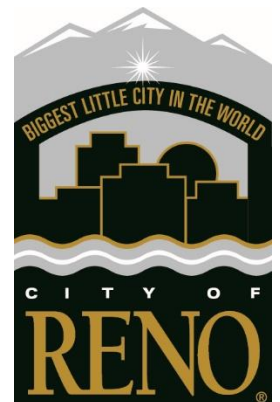


City of Reno Spiking Volleyball League



Rules and Regulations

Revised: June 2025



General Policies and Procedures

Location of Volleyball Gyms

- Evelyn Mount Northeast Community Center, 1301 Valley Road.
- Plumas Park Gym, 475 Monroe Street.

Notice of Potential Danger or Risk

All participants in Volleyball leagues and programs must execute a liability release and are required to read and comply with the following rules governing participation in the program. All participants are advised that attendance and participation in volleyball programs and leagues and use of City of Reno facilities involves certain inherent risks. These risks may include, but are not limited to, injury or death from exposure to physical exertion and harm from volleyballs and/or other equipment used for this sport. Participation in volleyball is physically challenging and potentially dangerous, and the participants shall assume all risks of injury to their person and property that may be sustained in connection there with.

Food and Beverages

Food and/or beverages are not allowed in the gymnasiums. Only water in bottles is allowed. Staff have the authority to confiscate glass containers and cans. Anyone not abiding by this rule shall be removed from the facility.

Facility Assistants

City of Reno staff are scheduled at all locations during all volleyball games. Gym Supervisors are hired to oversee all operations during play (scheduling, gym maintenance, accidents, incidents, etc.). The Gym Supervisor can be found in the gym. Please respect and cooperate with all precautions and decisions made by Gym Supervisors and other City of Reno staff.

First Aid

A limited first aid supply is available at the gym locations. Please contact the Gym Supervisor to assist you. Paramedic, fire, and police services are within minutes of the facilities. Under no circumstances will City of Reno employees administer first aid.

Lost and Found

Lost and found items should be turned in to the Gym Supervisor. Please contact the Athletics office for information on lost and found items. We strongly suggest that a name and phone number be on all equipment brought to the gym. Reno Parks and Recreation is not responsible for any items left behind. Items not claimed within 2 weeks will be donated to charity.

Child Care

Children must always be supervised by a parent or guardian when at a gym. Guardians are responsible for their children at all times. If problems persist, you may be asked to leave the gym. There are no childcare areas at gym facilities, children must always remain in the spectator area.

Warmups

Warmups are allowed only in designated areas away from spectator areas and game areas. Players may warm up during game breaks only.

Game Time

A copy of your schedule is provided to all team managers. Schedules are also posted online at TeamSideline.com/Reno for all teams. It is the team manager's responsibility to inform all players of game times and schedules.

Standings

Please verify that standings are correct week by week. All standings will be updated after games take place. If you have any corrections or problems with the standings, please notify the Athletics office.

Game Cards

- Please complete the game card prior to scheduled game time. Fill out the game card with your line-up using player's first and last names. Initials are not proof of a player's eligibility.
- Each team manager or representative must legibly record their line-up on the game card prior to the game. Failure to record your lineup may result in forfeiture of the game.
- Managers are asked to sign the game card following the completion of the match to verify the final scores (this is not the same as recording the team's line-up). It is the manager's responsibility to make sure that the recorded score is correct. Signing the cards verifying the score before the games occur defeats the purpose.
- Managers who fail to verify the score with a signature following the game may be subject to forfeiture of the game.
- Only rostered players may play. Players discovered playing under an assumed name will be suspended for one year. Managers that knowingly use an illegal player will also be suspended.
- It is the Manager's responsibility to make sure the roster on file is correct.

Maintenance

Please notify the Gym Supervisor or call the Athletics office if there is a problem with nets, gym floor, lights, etc.

Forfeits

Any team who forfeits 3 games will be subject to removal from the league and relinquishment of all fees.

