



ENGLEWOOD PARKS & RECREATION ADULT VOLLEYBALL RULES

General Information

1. Englewood Parks & Recreation offers a non-sanctioned volleyball program for the recreational enjoyment of the participants. The Englewood Park & Recreation Staff is the sole governing body of the program. The leagues will follow the current U.S.A. Volleyball Rulebook with the following exceptions and modifications. The following rules will be enforced at the first game. Those who do not comply will not be eligible to participate.
2. The manager of each team is responsible for his/her team knowing and abiding by all rules, for the conduct of his/her team and spectators during league and tournament play, and for obtaining all make-up game and tournament game information.
3. **The Recreation Department reserves the right to move teams both upward and downward to maintain the competitive integrity among leagues.** Movement of teams when deemed necessary shall be determined upon the number of teams involved and their most recent performance history.
4. Any abusive display of anger or unsportsmanlike conduct by a player or spectator may result in ejection and/or suspension. If an official ejects a player from the game, the player will have to sit out the next scheduled match at minimum.
5. Special scheduling requests (e.g. "our team needs a bye on March 11") must be submitted before the registration deadline but are not guaranteed. Any special scheduling requests needed after the schedules have been made will not be accommodated.
6. All situations not specifically covered in the rulebook shall be acted upon by the Athletics Program Administrator, and all such action taken shall be final.
7. Please call the Englewood Recreation Center as soon as possible (303-762-2680) if you know in advance that your team needs to forfeit so we can inform the opposing team.
8. **Customer Service** - Englewood Parks & Recreation strives to provide staff (officials, supervisors, and scorekeepers) that are professional, knowledgeable, and courteous. Please contact the Englewood Recreation Center immediately if any of our staff or officials do not meet the standard of performance that you deserve. Your input is a necessary part of our evaluation process.
9. If children are brought to the games, an adult who is not playing in a game must continuously supervise them. Englewood Parks & Recreation is not responsible for children who are injured during this program.
10. **Inclement Weather** – In case of inclement weather or hazardous conditions, Englewood Parks & Recreation has the right to close early or cancel games. In this case, please call **The Englewood Recreation Center at 303-762-2680**. If the recreation center is closed, then games are canceled. If the recreation center is open, leagues will run as scheduled unless otherwise noted by the league administrator. The weather line, **303-762-2598 x2**, will also be updated if games are canceled. Check www.teamsideline.com/englewoodrec for cancellations and make-up schedules. Team managers are responsible for finding out if games are canceled and their team's makeup game schedule.
11. All team fees are due in full at the time of registration.

Schedule & Standings

All game schedules and standings will be posted and updated at

www.teamsideline.com/englewoodrec

Rosters

1. All players must fill out and sign the roster form prior to playing in his/her first game.
2. Roster size is unlimited, however individual awards are only given to a maximum of 8 players per team.
Rosters must be turned in to the official before you play your first match. Players may be added to your roster until your **8th match**. No player may be added after your team has played your 8th match. Please see the official to add players to your roster.
3. To be eligible for the tournament, players must have played in at least one match and listed on their roster prior to the freeze date in order to participate in any tournament games. By signing the roster form, you and your team agree to follow the rules and Code of Conduct.
4. All players must be 18 years old or older before playing in their first game of the season.
5. Managers looking for extra players can contact the Program Administrator and ask for the Free Agent List.
6. Rosters may be checked before each game. Photo IDs must be shown to the official if verification is requested. If a player is not listed on the roster or if a player does not have a photo ID, that player cannot play in that match and may result in a forfeit.
7. A player may not participate on more than one team in the same league that plays on the same night. If a team borrows a 6th player from the same league, the match will automatically be a forfeit, which will be enforced by the official. **Player protests must be done before the first serve of the first game and are not retroactive.**
8. **Exceptions** - If a team has 4 players at game time, there are two options:
 - a. Forfeit
 - b. Borrow a 5th player from another team - even if the player is in the same league. This must happen prior to the start of the first game and must have the approval of the official and the opposing team.
 - c. If the team's 5th player comes once the game has started, the sub can no longer play and the team will play with their own 5 players.

Rules

1. **Match Time** – Teams will have 5 minutes to warm up and 50 minutes to play for a total of 55 minutes per match. If matches end before the allotted time, the next match will be scheduled to play right away. Three games will be played each night and all games will count toward the standings.
 - A. A match consists of 3 games. Rally scoring will be used for all three games. Depending on the time limit, the first two games will be played to 21 points with a cap at 23. **The third game will be played to 15 points with a cap at 17, if time allows the third game can be played to 21 with a cap at 23. The score limit of the third game will be announced by the official prior to the first serve of the third game.** Games must be won by 2 points. The first and third game serves will be determined by a coin flip with the official. All leagues may start and finish with five or six players.
 - B. Teams may not warm up behind or next to the playing area while a game is in progress.

