your email on file as your login and click "Forgot Your Password?"
 - **New Customers:** Please click "Create New Account."
 - If you have questions or to receive more information, call the Athletics' staff at one of the following numbers: 214.509.4741, 214.509.4742, or 214.509.4744.
 - **Payments Accepted:** American Express, Discover Card, MasterCard, or Visa.
 - Please check your receipt to ensure that your team was registered for the league that you requested.
 - We will **no longer** be accepting payments **over the phone**. All payments must be made through either ActiveNet or any of the Walk-In Registration locations below.
- **Walk-In Registration:** Please submit your team registration form and league entry fee at the time of registration.
 - Walk-In Registration will be offered at:
 - Don Rodenbaugh Aquatic Center (110 E. Rivercrest, Allen, Texas 75002)
Facility Hours: Mon-Thurs 5AM-9PM, Fri 5AM-8PM, Sat 8AM-6PM, Sun 1PM-6PM
 - Joe Farmer Recreation Center (1201 E. Bethany, Allen, Texas 75002)
Facility Hours: Mon-Thurs 6AM-10PM, Fri 6AM-9PM, Sat 10AM-6PM, Sun 1PM-6PM
 - Allen Parks & Recreation Building (301 Century Parkway, Allen, Texas 75013)
Facility Hours: Mon-Fri 8AM-5PM, Closed on weekends.
 - Stephen G. Terrell Recreation Center (1680 W Exchange Parkway, Allen, Texas 75013)
Facility Hours: Mon- Fri 4AM -10PM, Sat 7AM-7PM, Sun 10AM-6PM
- **Refunds:** No entry fee will be refunded after schedules have been made. No Exceptions.

STAFF CONTACT INFORMATION

Justin Radney

Athletic Supervisor

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Spencer Allen

Recreation Programmer

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Recreation Programmer

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Will McGuire

Recreation Programmer

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*Most days, at least one staff member will be in the office between the hours of 9AM and 6PM on Monday through Friday. Please use the cell phone numbers to contact staff after 6PM.

Rainout Line

469.214.4255 or rainoutline.com/search/dnis/4692144255/. Please sign up for e-mail and text alerts.

IMPORTANT DATES & INFORMATION

Important Dates & Information

- **Roster & Code of Conduct Due Date:** Signed roster and Code of Conduct due prior to your team taking the field for your first game.
- **Roster Additions/Changes:** Monday, March 23rd, 2026.
 - **Penalty:** Rosters not submitted by the deadline will result in a forfeit loss for that game and any subsequent game for which a team roster is not submitted.
- **League Drop-Dead Date:** Saturday, May 9th, 2026
- It will be the responsibility of every coach and player to read and understand the rules, by-laws, and Code of Conduct located within this packet as well as the sanctioning body's rulebook.

Communication

- League Website: www.teamsideline.com/allen
 - Schedules, standings, scores, league details, upcoming registration details, & other pertinent league information will be posted on the website, so everyone should refer to the website. **Note:** Through the website, coaches may opt to receive text message alerts to be notified about schedule changes or e-mails. We highly recommend every coach to do this as it makes communication between administrators and teams much faster and easier.

Rosters

- **Roster Limit:** 12 players.
- **Minimum Age:** All players must be at least fifteen (15) years of age prior to the start of the season. Participants under 18 years of age must obtain a signed parental waiver prior to playing in the City of Allen leagues. High school or college athletes are responsible for determining their eligibility.
- A new roster must be submitted at the start of every season.
- All players must sign the team roster before playing to be considered eligible. Signature will confirm that the provided address is correct as well as that each player has read and agreed to the waiver as well as the Code of Conduct.
- **Rosters must include the following for all players:** full name, jersey number (if applicable), home address, phone number, and signature (confirmation of address, waiver, and Code of Conduct).
- **Photo ID Card:** Every player must be able provide a government photo ID card which includes the player's name, date of birth, and picture. Any player unable to provide a government photo ID will be deemed ineligible to play.
- No individual may play on two teams in the same league on the same night.
 - Violators are subject to forfeiture of any games this player has participated in, at the discretion of the league administrators.
- **Roster Submittal**