Rosters

Every player must read the waiver at the top of the roster form and sign her/his name to be eligible to play. All teams must have a complete roster turned into the Athletics office no later than the second game. All additions and deletions to the roster must be made in writing and signed by the manager after play begins. The deadline for adding players will be the fifth week of the season. There is a liability issue if we do not have a complete and correct roster on file. If your roster is not turned in by the deadline, your team cannot continue to play until the roster is completed and on file with the Athletics Department.

- All players must be listed on a team's roster to be eligible to play.
- A player may only be listed on 1 roster in the same division.
- Teams may have a maximum of 10 players per roster.
- It is the team manager's responsibility to make sure the roster on file is correct.
- All additions and deletions must be made by the deadline set by the Athletics Coordinator.
- Rosters must be turned into the Gym Supervisor before or at the first game, and no later than the 2nd game.

Spectator and Player Safety

Only rostered players may sit in the bench area. No children or spectators are allowed in the bench area. Parents/guardians should keep all children in spectator areas while games are being played. Failure to comply with this could result in ejection from the gymnasium.

Blood Rule

A player, coach, or official who is bleeding or who has blood on their uniform shall be prohibited from participating further in the game until appropriate treatment can be administered in a reasonable length of time. The individual will not have to leave the game. The length of time that is considered reasonable is left to both teams' judgment. Uniform rule violations will not be enforced if a uniform change is required. Teams should stop the game and allow treatment if the injured player would affect the continuation of the game. (i.e. major injuries, not scrapes, etc.)

General Spiking Rules

Players and Teams

Players must be 18 years or older to play. Players discovered playing under an assumed name or under the age of 18 will be suspended from participating for one year. Managers that knowingly use an illegal player will also be suspended.

- Teams shall consist of 6 players, 3 men and 3 women, for a full co-ed volleyball team.
- A team may play with 2 rostered players without forfeit.
- Teams may play with all female players; however, teams may not play with all male players unless there are only 2 men from a team present to play without forfeit.

Men can never outnumber women on the court unless the other team agrees. If another team refuses to allow men to outnumber the women, it should not be taken personally. It is within their right to refuse. Badgering, harassing or making other derogatory remarks about another team who has exercised their refusal rights will result in automatic forfeiture of the match and ejection from the courts. The team manager is responsible for all team members' and spectators' conduct and attitude before, during and after all league and tournament games.

Substitutions

Players from the same league may substitute for a team in their same league only if the opposing manager approves it and signs off on the game card indicating approval prior to the game.

- Managers have every right to decline substitutes from the same league.
- Players must play only for their original team for playoff games.
- A player cannot be a permanent substitute for another team in the same league they already play in.

Uniforms

Uniforms are not required but are encouraged for fun!

Equipment

Balls will be provided for the volleyball program by the Athletics Department. Use of a non-program volleyball is permitted if agreed upon by both teams. If a team refuses to play with another team's volleyball this refusal should be respected, and a program ball shall be used. Refusal to use another team's non-program volleyball should not be taken personally.

Rotation

Each player must serve; therefore, all players will rotate clockwise. The player in the rear right corner position is the server. Failure to rotate, or rotation out of turn, will result in loss of the serve.

Game Rules

The match is one-hour (60 minutes) long. Games constitute 15 points, however the game must be won with a two-point advantage, unless otherwise specified in the rules below:

Teams may play 3 games if time permits. The best two out of three games will be considered the winner of the match. All games count in case of a tiebreaker in the standings.

- If time expires and the ball is still in play, finish the play. If time expires before all three games are completed, the winner will be the team who is ahead at that time.
- If the game is tied and time has expired, play will continue under the rally point scoring system: either team can score a point regardless of who serves. The game will go to the team who scores 3 points. You do not have to win by 2 points in this situation.

When only two games have been completed, and the third game has not been started:

- If one team has both wins (2-0), this team will automatically receive the third win.
- If each team has one win (1-1), there will be a “quick” match. Scoring will be based on the rally point system. The game will go to the team who scores 5 points. If only one game has finished, there will be a quick match for each of the final two games or until one team is ahead by two games. You do not have to win by 2 points in this situation.

Teams may either volley for the first serve or Rock, Paper, Scissors for the first serve. If there's a dispute, volley.

The losing team serves first the next game upon changing sides.