- C. Each team is allowed two 30-second time-outs per game.
 - D. Game time is forfeit time. The second game will be a forfeit after 15 minutes. If the first two games are a forfeit, the third game is also a forfeit. Forfeiture of three matches in a season will result in a team not being considered for the tournament. Please contact the Recreation Center (303-762-2680) by noon on your game day or sooner, if you know your team is going to forfeit.
 - E. Teams may play with five players. When playing with five players, the normal rotation will not change. There is a mandatory side out on serve where the sixth player is missing in all leagues.
2. Substitutions -
- A. Players (re)entering the game must assume the position of the person replaced. Any number of players may enter the game in each position. Substitutions are unlimited.
 - B. Clockwise Rotation Method: Substitutes enter the court from a specific location (i.e. service spot or center back). The subs must enter from this spot throughout the game. In co-ed, substitutes must be of the same gender.
 - C. In case of an injury, a substitute may enter for that player in their current position.
 - D. Players must make sure the official is aware of the substitution before entering the court.
3. Serve & Net Play -
- A. The ball can be served from any position on the back line.
 - B. A let serve will be considered in play.
 - C. Net faults will be called. A net fault occurs when a player touches the net while in the act of playing the ball.
 - D. The foot or hand can touch the centerline under the net as long as it does not impact play on the opponent's side of the net or produce a safety concern.
 - E. **Reminder:** Re-serving the ball is NOT allowed. The server has one toss and must serve it within 8 seconds.
 - F. Back row players are allowed to attack the ball above the net only if they take off from behind the 10' line
 - G. The service order must alternate between males and females for the coed leagues.
4. Blocking
- A. Blocking and/or attacking the opponent's serve is illegal if the ball remains above the plane of the net in front of the attack line. If a team blocks or attacks the serve, it will result in a side out and the ball will go back to the serving team.
 - B. A block does not count as a hit. A team attempting a block would therefore still have three hits remaining.
 - C. COED: When there are two females and one male player in the front line at the time of the service, one male back-row player may be forward of the attack line for the purposes of participating in blocking action. The other back-row male player must stay behind the 10' line.
5. Ceiling -
- A. The ceiling is playable if the ball touches it and stays on the same side where contact was made. However, if the ball hits the ceiling and crosses the net in either order, it results in a side out.
 - B. The basketball hoops above the net are considered ceiling play. It is playable if the ball falls back on the same side, but it is considered a side out if the ball carries over the net after it hits the basketball hoop.
 - C. If the ball touches the running track or crosses the plane of the running track, then it is out of play and will result in a side-out.

6. Jewelry -

- A. Exposed jewelry, which is judged by the official to be dangerous, must be removed and may not be worn during the game.

7. Net Height –

Women's League - 7'4 1/8 "

Coed League - 7'11 5/8"

8. **Language - There will be zero tolerance for inappropriate, vulgar, or offensive language by teams and their identifiable spectators. Players and identifiable spectators who use inappropriate, vulgar, or offensive language will be immediately ejected from the game and the facility and may be suspended from future games.**

9. Blood Rule -

Any time a player in the game is bleeding, he/she must leave the game until the bleeding is stopped and the wound is covered. Excessive blood on the uniform requires the player to change clothing.

23. Uniforms –

Like colored shirts are recommended but not required.

24. Ejections –

If a player is ejected from the match or game, he/she must leave the facility "sight and sound." If the ejected player does not leave the facility sight and sound, the team will have to forfeit the game.

Coed Rules

1. If a team contacts the ball more than one time during offensive action, one of the contacts must be made by a female player. There is no restriction that prevents all three team hits from being made by female players. A block does not count as one of the three team contacts.
2. All leagues must play with an equal number of men and women; however, teams may play with five players. When playing with five players, the normal rotation will not change. There is a mandatory side out on serve where the sixth player is missing **if the missing player is female. If the ghost player is male there will not be a side out when the ghost player would serve.**
3. The service order must alternate between males and females.

Acceptable Combination of players:

3 men, 3 women or 2 men, 3 women or 2 men, 4 women

***** 3 men - 2 women *****

***** Co-ed Teams may play with more males than females, however they must play with a ghost player and a side out will occur when the ghost player would serve.**

Gym Rules

1. Shirts must be always worn. Tennis shoes ONLY on the gym floor. No bare feet. No sandals.
2. An adult not participating in the match must supervise the children watching.
3. No food or drinks allowed in the gym. No alcoholic beverages are permitted on City or School property.

4. Other Center facilities (walking track, weight room, cardio equipment, pool) may be used once the proper fee is paid at the front desk.
5. Warming up in the halls is not permitted and will not be tolerated. Players found warming up in the halls will not be allowed to participate in their match that night.

Tournament Play

All teams will automatically advance to play in a single elimination tournament once all league matches are over. If a team forfeits three or more matches during the regular season, that team may not be allowed to participate in the tournament. Tournament champions in all divisions can receive a team award or a discount on the following season.

Tournaments will follow league rules except for the following:

1. The winner of the matches will be determined by the best 2 out of 3 games. 3 games are not guaranteed.
2. Depending on the time limit, matches will be played to 25 with a cap of 27. If a third game is played, it will be played to 15 with a cap of 17.

Tie Breakers / Awards

1. If, after all, teams play all their regular season games and teams have a tied record, ties will be broken the following way:
 - A. Head-to-headed competition.
 - B. Point differential between tied teams between tied games.
 - C. Any team with a forfeit in the season will be dropped from the tie-breaker.
 - D. Total points scored against (all games).
 - E. Total points scored (all games).
2. All teams will automatically advance to play in a single elimination tournament once all league games are over. If a team forfeits three or more matches during the regular season, that team may not be eligible for the tournament.
3. Tournaments will follow league rules with the above exceptions.
4. Individual awards will be given to the team that wins the season-ending tournament. The number of awards will be equal to the number of paid participants on the roster, no more than 8. League champions will receive a discount for a future team fee (must be used within one year). There are no awards for 2nd place.

Contact Information

Recreation Supervisor: Savannah VanDuyn (303) 762-2676 svanduyn@englewoodco.gov

Englewood Recreation Center: 303-762-2680

Schedules & Standings: www.teamsideline.com/englewoodrec