- **Online:** Teams may submit their team roster online. Each team member will be required to add themselves to the online team roster by accepting a roster invitation via email sent by the team coach or person who registered the team. Each team member MUST electronically sign off on the waiver portion of the roster submission to be considered eligible for league play. For detailed instructions on the online roster submission process, you may visit <http://vzaar.tv/3438160>, for a short how-to video, refer to the instructions provided in the "Downloads" tab of www.teamsideline.com/allen, or call an athletics staff member for assistance at 214.509.4742.
- **E-Mail:** Submit via e-mail to Justin Radney (Justin.Radney@allentx.gov) Spencer Allen (Spencer.Allen@allentx.gov), Mason Ryden (Mason.Ryden@allentx.gov), Will McGuire (Will.McGuire@allentx.gov)
- Blank roster forms are located under the "Downloads" section on www.teamsideline.com/allen.
- **Roster Transactions**
- Coaches may add or remove players through **Monday, March 23rd, 2026;** however, it is the coaches' responsibility to send any roster revisions to the league administrators and to collect players' signatures.
 - Should extenuating circumstances occur (i.e. injury, player relocation, etc.) that directly hinder a team's ability to participate for a scheduled game, an express written notice may be submitted to the Athletics' Division requesting roster transactions after the deadline. Each request will be taken on a case-by-case basis and will be left to the discretion of the Athletics Supervisor.
 - All roster transactions must be e-mailed into the league coordinator prior to 5:00 pm on the day of the game.
- At any point during the regular season, a team can pick-up a free agent player listed on our website if it is communicated with an Athletics Staff member.
- **Roster Protests**
 - All roster protests must occur before the start of the game or as the player in question enters the field of play.
 - Roster protests will be conducted at the request of the opposing team as it will not be the responsibility of the officials or league administrators to question the eligibility of any players.
 - The league administrators will be responsible for verifying the eligibility of players.
 - **Note:** Protested players must present a government photo ID (full name, date of birth, and photo must be included) to allow the officials to confirm the identity of any players in question. Protested players will not be able to participate if they are unable to present a government photo ID and/or their name is not included on the team roster.
 - **Penalty:** If it is discovered that the player is not rostered, the protested player will not be eligible to participate in the game.

Game Locations

- All league games will be played at the Stephen G. Terrell Recreation Center (STRC).

STRC Policies & Procedures

- Teams may have squirt-type bottles on the bench. Open containers and cups with refreshment **are not permitted** in the gym under STRC.
- No food will be permitted in the gym per STRC policy. This policy is to be enforced for players and/or spectators alike.

- Please be considerate of others by not bouncing any balls in the gym when another game is in progress. Shooting on goals along the sideline is **strictly prohibited**.
- A damp towel may be used for players to step on to provide grip prior to stepping onto the court. Spitting on the court **will not be permitted**.
- Teams are responsible for the conduct of their fans. A team may be warned to control their fans. Upon a second warning, the official may penalize the team with a side-out and point to the opposing team. This rule includes keeping all children seated in the spectator area and off the gym floor during play.
- To assist our Parks staff and personnel, we ask that teams clean up after themselves before exiting the gym.

Season

- The regular season will consist of eight (8) games (single-game league) or twelve (12) games (doubleheader league) and a single-elimination playoff tournament.

Prizes

- Regular season winners receive championship t-shirts. Playoff winners receive a Plucker's wing party and plaque.

LEAGUE FORMAT

The league format is as follows:

Day	League	Competition Level
Monday	Co-Rec	A, BB, & B
Thursday	Co-Rec	Comp., Rec., BB, & B

The BB league is semi-competitive and is geared for players of average to above average skill set. The B league is semi-competitive and is geared for players of average skill set.

LEAGUE SCHEDULES & SPECIAL REQUESTS

All schedules, standings, game results, league information, and communication will be posted on www.teamsideline.com/allen. Please register for text updates and inform all players about the website.

