

City of North Richland Hills Parks and Recreation Department INDOOR VOLLEYBALL RULES & REGULATIONS

All league games will be played in accordance with the current Texas Amateur Athletic Federation (TAAF) with the addition of the following:

****Indicates rule change or clarification for current year.**

I. Eligibility

1. Players in all Adult Leagues must be sixteen (16) years of age or older prior to the start of league play.
2. All players must carry current picture identification with them at all times during all league games.
3. Players will be allowed to play on more than one team during a season but cannot play on more than one team in the same league. Competitive/Intermediate A players cannot play on Intermediate B or Recreational teams.

II. Rosters

1. Each team will be allowed a maximum number of players, including the playing coach. Coed "Six" will be allowed a maximum of twelve (12) players.
2. Initial rosters must be turned in prior to the team's first **match**. Rosters may be turned in at the Recreation Services office between 8:00 AM – 10:00PM, Monday through Friday or on the day of the first game. Final rosters must be completed by the 3rd **match** of the season with Name, Phone, Address and City, birthdate or DL# and Signature.
3. There will be no roster changes allowed for any reason after the final roster has been submitted.
4. ***SUBS*** Teams can add subs to the roster at any point during the season but for the subs to be eligible for playoffs, they must play two weeks of scheduled games. Subs can only sub for one team during a season. A sub cannot sub for multiple teams in the same league.
5. COACHES are responsible for their rosters to match the players' identity. All players must have current picture identification with them at all times during all league games.
6. **Injury Roster Exemption:** Special exceptions can be made to rosters should player injuries put a team in jeopardy of forfeit. A player can be added to the roster in this situation. This circumstance will be monitored on a case-by-case basis. All roster requirements will apply to any player being added to this exemption.
7. ****Players** will be allowed to play on more than one team during a season but cannot play on more than one team in the same league. Competitive/Intermediate A players cannot be on an Intermediate B or Recreational roster at any time
8. It is not the official's responsibility to identify ineligible or illegal players. This must be brought to the official's attention by a team manager.
9. ****Any protest of a player on an opposing team must be made by the team manager prior to the conclusion of the **match**. A roster protest must be brought to the attention of the official.** The official will have team rosters on file to reference. In the event, the protested player is not listed

on the roster, this player is deemed illegal, is ejected and the entire match is forfeited.

10. A player that has been deemed illegal on a team roster will be suspended for two (2) matches. Players, coaches and managers who have been ejected/suspended **must leave the complex** and may not return until the completion of their suspension.

III. Equipment/Uniforms

1. Matching uniforms are NOT required.
2. Officials may ban any equipment that they deem as unsafe or illegal.
3. No jewelry may be worn at any time during the game.

IV. Playing Rules

1. Teams should be present at least 15 minutes prior to game time.
2. **Rally Play Scoring:** An official match will consist of three (3) games. The score shall be rally play for all three (3) games. The first two (2) games will go to 21 points, 23-point cap. Game three (3) is played to 15 points with a 17-game point cap.
3. A maximum of 5-minute grace period will apply to the start of a match.
4. If a team forfeits a game due to failure to have sufficient players to start a game at the scheduled time (or by the grace period), the score will be recorded as 1-0. A waiting time of up to 15 minutes each will be allowed for the 2nd and 3rd game, before each game is declared a forfeit and recorded as 1-0.
5. ** If a team forfeits three (3) complete matches due to lack of players at the start of a season, the team will be dropped from the league with **no refund** of entry fees and all teams scheduled to play the offending team for the remainder of the season will receive a win by forfeit. Make up games scheduled on days other than the original league night will **not** apply. All games team played in/remaining scheduled in will be considered a forfeit.
6. ** There will be Unlimited substitutions There will be an unlimited number of substitutions. All substitutions must be made during a dead ball. Substitutes are not required to replace the same ***player*** every time, but they must substitute in the ***same position in the rotation*** throughout the game. Men must substitute for men and women must substitute for women.

NET		
Joe (4)	Mary(3)	Tim (2)
Samantha (5)	Mike (6)	Brenda (1)

Subs: Suzy, Sally, Edward, Bill

If Suzy subs for Samantha in position 5, she is tied to that position. Either Samantha or Suzy will serve after Joe (or whoever subs in for Joe in position 4). Sally can also sub in for Suzy or Samantha but then could not sub in for Mary or Brenda.

The numbers in the diagram refer to the order of servers as they rotate. Brenda is the 1st server, when they rotate Tim will be the 2nd server and so on.

7. *Players should serve in the same order of rotation throughout the game. The serving order and position on the court at service will be an alternation of male and female or vice versa. Unless playing with 4 or 5, then there will be the possibility of 2 males' side by side.

