



2025 VOLLEYBALL BY-LAWS

I. LEAGUE AUTHORITY AND FEES

- A) The Plano Parks & Recreation Department and its designated representatives will govern this league. The Plano Parks & Recreation Department shall rule on all disciplinary problems. Unsportsmanlike conduct will not be tolerated at any time for any reason. Players or spectators may be suspended from the league for use of profanity and/or objectionable language or for consumption or possession of alcoholic beverages before, during, or after the game on Parks and Recreation property. Any abusive language or threats directed toward the officials and Parks and Recreation staff may result in suspension from the league. There shall be a minimum suspension of two matches or more for using profane language and/or unsportsmanlike conduct.
- B) Each team will pay a fee to participate in the league. The fee will be set at the start of each season and will be valid for that season only. Part of the fee will be used to pay for referees. One referee will be supplied for each volleyball match.
- C) All fees must be paid to the Plano Parks and Recreation department by a designated date and time (which will vary with each season) for a team to be eligible to play in the league. Teams failing to pay their fee by the designated date and time will forfeit their participation in the league.
- D) **Once schedules have been released, no refunds will be given to any team that drops out of the league at any time.**
- E) The Athletic Programs office telephone number is 972-941-5275, and the website is www.teamsideline.com/plano.

II. ELIGIBILITY

- A) All participants must be at least fifteen (15) years of age.
- B) All players and teams must be qualified under the Texas Amateur Athletic Federation (TAAF) General Rules and Regulations as outlined in the TAAF publication Cavalcade of Sports.
- C) Team rosters, signed by each member of the team, must be turned in online by the third game.
- D) If a player's eligibility is challenged and a team roster is not on file, all games played that night will be forfeited.

- E) A maximum of ten (10) players may be carried on a roster. However, only eight (8) individual awards will be presented to league winners.
- F) If your roster is at a maximum of ten (10), a player must be deleted from the roster prior to adding a new player. Additions and/or deletions from the official team roster must be submitted online prior to the playing of the match where the addition or deletion of a player is desired. No additions/deletions are allowed after the sixth game.
- G) No player may participate who has been suspended from any other affiliated Plano Parks and Recreation Department activity until approved to play by the Plano Parks and Recreation Department.
- H) The captain is responsible for ensuring team player eligibility.
- I) Any team fielding a player not legally listed on their roster will automatically forfeit all three (3) games of the match where the illegal player was discovered regardless of how many games the illegal player participated in. Game scores will be recorded as 25-0 against the offending team.
- J) Any questions regarding player eligibility should be directed to the Adult Sports Supervisor of the Plano Parks and Recreation Department for a ruling. Teams playing ineligible players may forfeit all games in which the ineligible person(s) appeared in the team line-up and may forfeit all remaining games in the current season's schedule. The ineligible person(s) and the team captain playing the ineligible player(s) may be suspended from all Plano Parks and Recreation activities for up to two (2) full calendar years from the discovery of the offense.

III. THE MATCH AND EQUIPMENT

- A) Jerseys are not required to have numbers on them, but we do suggest that they be similar in color.
- B) Teams will play one match each week in their league. A match consists of three (3) games. All three (3) games will count in the team standing. Three (3) games will be played in each match regardless of the outcome of the first two (2) games. Each game won will be counted as one (1) league point, each game tied will be counted as 1/2 league point, and each game lost will not be counted in the league standings.
- C) Matches will be played at 7 p.m., 8 p.m., and 9 p.m. A team that cannot field a valid number or mix of players by five (5) minutes after the hour will forfeit the first game. A team that cannot field a valid number or mix of players by fifteen (15) minutes after the hour will forfeit all three (3) games of the match. A team with any combination of valid players, even if it is not the combination of players the team captain wants to play in a match, must begin the match on time or will forfeit all three (3) games.