League Schedules

- League administrators will begin formulating league schedules the day after the registration period concludes.
 - Once league schedules have been posted to www.teamsideline.com/allen, league administrators will not reschedule games at the request of any team or coach.
 - **Note:** In the event of multiple rainouts, league administrators reserve the right to schedule games on alternate nights and/or weekends. Teams will be notified at least a week in advance.
- **Special Requests:** At the time of registration, teams will be provided with the opportunity to make special requests. Teams may add special requests prior to the conclusion of the registration period. Any requests made after the registration period has ended will not be given consideration.
 - League administrators cannot guarantee any schedule requests; however, staff will try to accommodate team requests as best as possible.
 - The following special requests will be given consideration:
 - Multiple teams within our leagues on the same night (i.e. a Men's Softball and Co-Rec Softball, Men's Softball and Men's Basketball, etc.),
 - Same team in two separate leagues, or
 - Bye week requests.

- **Note:** Game start time requests will only be considered for non-doubleheader leagues.

LEAGUE BY-LAWS

City Administration Rules

- **Sanctioning Bodies:** The City of Allen Adult Volleyball Leagues are sanctioned by the Texas Amateur Athletic Federation (TAAF). The league will follow TAAF rules and regulations with some exceptions noted in these bylaws.
- Allen Parks & Recreation reserves the ability to make changes to any league-related items throughout the duration of the season. Any changes will be communicated to coaches/managers in advance via e-mail and/or phone.
- Teams and players may play in multiple leagues offered by the City of Allen; however, the City of Allen reserves the right to upgrade a team's league preference, or to deny application to participate in the league, if it is determined to be in the best interest of the leagues. The intent of this rule is to promote balanced competition in each league. A player must be on the roster of only one team per league. Players playing in more than one league do so at their own risk; there are no schedule guarantees.
- **Alcoholic Beverages:** Alcoholic beverages are prohibited within any City of Allen parks or any Allen Independent School District premises. League administrators and/or referees will have the ability to forfeit any game if any players are found to have alcoholic beverages on the premises.
- **Smoking:** Smoking is prohibited in any City of Allen facility or premises.

Players

- Player Requirements
 - In Co-Rec and Women's, teams must start and finish a game with at least four (4) players.
 - In Co-Rec, there must be at least two (2) female players on the court.
- **Acceptable Co-Rec combinations will be:**
 - 2 women and any of the following combinations of men (2 or 3). **Note:** *The Ghost Rule will be in effect when playing short a female player. Please refer to "Ghost Rule" below for further explanation of the rule.*
 - 3 women and any of the following combinations of men (1, 2, or 3),
 - 4 women and any of the following combinations of men (0,1, or 2),
 - 5 women and any of the following combinations of men (0 or 1), or
 - 6 women and 0 men.
 - If a team has 3 women & 3 men, then they will all be required to play.
 - A team shall never have more than 3 men on the court at the same time.
- **Ghost Rule:** This rule will only apply when a team is playing short a female player in Co-Rec play. (i.e. 3 male players and 2 female players).
 - **Two penalties will apply when playing with a ghost player:**
 - On the Ghost's serve, the team forfeits their serve and the opposing team is awarded the serve.
 - When the Ghost is rotated to the front row, the team must play with only two (2) designated front row players.
 - **Note:** No side out point will be awarded to the opposing team in Co-Rec league play for ghost rule violations.

- **Ghost Rule Protests:** Any protest associated with the Ghost Rule must be made prior to the second serve.
 - If a team fails to abide by the Ghost Rule, then the opposing team or official must acknowledge and correct the serve prior to the second serve.
 - If the ruling is corrected before the second serve, then the opposing team will be awarded with the side-out point and serve.
 - If the ruling is corrected after the second serve, then the protest will not be granted, and the player will continue to serve without being penalized with a side-out point or change of serve/possession.