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6. ** There will be Unlimited substitutions There will be an unlimited number of substitutions. All substitutions must be made during a dead ball. Substitutes are not required to replace the same **player** every time, but they must substitute in the **same position in the rotation** throughout the game. Men must substitute for men and women must substitute for women.

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The numbers in the diagram refer to the order of servers as they rotate. Brenda is the 1st server, when they rotate Tim will be the 2nd server and so on.

7. *Players should serve in the same order of rotation throughout the game. The serving order and position on the court at service will be an alternation of male and female or vice versa. Unless playing with 4 or 5, then there will be the possibility of 2 males' side by side.

8. There will be two timeouts per team allowed for each game. Each timeout will be for 30 seconds. After each timeout, players resume their previous location in the rotation
9. After each game, the teams will exchange court sides.
10. The winner of the coin toss will determine first service. The other team will have a choice of court side. The second game will begin with the original first game receiving team serving first. The third game will begin as the first game began (coin flip, etc.)
11. **Blood Rule** – A player, coach or official who is bleeding or who has blood on his/her uniform will be prohibited from participating further in the game until the appropriate treatment is administered in a reasonable length of time, the individual will not have to leave the game. (The length of time considered reasonable is left to the official's judgment.)
The official will:
 - a. Stop the game and allow treatment if an injured person would affect the continuation of play.
 - b. Immediately call a coach, trainer or other “authorized person” to the injured player.
 - c. Apply the rules of the game regarding substitution, reentry and short-handed player if necessary.
12. **A team that is currently in an Intermediate season that decides they would like to move up to the Competitive division may register for the next season at the Competitive level. Due to uneven start dates in the leagues, a team may finish that current Intermediate league while also participating in the Competitive league. However, the team will forfeit any Intermediate playoff berth and awards for that current season. Once the current Intermediate league is concluded, the team must remain in the Competitive division and may not register or move back down to Intermediate until conclusion of the Competitive league. Any player additions to a team's roster for the new season of Competitive may not play in the current Intermediate league.**
13. Each Team Manager should initial the official's score sheet after each match. This will ensure that all records are correct and have been accepted by both Team Managers. Failure to initiate the score sheet will be an indication that the Team Manager has accepted the score sheet and has forfeited his/her right to review. **League standings will be based on the score sheets.**

VII. Rules for “Competitive” Division

1. Teams are required to play with a minimum of five (5) players: If Co-Ed teams start with 5 players, they must have a 3-2 ratio of men to women or women to men. No 4-1 ratios will be allowed. NOTE: The competitive teams advancing to state play must start with six (6) players.
2. The serving order and positions on the court at service will be an alternation of male and female, or vice versa. Unless playing with 5, then there will be a possibility of 2 males' side by side.
3. When a ball is played more than once by a team, a female player must make one of the contacts. Contact of the ball during blocking will not constitute playing the ball. There is no requirement for a male player to contact the ball regardless of the number of contacts by a team.
4. When only one male player is in the front line at service, one male back line player may be forward of the attack line for the purpose of blocking.
5. No female back line player may participate in a block.
6. A server that hits the net and lands on the line or in bounds of the other court is considered in play; however, if the ball hits the net and lands out of bounds, then it is side out.
7. The first two (2) games will go to 21 points, with a cap of 23. Game three (3) is played to 15 points with a 17-game point cap.

VIII. Rules for “Intermediate” Division

1. Spiking will be allowed.
2. Overhead or overhand serves will be allowed.
3. Teams are required to play with a minimum of five (5) players: A maximum of three (3) males can be on the court at one time. NOTE: The competitive teams advancing to state play must start with six (6) players.
4. The serving order and position on the court at service will be an alternation of male and female, or vice versa. Unless playing with 5, then there will be a possibility of 2 males' side by side.
5. When a ball is played more than once by a team, a female player must make one of the contacts. Contact of the ball during blocking will not constitute playing the ball. There is no requirement for a male player to contact the ball regardless of the number of contacts by a team.
6. When only one male player is in the front line at service, one male back line player may be forward of the attack line for the purpose of blocking.
7. The first two (2) games will go to 21 points, with a cap of 23. Game three (3) is played to 15 points with a 17-game point cap.