- D) League games are played to 25 points. A team that has scored 25 points and is at least 2 points ahead is the game winner. If a team reaches 25 game points and does not have a 2-point lead, play shall continue until one team has a 2-point advantage. However, a game score will go no further than 27 points. If a game score is 26 to 26, then the next team to win a point wins the game.
- E) All games of each match will be played in rally format. In this format, the end of each rally will determine a point for the winning team, regardless of which team served the ball. The winner of the previous point will still determine serve.
- F) Matches will not exceed 55 minutes in length and will not run longer than 55 minutes after the hour. If a match is still in progress at 7:55 p.m., 8:55 p.m., or 9:55 p.m., the referee will stop play of the game at the end of the point in progress when time ran out. A team will be declared the winner if: 1) At least one team has scored 12 or more points, and 2) one team is ahead by at least 1 point. If neither team has reached 12 points and/or neither team is leading by 1 point, the game will be declared a tie.
- G) **Team captains and team members are responsible for assisting in the set-up of nets and facility equipment as needed.** If, due to a delay of equipment set-up or repair, a match is delayed in starting, the end of the match will not be extended and will end at 55 minutes after the hour.
- H) Each team will be allowed one 30-second time-out during each game. If a match continues beyond 50 minutes after the hour, no time-outs will be allowed during the last (5) five minutes of the match.

IV. OFFICIATING

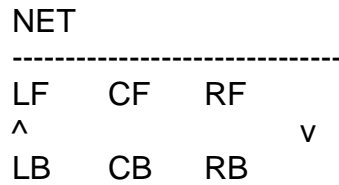
- A) The Plano Parks and Recreation Department will supply one referee for each match. This referee will be considered the First Referee of the match. No other referees will be assigned to a match unless designated as such by the First Referee.
- B) All games will be played as scheduled, and game time is forfeit time.
- C) Each team will be required to supply one line judge for their game. Line judges should meet with the First Referee prior to the start of a match to go over their specific duties with the referee.
- D) First Referees will be selected and scheduled for matches by the Plano Parks and Recreation Volleyball Officials Association. The Adult Sports Supervisor of the Plano Parks and Recreation Department will designate the head of the Association. First Referees will keep score.

- E) **ALL CALLS AND RULINGS MADE BY THE REFEREE ARE FINAL. NO PROTESTS ALLOWED.** (Exceptions: See IV.F below)
- F) The only exceptions to rule IV.E will be when players call their own violations. For example, if a player touches the net and the First Referee does not see it, but the player calls a net foul on himself, his call will be accepted by the First Referee. Players may only call their own violations, not the violations of players on the other team.
- G) The team captain or the designated floor captain may converse with the First Referee (but not the line judges) in a business-like (if not friendly) manner for clarification of calls or rulings. The team captain or designated floor captain is the only player who may converse with the First Referee. Any derogatory or insulting comments directed at the First Referee (or any officials designated by the First Referee) by the team captain, floor captain, or any team member may result in expulsion of the players(s) from the current game or the match. Such rulings by the First Referee will be reviewed by both the Volleyball Officials Organization and the Plano Parks and Recreation Department.

V. TEAM, PLAYERS, SUBSTITUTIONS, START OF PLAY

- A) A team shall consist of six (6) players. A forfeit will be called if a team cannot field at least four (4) players.
- B) In a CO-ED league, a team must alternate men and women players in the line-up. At least half of the team players on the field must be women. If a team starts with four players, two of the players must be women.
- C) There are no restrictions on the number of female players on a team. A team can be entirely made up of female players.
- D) Any type of exception to rules V.A through V.C may be made if both team captains agree to the exception before a game starts. For example, if a team of one man and two women wishes to play and the opposing team captain agrees to the line-up, that line-up will be allowed. However, a team captain does not have to agree to any variance from the rules outlined above. Once a captain has agreed to an exception to rules V.A through V.C, the exception will be allowed for the duration of the match.
- E) If a team begins a game with fewer than six (6) people and wants to add more people to the team during a game, the team must wait to do so until the next dead ball.

- F) The position of players at service and rotation of players will be as follows:



- G) Substitutions can be made by rotation only. Players must rotate in and out from the center back position prior to that team's serve after a side-out. Men rotate in and out with other men, women rotate in and out with other women. Men may rotate in for women if there are more females than males on the court.
- H) A team beginning a match with a valid number of players, but through injury loses one or more players and does not have substitute players, may continue playing the match with all remaining players as long as one (1) of the players is a woman and no more than three (3) of the players are men.
- I) The choice of selecting either serve, receive serve, or side will be decided by rock, paper, scissors between team captains. The winner of rock, paper, scissors will choose either the right to first serve, receive serve, or the starting side of court. For the second game, teams shall change sides and alternate first serve. For the third game, a coin toss will again decide first serve and side.