Match Times & Forfeits

- The time limit is fifty (50) minutes.
- **Each team will receive:**
 - One (1) timeout per set. Timeouts will be 30-seconds in length.
- **Forfeit times are as follows for each match:**
 - Set 1: Game time.
 - Set 2: 10 minutes after the start time for the 1st set.
 - Set 3: 15 minutes after the start time for the 1st set.
- If both teams do not have enough players to field a team by game time, then the match will be called as a double forfeit.
- Teams must start and finish a game with at least four (4) players (Please refer to "PLAYERS" section of packet for required player specifications).
- **Forfeit:** A forfeit will be scored a 3-0 win in favor of the team not at fault.
- **Forfeit Penalties:**
 - **1st offense:** Written Warning and a \$25 forfeit fee will be assessed to teams who fail to show for their scheduled game time or who fail to notify the Athletics' Division by 4:00 PM on the day of their game. The fee must be paid at least one (1) day prior to the team's next scheduled game. Failure to pay will result in the penalty outlined with the 2nd offense below.
 - **2nd offense:** Team is suspended for the remainder of the season. In doubleheader leagues, teams must miss at least two (2) games in two (2) different weeks.
- If a team is suspended, a revised schedule may be generated for the remainder of the season.
- Any games played which involve a suspended team will be considered forfeit wins for their opponent.
- Any future games scheduled to be played which involve a suspended team will be considered forfeit wins for their opponents unless a revised schedule is created.
- As a courtesy to all involved, coaches should contact the Parks & Recreation Department representative member, by 4:00PM on the day of your game, if it is known that you cannot field a team for a game.

Game Balls

- All teams must furnish a regulation size, properly inflated ball (Baden, Molten, or Tachikara indoor volleyballs are highly recommended). All balls must be 65-67 cm (25.6" to 26.4") and their weight must be 9-10 ounces. The game ball will be provided by the home team & agreed on by each coach prior to game time. The referee has the final decision. It is the home team's responsibility to get their ball back from the officials at the end of the game.

Nets

- Prior to the start of the first match, the nets will be hung by the teams along with the assistance of the referees and/or Allen Parks & Recreation staff.
- **The net heights for the leagues are as follows:**

- Co-Rec: 7'11 5/8"
- Women's: 7'4 1/8"
- After the conclusion of the last match, the nets will be removed from posts by the teams along with the assistance of the referees.

Coin Toss

- A coin toss before the first game of each match will determine which team serves first. The winner of the coin toss serves first during the first and third games.

Scoring

- **The match will consist of:**
 - The first two sets will play to 23 points and must win by at least 2 points; however, there will be a 25-point cap placed on the first two sets.
 - The third set will play to 15 and must win by at least two points with a cap of 17 points.
 - If the final set is tied with no remaining time left, the set will be played until the next point is scored to determine the winner.
 - **Exception:** In tournament/playoff play, the third set will only be played, if necessary, in a best of 3-set scenario.

Service

- The referee must blow his/her whistle before each serve to indicate readiness to call the play. If the ball is served before the whistle is blown, then the serve will be cancelled and repeated.
- If the ball, after having been tossed or released by the server, lands without touching the server it is considered a service tossing error. After a service tossing error, the referee must authorize the service again and the server must execute it within the next five (5) seconds.
- If the ball, after having been tossed or released by the server, contacts any part of the server's body as it falls it will count as a fault. Service is lost and a point is awarded to the receiving team.
- The ball may contact the net during service if it contacts the net within the net antennas. If it strikes an antenna during service, then it is considered a fault.
- At the time of service, it is illegal for the serving team players to wave their arms, jump up and down, or form groups of two or more players to distract the receiving team or form a screen to conceal the action of the server. This constitutes a fault and is a penalty. At the time of the foul the referee will award the receiving team a point and the right to serve. No shouting or yelling at the opposing players or players on your own team will be allowed.
- The referee may stop play at any time for children, balls, and other obstacles on the court. Children and other spectators must be on the sidelines at least four (4) feet from the sideline. They may not be behind the backline.
- The receiving team is not allowed to block or attack the serving team's serve. If this happens, then a point is awarded to the serving team.
- When there is an even amount of male and female players on the court, the serving order and positions on the court at service shall be an alternation of male and female or vice-versa in co-rec play.
 - When there are more male players than female players, the ghost rule will be in effect.
 - When there are more female players than male players, no two male players will be allowed to serve back-to-back.
 - Serves may be taken anywhere behind the backline.