All games/matches in the playoffs must be played out in full to 15 points regardless of the time on the clock or if the game clock has expired.

Forfeit

Forfeits will occur if no team or no suitable team is present at game time; in the event there is no team or no suitable team the whole match is forfeited. Forfeit occurs 5 minutes after the starting time for the 6:30pm game only. The five minutes come off the gametime and the team that takes the grace period will forfeit 2 points in the first game. For the grace period to apply there must be at least one representative of the team on the court at game time. There is no grace period after the first game. After 6:30pm, game time is forfeit time.

If a team forfeits one or both of their final games, their position in the standings will be revoked and they will lose their position in the postseason tournament. Any team that has 3 forfeits will be removed from eligibility for the postseason tournament. If a team forfeits more than three times they will be removed from the league and forfeit the team fee. This may include forfeits resulting from the team failing to record their line-up on the game card.

Protests

Protests involving illegal players must be made before the game starts, or immediately after the player in question enters the game. All managers should be aware that the Gym Supervisor will report any illegal players to the Athletics Coordinator. If a player is found to be illegal by the Athletics Coordinator, the game will be forfeited, and

the illegal player and manager will be subject to a penalty. All final decisions will be verified by City of Reno documents on file.

Serving the Ball

- The server must announce the score clearly and loudly enough for the other team to hear prior to the serve or the serve is forfeited.
- The server must serve from behind the end line and may not step on the line before the ball is released.
- Players may serve using either an overhand or underhand serve.
- Let serves are legal - the ball can touch the net on a serve if the ball goes over the net, is not aided by another player, and is inbounds.
- One attempt to serve is permitted.
- Points may be awarded only to the serving team.
- The team retains the serve if they continue to win the point.
- The serve cannot be blocked.

Returning the Ball

- A ball may be hit only 3 times on one side of the net.
- A ball from a return play may touch the net when going over and is considered still in play.
- A player may not reach over the net in returning the ball.
- A player may not touch the net when the ball is in play.
- A player may not step over the center line of the court while the ball is still in play.
- A player can use any part of the body to keep the ball in play. Contact counts as one hit.
- A block does not count as a hit, but if the ball is blocked and it is touched, and the ball goes out of play, the touch counts.

Out of Bounds

- A ball is out-of-bound when it touches the ground or any object outside of the playing field.
- A ball hit outside of the area may be recovered before it strikes out-of-bounds or any object.
- The line is considered in play.

Miscellaneous Rules

- A player may not catch, hold, scoop, lift, shove or throw the ball.
- It is considered one hit when two or more players touch the ball simultaneously.
- Blocking is permitted at the net; however, the player blocking may NOT reach over the net to block the ball.

Manager Responsibilities and Player Conduct

The Spiking Volleyball league will be governed by the "Player Code of Conduct" which follows.

1. No Player Shall:

Be guilty of physical attack as an aggressor upon any player, official, staff, or spectator. Staff are required to immediately suspend the player from further play and report such a player to the Recreation Coordinator. Such a player shall remain suspended until his/her case has been considered.

Minimum Penalty: Suspension of 1 year from the point of detection.

Maximum Penalty: Suspension for life and/or assault charges filed.

2. No Player Shall:

At any time lay a hand upon, shove, strike, or threaten an official/staff. Staff are required to immediately suspend the player from further play and report the player to the Recreation Coordinator. The player shall remain suspended until his/her case is considered.

Minimum Penalty: 2 game suspension and probation for the season.

Maximum Penalty: Life suspension and/or assault charges filed.

3. No Player Shall:

Refuse to abide by a staff member's decisions. Staff are required to immediately suspend the player from further play and report the player to the Recreation Coordinator. The player shall remain suspended until his/her case is considered.

Minimum Penalty: Probation for remainder of season.

Maximum Penalty: 2 game suspension and probation for the season.

4. No Player Shall:

Be guilty of objectionable demonstration of dissent at a staff member's decisions. Only one representative shall be allowed to have any verbal contact with the staff on duty when there is a dispute.

Minimum Penalty: Warning by the staff member on duty.

Maximum Penalty: Ejection from the game and up to a 2-game suspension.