VI. SERVING RULES

- A) In rally score, the team that wins the rally earns one point.
- B) When the serving team commits a foul, the ball is awarded to the opposing team, who shall then rotate clockwise one position before serving the ball.
- C) A served ball is dead if it passes under the net or passes wide of either the left or right net boundary. A served ball remains in play if the ball touches the top of the net but crosses over the net and into the playable field of the opponent's team.
- D) The server must wait until the referee whistles or indicates that play will begin. A ball served before the whistle or start of play indication is not in play and must be re-served. If a team serves the ball before the whistle or start of play indication, the team will receive one warning. All subsequent errors by any member of either team on the floor will result in a side-out. The server must contact the ball within eight seconds after the referee whistles for service.
- E) The server will only have one toss of the ball to execute the service. Allowing the ball to fall to the floor after tossing, whether it was touched by the server or not, will result in an illegal service and loss of the rally.
- F) If the server touches the back line or enters any part of the court area before serving the ball, it is a serving fault and the ball is awarded to the other team.

- G) If any player except the server stands outside the boundary lines of the court at the time of service, it is a serving fault and the ball is awarded to the other team. The boundary lines are considered part of the court, so a player may stand on, but not outside of, a boundary line at service.
- H) After being tossed or released, the ball shall be contacted with one hand or any part of one arm before touching the playing surface. The ball may not be contacted while held in one hand. An unclean serve will result in a service fault and a side out.
- I) At the time of service: 1) the center front player must be between the left front and right front players. 2) The center back player must be between the left back and right back players. 3) All front row players must be closer to the net than all corresponding back row players, (right front closer than right back, etc.). 4) All back row players must be closer to the back line than all corresponding front row players.
- J) Blocking a served ball into the opponent's court is prohibited and results in a player fault.
- K) Attacking a served ball while the ball is above the top of the net is prohibited and results in a player fault.
- L) The team that first receives serve at the beginning of a game must rotate players before the start of their first team service.

VII. PLAYING THE BALL

- A) A team shall not contact the ball more than three (3) times before it crosses the net to the opponent's side. A block is not considered a contact (see rules VII-D through VII-F).
- B) The ball may touch any part of the body.
- C) A player shall not play the ball twice in succession unless the player participated in a successful block (see rules VII.D through VII.F).
- D) A blocked ball is not considered a team contact. A team that blocks a ball will have the right to three (3) additional contacts of the ball before returning the ball over the net.
- E) A player who touches the ball in a block may contact the ball immediately after the block. The second contact with the ball will count as the first of the three (3) contacts for that team.
- F) A block is considered only one contact even if more than one player touches the ball during the block. If more than one player touches the ball in a block, that team

will still have the right to three (3) contacts. Any of the players participating in the block may contact the ball on the next contact. To be considered a blocker, the player(s) must reach above the net sometime during the effort. A blocker ceases to be a blocker only when he/she returns to the floor or makes a subsequent attempt to play the ball.

- G) When two (2) or more teammates touch the ball simultaneously, it is counted as one contact. If teammates collide, no fault is committed. Any player may play the ball next if the simultaneous contact is not the third team contact.
- H) A joust occurs when two (2) opponents cause the ball to come to rest above the net through simultaneous contact. A joust is not a fault; play continues.
- I) During the first hit of the team (not blocking), the ball may contact various parts of the body consecutively, provided that the contacts occur during one action. The first hit of the team includes reception: (a) of the serve; (b) of an attack-hit by the opponent (this may be a soft or hard attack-hit); (c) of a ball blocked by one's own team and (d) of a ball blocked by the opponents. During the team's first hit, successive contacts with various parts of the player's body are permitted in a single action of playing the ball. These include contacts involving "finger-action" on the ball and contact with the foot. The ball, however, may not be caught and/or thrown.
- J) A woman must contact the ball at least one time if there is more than one contact by a team. The woman's contact may occur at any time.
- K) It is a fault to touch any part of the net, except for incidental contact by a player's hair and insignificant contact by a player not involved in the action of playing the ball. A player may touch a post, rope, or any other object outside the total length of the net provided this contact does not interfere with play. When the ball is driven into the net and causes it to touch an opponent, no fault is committed.
- L) Players may reach beyond the net when: (a) blocking (a blocker may contact the ball provided the blocker does not interfere with the opponent's play); (b) making an attack-hit (provided the ball is contacted within his/her own playing space or within the plane of the net).
- M) Players may not attack the ball unless part of the ball has crossed the plane of the net into that team's side of the court. If a player reaches over the net to attack a ball that has not yet broken the plane of the net onto their team's side of the court, that player will be charged with a fault. Players may reach over the net to block a ball only after the opposing team has had the opportunity to make three (3) contacts with the ball or when the opposing team is attempting to drive the ball across the net regardless of how many contacts they have used.
- N) For the purpose of the league, we will use the rule as stated in the United States Volleyball Indoor Rules to help guide the First Referee on carries. The rule reads as follows: ***The ball must be hit, not caught or thrown. It can rebound in any direction.***