The Run of Play

- When the ball is played more than once by a team, at least one of the contacts shall be made by a female player. Contact of the ball during blocking shall not constitute playing the ball. There is no requirement for a male player to contact the ball regardless of the number of contacts by the team.
- No open hand hit is allowed unless it is done during the serve or a spike. Otherwise, the ball must be hit with the fist, wrist, or fingertips unless the upper body is used. When both hands are used, the ball must be contacted simultaneously with each hand by using interlocking hands. (This is simply defined as one hand somehow joined with the other hand). One hand may be placed in the other hand or fingers may be interlocked, or fists interlocked. Overhand fingertip hits are exempt from being interlocked. A hit will be counted each time the ball contacts any part of the body above or below the waist.
- The ball may be contacted by the foot if the contact is not initiated in a swinging or kicking motion. If a ball is contacted by the foot in the motion of “kicking”, the play will be called dead and the point and serve will be awarded to the opposing team. This ruling will be left up to the discretion of the referee.
- Once a ball comes to rest momentarily in the hands, arms, or the body of a player, the ball is considered to be held. Scooping, lifting, pushing, and carrying the ball is considered to be holding and is a fault.
- A player contacting the ball more than once with any part of his or her body, without another player contacting the ball between hits, will be considered as double contacting the ball. A double contact is a fault, unless the first contact was a block.
- When two or more teammates touch the ball simultaneously, it is counted as one hit. If teammates collide, no fault is committed. Any player may play the ball next if the simultaneous hit is not the third team hit.
- A block is not considered a contact. A team is allowed three (3) hits to return the ball to the opponent’s side of the court even after a block.
- When only one male player is in the front row at service one male back-row player may be forward of the attack line for the purpose of blocking. The remaining back-row player must be behind the attack line until the ball has been contacted by the blocker(s) or has been hit in such a manner that no block is possible.
- If a back-row player is not participating in a block, there is no restriction on both back-row male players being in the attack zone.
- Contacting the ball during a block over the net before the hitting action of the opponent sends the ball towards the opposite side is a fault. A block can only be made when the ball has been hit towards the opponent’s side of the court and would have crossed the net if it was not blocked.
- A block must be made inside the net boundaries. Blockers cannot reach across the net from the outside and block the ball.
- Encroachment into the opponent’s court with any part(s) of the body is permitted, provided some part of the body remains either in contact with or directly above the center line, and there is no interference with opponents. In addition, completely crossing the center line with the foot, feet, or hands, or encroachment with other body parts must not present a safety hazard to opponents. Touching the net with any part of the body is prohibited during play. The hand may go over the net while striking the ball and follow through, but no part of the body may touch the net.
- The ball must be in the extended plane of the net before it can be returned by the receiving team. When the ball has cleared the extended plane of the net, it may not be hit again by the team which volleyed it over.

- After the ball is served, players may change to any position on the court. However, original backline players may not come to the frontline to spike, but only to set, block or return the ball. When a point is declared, the players must return to their original position.
- There can be no more than two men on the frontline at any time.
- **Ceilings, walls, projector, and backboard rule:**
 - **The ball is playable:**
 - When the ball is volleyed, and it strikes your side of the ceiling and returns to your side, providing that you have not used all your hits.
- **The ball is dead, and a point is declared:**
 - When the ball is volleyed, and it strikes your side of the ceiling and bounces into your opponent's side of the court.
 - When the ball is volleyed, and it strikes your opponent's side of the ceiling and falls into your court or your opponent's court.
 - When the ball travels through the rafters and over the net into the opponent's court.
 - When the ball strikes the wall of the gym.
 - When the ball strikes the basketball backboard, the hoop, the net, goes through the basket, or strikes the basketball supports.
- **The ball is dead, and the point is replayed:**
 - When the ball hits the overhead basketball goals.
- A substitution can be made as the team rotates, and a substitution may be made each time a team rotates. That player must remain in the game until he or she returns to their original position (except in the case of injury). All teams shall substitute to the center back position. Any number of substitutions may be made between games.