5. No Player Shall:

Be guilty of using unnecessary rough tactics in the play of the game against the body or person of an opposing player. Staff are required to immediately suspend the player from further play and report the player to the Recreation Coordinator. The player shall remain suspended until his/her case is considered.

Minimum Penalty: Probation for remainder of season.

Maximum Penalty: 2 game suspension and probation for the season.

6. No Player Shall:

Be guilty of an abusive verbal attack or using severe vulgarities as an aggressor upon any player, official, or spectator. Staff are required to immediately suspend the player from further play and report the player to the Recreation Coordinator. The player shall remain suspended until his/her case is considered.

Minimum Penalty: Probation for remainder of season.

Maximum Penalty: Suspension for remainder of season.

7. No Player Shall:

Be guilty of appearing intoxicated on the field/court of play. Staff are required to immediately suspend the player from further play and report the player to the Recreation Coordinator. The player shall remain suspended until his/her case is considered.

Minimum Penalty: 2 game suspension and probation for the season.

Maximum Penalty: Suspension for the remainder of the season.

8. No Player Shall:

Be guilty of smoking or vaping in the vicinity of the playing field while participating in a game.

Minimum Penalty: Warning by the staff.

Maximum Penalty: 2 game suspension and probation for the season.

Additional Player Code of Conduct

9. Any player placed on probation and reported again for a violation of the Code of Conduct will be given a minimum penalty of suspension for the remainder of the probation period.
10. Any player ejected from a game must leave the facility immediately. Failure to do so will result in forfeiture of the game and automatic suspension for two games for the player.
11. Throwing equipment, regardless of intention, is prohibited. Throwing of the ball or other equipment intentionally or maliciously will incur the penalty of ejection and a 2-game suspension.
12. Team managers are responsible for their players and spectators. Failure to control team members or fans may result in forfeiture of the game and suspension for the program.
13. Participants may be held liable for damages caused by negligence or malice.
14. Drinking alcoholic beverages during the game will not be tolerated. Alcohol is not permitted in the facility or on the facility property. If a player is drinking alcoholic beverages during the game, the coach will be informed of the situation, and the player will be ejected from the gym and will be automatically placed on probation for the duration of the season. If another incident occurs, they will be removed from the leagues.
15. Suspended players are suspended from all leagues in which they participate. During suspension such a player is not allowed to be at the field, even as a spectator.

All participants are governed by all the rules set forth by the Parks and Recreation Department which cover conduct before, during, and after the game. The Parks and Recreation Department has the right to modify any Code of Conduct rule and/or penalty when deemed appropriate.

NRS: CHAPTER 199 CRIMES AGAINST PUBLIC JUSTICE

Effective October 1, 2005

N.R.S. 199.300 - No person shall directly or indirectly address any threat or intimidation to a public officer, public employee, juror, referee, arbitrator, appraiser, assessor or any person authorized by law to hear or determine any controversy or matter, with the intent to induce him, contrary to his duty to do, make, omit, delay any act, decision or determination. If the threat or intimidation communicates the intent, either immediately or in the future: (a) To cause bodily injury to any person; (b) To cause physical damage to the property of any person other than the person addressing the threat or intimidation; (c) To subject any person other than the person addressing the threat or intimidation to physical confinement or restraint; or (d) To do any other act which is not otherwise authorized by law and is intent to harm substantially any person other than the person addressing the threat or intimidation with respect to his health, safety, business, financial condition or personal relationships. This does not prohibit a person from making any statement in good faith of the intention to report any misconduct or malfeasance by a public officer or employee. A person who violates N.R.S. 199.300 is guilty of a category C or category B felony if physical force or the immediate threat of physical force is used, or a gross misdemeanor if no physical force is used.

Adult Sports Reminder

This is a recreational program. Players are not professionals, and while we encourage healthy competition, the win-loss aspect is not a matter of life and death. It is your responsibility to stay under control before, during and after all games. Errors may be made. All efforts are made to limit and correct errors, but they are not all correctable.

To reach the City of Reno Athletics Office please call 775-657-4657.

Thank you for participating in our leagues!