- O) The ball may touch various parts of the body, provided that the contacts take place simultaneously. A double contact occurs when a player contacts a ball twice in succession, or the ball contacts various parts of the body successively. Any player that double contacts the ball, on the second or third contact causes a fault and the ball is awarded to the other team.
- P) A back-row player cannot cross the 10-foot line to attack (spike) the ball. A back-row player may land between the net and the 10-foot line (front zone) on a spike as long as the player left the floor behind the 10-foot line. A back-row player may carry out an attack-hit from the front zone if, at the moment of the contact, any part of the ball is below the top of the net.
- Q) A male back-row player may come to the front zone to block when the serving rotation has two (2) female players on the front row. The male back-row player may only block at the net. He may not attack or spike the ball above the height of the net. No female back-row player may participate in a block.
- R) Any injury that occurs during a point will immediately stop play of that point. Once the injury is treated, the point will be replayed.

VIII. BOUNDARY RULES

- A) A ball is out of bounds if it lands outside of any mark defining the boundaries of the court.
- B) A player can be faulted for crossing the mid-court line if any part of their body (other than feet, hands or hair) contacts the opponent's court. A player's foot/feet or hand(s) can legally cross the mid-court line as long as part of the foot/feet and hand(s) are in contact with or directly above the mid-court line. A player may reach or penetrate into the opponent's court and/or space under the net, provided this does not interfere with the opponent's play.
- C) The ball must pass between the left and right side of the net, or between the imaginary extension of the net boundaries. Any ball not passing through these boundaries, or a ball touching these boundaries, is a dead ball.
- D) A ball is dead if it enters the playing space of any adjacent volleyball court whether a game is being played in that court or not. The team causing the ball to enter the court space will be charged with a fault.
- E) A player will be charged with a fault if the player enters the playing space of an adjacent volleyball court whether a game is being played in the court or not.

IX. WINNING A LEAGUE

- A) At the end of the season, team rankings in each league will be determined by the total number of league points.
- B) If two teams have the same number of league points, the matches played between the two teams will be examined. The team that won the most games in the matches played between the two teams will become the winner of the tied position.
- C) If both teams won the same number of games across all matches played together, point spreads of the games played between the two teams will break the tie. The team with the highest point spread total will be the winner. Examples of how ties will be broken are given below.

Example 1: Team A and Team B won the same number of games overall in a league and tied for first place. They played two matches together, each match to 3 games. Team A won 4 of the 6 games overall in both matches. Team A is the winner of the league.

Example 2: Team A and Team B won the same number of games overall in the league and tied for first place. They played two matches together, each match to 3 games. Team A and Team B both won 3 games overall in each match. Game scores are examined. The scores were (Team A-Team B) 27-25, 21-25, 25-23, 22-25, 26-24, and 18-25. Team A's point spread is $(27-25) + (21-25) + (25-23) + (22-25) + (26-24) + (18-25)$, or $2-4+2-3+2-7=(-8)$. Team B's point spread is $(-2+4-2+3-2+7)=8$. Team B has the higher point spread and is the winner.

- D) If two teams have the same point spread as determined in rule IX.C, a tie between the teams will be declared, and they will share that league position.
- E) In leagues with 5 (five) or less teams, the top 2 (two) teams will play a championship game. In league of 6 (six) or more teams, the top four (4) teams will make playoffs.