Code of Conduct

The Adult Sports Code of Conduct applies to all players and coaches. Coaches are required to maintain order and control of their team and spectators and remind others associated with their team about the Code of Conduct. This code applies to players as individuals or as a team, and the penalties can be applied to any individual or an entire team. This code becomes effective as soon as the participants arrive at the facility of play and remains in effect until the participants leave the facility.

As a league participant, I pledge to:

1. Sign my team roster and agree to the Code of Conduct prior to participation or be subject to game forfeiture or disqualification.
2. Read, review, and understand league bylaws, rules, and policies and adhere to them.
3. Always treat other players, spectators, officials, and staff with respect.
4. Never use physical or verbal abuse toward an opposing player, spectator, official, or staff. This is to include any defamation of character or libel of officials or staff within any social media platform or written content.
5. Always refrain from the use of profanity and/or obscene gestures.
6. Listen and follow all given instructions and directions from officials and staff and communicate in a friendly, reasonable manner.
7. Respect the facility, equipment, and facility amenities.
8. Refrain from the usage of tobacco products inside any facility and near/within any sports complex.
9. Refrain from the consumption or possession of alcohol unless sold to within the authorized vendor at the facility or sports complex.
10. Immediately leave the facility or sports complex when ejected from a game and will not return to any Allen Parks & Recreation leagues as a player, coach, and/or spectator until the issued suspension has expired.

Anti-Discrimination: Allen Parks & Recreation does not discriminate based on gender identity, sex, race, age, religion, color, disability, sexual orientation, disability, marital status, or any other characteristic. Any type of discrimination should be directed to the Allen Parks & Recreation Program Supervisor. Any umpire, coach, spectator, or player found to be engaging in any type of discrimination will be subject to corrective or disciplinary action at the discretion of Allen Parks & Recreation.

If I cannot participate according to this Code of Conduct, then depending on the severity of my offense(s), any or all the following consequences may occur:

- a. Verbal warning,
- b. Removal or ejection from a game,
- c. Temporary Suspension from league play (no refund of registration fee), and/or
- d. Expulsion from the league entirely (no refund of registration fee).

Conduct & Ejections

- **Removal:** At the discretion of the officials or staff, a player or coach may be removed from the game for minor infractions.
 - **Note:** Removals will NOT require the player/coach to leave the facility/park and no additional team penalties or suspensions will be issued.
- **Ejection:** At the discretion of the referee or staff, a player, coach, or spectator may be ejected from the game for any unsportsmanlike conduct (to include the consumption of alcohol). Examples: verbal abuse (cussing, arguing calls as a player/coach/spectator, etc.), physical abuse (fighting, making any type of physical contact with officials or staff, etc.), bringing alcohol into the complex, etc.
 - **Verbal Abuse:** Any individual who verbally abuses a player, spectator, referee, or staff, AT ANY TIME will be suspended for one week.
 - **Physical Abuse:** Any individual who physically abuses a player, spectator, referee, or staff will result in EXPULSION of the player(s) from all City of Allen Leagues for at least a one-year period or the respective suspension period for the sanctioning body of the league and possible legal action.
 - **Note:** If an ejection reduces a team to 5 players, the team can continue to play. If additional players are ejected or removed at any time during the game and the available number of players falls to less than 5, then the game will be recorded as a 3-0 forfeit.
- **Suspension:** Any individual which is ejected from any game will be required to serve a suspension.
 - **First Ejection Offense: 1 Week Suspension**
 - Any individual (player, coach, or spectator) which is ejected for unsportsmanlike conduct must leave the facility property (to include the field/gym/school and spectator area) within two (2) minutes.
 - **Note:** Failure to leave within two (2) minutes, returning after being ejected, or returning while serving a suspension will result in a team receiving a 3-0 forfeit loss for any games played that day and might possibly result in a team forfeiture.
 - Any individual (player, coach, or spectator) which is ejected will be suspended automatically for a week as a player, coach, or spectator from all Allen Parks & Recreation athletic leagues. It is the responsibility of the ejected individual to comply with this policy. Any violation of this policy will result in further disciplinary action to possibly include expulsion from the league.
 - The coach will be required to provide the name, e-mail address, and phone number of any individual which is ejected as Allen Parks & Recreation will send an e-mail to inform and remind the coach and ejected individuals of the one-week suspension.

The one-week suspension can NOT be protested if any type of verbal or physical abuse of an opposing team, umpire, or staff leads to the ejection.

- **Note:** Failure to cooperate will result in the team serving a suspension for the following week as it is expected that all individuals have signed the waiver and Code of Conduct.
- **Second Ejection Offense: League Suspension**
 - Any individual (player, coach, or spectator) which is ejected twice within the same season will result in a suspension from all leagues for the duration of the current season.
 - **Note:** If the second ejection occurs during the last three (3) weeks of the regular season or playoffs of the current season, the individual will be suspended for the entire following season.
 - The coach will receive an e-mail to inform and remind the coach and ejected individuals of the league suspension.
 - **Note:** After the coach is notified about the league suspension of their team or any individuals, a written protest may be submitted within 14 days to be reviewed by Allen Parks & Recreation. Failure to submit a written protest within the 14-day period will result in the league suspension being upheld.
 - Any incident for which a team forfeits a game due to misconduct will result in that team becoming ineligible for the league playoffs.
 - The Athletic Supervisor will review any other actions determined to be detrimental to the league. Allen Parks & Recreation reserves the right to increase or decrease the severity of penalties based on previous history, unusual or special circumstances, and/or to protect the integrity of the league.

Protested Games

- The coach/team captain will serve as the official spokesperson for their team and spectators. This individual will represent their team AND may address an official to receive rule interpretation or obtain essential information if it is done in a courteous manner.
- All protests must be formally presented to an official.
 - **Note:** Official(s) will be used interchangeably with referee(s) and/or umpire(s).
- All protests must be submitted in writing and accompanied with a \$25 protest fee (Money Order ONLY made out to the City of Allen) to the Allen Parks & Recreation Department within 48 business hours of the completion of the protested game. Protest fees will be returned if the protest is upheld.
- Rule interpretations will be the only protests allowed as judgement calls cannot be protested

Make-Up Games

- Make-up schedules will be e-mailed to the team manager/coach and posted on www.teamsideline.com/allen.
- In the event that any regular season games are cancelled, the City of Allen has allotted make-up dates for each league. These make-up dates will take place the two weeks immediately following the completion date of the original regular season; however, the City of Allen reserves the right to schedule on alternate nights if necessary due to heavy rains, etc.
- The City of Allen will do everything possible to make up all games that are canceled due to weather; however, unusual or extreme weather patterns may lead to the games being permanently canceled with no refunds in to keep future leagues on schedule.
- All volleyball leagues will have a drop-dead date of **Saturday, May 9th, 2026.**

Playoffs

- All teams except for the last place team (depending on league size) will advance to the playoffs.

League Tiebreakers

- All tiebreakers will be resolved in the following order:
 - Winning Percentage
 - Head-to-Head (Two or more teams – tiebreaker awarded to team with highest number of wins against all teams involved in tie)
 - Total Point Differential
 - Total Points Against
 - Total Points For
 - Forfeits (Team with the fewest no-call, no-show forfeits will receive a higher seed)
 - Coin Toss.

Team Name: _____

Sport: _____

AGREEMENT
WAIVER OF LIABILITY

I, _____, give my permission for my child,
_____, who is under 18 years of age, to attend
and participate in the Adult athletic program sponsored by the City of Allen Parks and Recreation
Department, beginning _____

I understand that this physical activity involves certain risks; and I hereby agree to hold harmless
and waive any and all claims against the City of Allen, the Parks and Recreation Department, their
agents, employees, referees, or scorekeepers on behalf of myself and the above mentioned minor
child, for any accident or injury that my child may sustain while participating in the above-
mentioned program.

I further attest that I am the parent or legal guardian of the above-mentioned child, and that I
possess the legal right to enter into this Agreement.

Signature of Parent or Legal Guardian

(To be signed in the presence of a Notary Public)

STATE OF TEXAS

COUNTY OF _____

Subscribed and sworn before me this _____ day of _____ A.D., _____.

Notary Public

In and For the State of Texas,

My commission expires _____



City of Allen Adult Athletics General Roster Form

LEAGUE: _____ TEAM NAME: _____

***All columns below must be completed by all players and turned in before playing. I understand that my signature confirms that I have read the waiver, provided accurate contact information, and I will abide by the Code of Conduct as well as all league rules and policies. Please see reverse side/next page for Code of Conduct.**

Name**	Uniform #	Email	Phone #	Signature**
1.(Coach)				
2.				
3.				
4.				
5.				
6.				
7.				
8.				
9.				
10. (5-on-5 Flag Football roster limit)				
11.				
12. (Volleyball & Basketball roster limit)				
13.				
14.				
15.				
16.				
17.				
18.				
19.				
20. (Kickball, Softball, Ultimate Frisbee, Soccer, and 8-on-8 Flag Football roster limit)				

Persons signing above understand that athletic activities involve risks and do hereby waive all claims against the AISD, City of Allen, their agents, and employees on behalf of themselves, heirs, executors, and administrators for an accident or injury that may be sustained participating in the program. We the undersigned acknowledge that all players listed are 18 years of age or older or have received parental consent and are eligible under all rules and bylaws of the program.

Team Rosters may be submitted to any one of the following emails addresses.

Spencer Allen
Spencer.Allen@CityofAllen.org

Justin Radney
Justin.Radney@CityofAllen.org

Mason Ryden
Mason.Ryden@cityofallen.org



City of Allen Parks & Recreation CODE OF CONDUCT

The Adult Sports Code of Conduct applies to all players and coaches. Coaches are required to maintain order and control of their team and spectators and remind others associated with their team about the Code of Conduct. This code applies to players as individuals or as a team, and the penalties can be applied to any individual or an entire team. This code becomes effective as soon as the participants arrive at the facility of play and remains in effect until the participants leave the facility.

As a league participant, I pledge to:

1. Sign my team roster and agree to the Code of Conduct prior to participation or be subject to game forfeiture or disqualification.
2. Read, review, and understand league bylaws, rules, and policies and always adhere to them.
3. Always treat other players, spectators, officials, and staff with respect.
4. Never use physical or verbal abuse toward an opposing player, spectator, official, or staff. This is to include any defamation of character or libel of officials or staff within any social media platform or written content.
5. Always refrain from the use of profanity and/or obscene gestures.
6. Listen and follow all given instructions and directions from officials and staff and communicate in a friendly, reasonable manner.
7. Respect the facility, equipment, and facility amenities.
8. Refrain from the usage of tobacco products inside any facility and near/within any sports complex.
9. Refrain from the consumption or possession of alcohol unless sold to within the authorized vendor at the facility or sports complex.
10. Immediately leave the facility or sports complex when ejected from a game and will not return to any Allen Parks & Recreation leagues as a player, coach, and/or spectator until the issued suspension has expired.

Anti-Discrimination: Allen Parks & Recreation does not discriminate based on gender identity, sex, race, age, religion, color, disability, sexual orientation, disability, marital status, or any other characteristic. Any type of discrimination should be directed to the Allen Parks & Recreation Program Supervisor. Any official, coach, spectator, or player found to be engaging in any type of discrimination will be subject to corrective or disciplinary action at the discretion of Allen Parks & Recreation.

If I cannot participate according to this Code of Conduct, then depending on the severity of my offense(s), any or all the following consequences may occur:

- a. Verbal warning,
- b. Removal or ejection from a game,
- c. Temporary Suspension from league play (no refund of registration fee), and/or
- d. Expulsion from the league entirely (no refund of registration fee).