IX. Rules for “Recreational” Division

1. Spiking will be allowed.
2. Overhead or overhand serves will be allowed.
3. Teams are required to play with a minimum of four (4) players, no more than two (2) players of the same gender. Players will be positioned on the court as if all six (6) players were present. The same gender will never serve back-to-back. Unless playing with 4 or 5 where males could serve back-to-back.
4. The serving order and position on the court at service will be an alternation of male and female, or vice versa. Unless playing with 4 or 5, then there will be a possibility of 2 males' side by side.
5. When a ball is played more than once by a team, a female player must make one of the contacts. Contact of the ball during blocking will not constitute playing the ball. There is no requirement for a male player to contact the ball regardless of the number of contacts by a team.
6. The first two (2) games will go to 21 points, with a cap of 23. Game three (3) is played to 15 points with a 17-game point cap.

X. Tie-Breaker Procedure

1. In case of a tie for award positions at the conclusion of the season, the following tiebreaker procedure will be used to determine places:
 - a. Head-to-head result(s) between teams tied.
 - b. If teams split in head-to-head game, point differential in those games will be used.
 - c. If teams are still tied, point differential in all league games for the teams tied will be used.
 - d. As a last resort, a one-game playoff will be held to determine the final places.

XI. Conduct/Discipline

1. North Richland Hills City Ordinance Section #118-631 states that alcohol is not permitted in city-owned facilities.
2. North Richland Hills City Ordinance Section #42-173 states, “It shall be unlawful for any person to smoke tobacco, chew tobacco or dip tobacco or snuff within the confines of any city-owned and operated building or any city-owned park with the exception of paved parking areas only.”
3. Each team manager will be held responsible for the conduct of his/her fans or spectators.
4. For the player's and children's safety, children must be directly supervised at all times. Any children interrupting play may cost a team penalty points and/or forfeit the game if it continues.
5. Any player, coach or manager ejected from any league game will be suspended for a one (1) league match. Players, coaches and managers who have been ejected/suspended **must leave the facility** and may not return until the completion of their suspension.
6. Suspensions will carry over from season to season. Example: A player suspended for the final game of the season will have to sit out the first match of the next season.

7. Physical violence especially attacks on a game or tournament official immediately before, during or after a game will not be tolerated. Fights/confrontations between players/teams will result in a minimum of one (1) year loss of eligibility or indefinite suspension in all league play, subject to an annual review if requested.
8. The official has the authority to remove a player, coach or a spectator from a game and/or forfeit the game due to unsportsmanlike conduct. Unsportsmanlike conduct will include but is not limited to profanity, threats of any kind toward the officials, fighting (before, during or after the game) any intoxicated condition detected by the official before or during the game or any flagrant foul as determined by the official.
9. Ejection/Suspension/Appeal Procedures: Once a player, coach or spectator is ejected from a game, then that person will be notified in writing that they will be suspended for one (1) game and/or one (1) year depending on the severity of the incident. When the suspended person receives that correspondence, then he/she has the right to appeal the ruling **in writing** within 5 days. In turn, the North Richland Hills Parks and Recreation athletic office has up to 5 days to render a decision **in writing** regarding the appeal. This office has the right to uphold, reduce, waive or increase any suspension that has been granted, once the research has been conducted. All decisions are final and are considered closed.

XII. Protests

Must be filed in the following manner:

1. Must be filed before the match is over. Once final whistle blows on final point, protests are not accepted.
2. Notify the official and give details of the protest.
3. See that the protest is recorded in the official scorebook or score sheet.
4. On the first regular business day following the protested game, the Team Manager must submit the protest in writing to the Recreation Center front desk along with a \$25.00 protest fee. Protest fees are cash only. If a protest is upheld, the fee will be refunded.
5. Judgement calls are not a basis for protests.

XIII. Net Play

1. Attacking over the net is illegal unless some portion of the ball has broken the net vertical plane or offense has completed their attack (referees' decision).
2. Blocking or attacking a served ball is illegal when the ball is completely above the height of the net. (Ball must break the horizontal plane of the net.)
3. A back row player cannot attack a ball in front of the 10 ft. line if the ball is completely above the net when contacted.
4. A block is not considered a hit for the purpose of three (3) hits per team.
5. Touches on blocks or net should be called by teams if not called by officials.
6. The entire foot or hand must cross the centerline in contact with the floor for a fault to occur. Any other part of the body (leg, head, etc.) touching the opposite court is a fault.

7. Player contacting the net, net supports, posts, cables, during play on the ball is a fault.
8. Multiple contacts now legal.
9. Contact of the net by the ball on the serve is legal.
10. Server gets one attempt at the serve. No “muff” of the serve is allowed.
11. The ceiling is legal if another play is allowed only when it contacts the ceiling on your side of the court.
12. Contact of the ball on the backboard located at end of playing court is illegal. The referee has the option to call for a replay if in his/her judgment there was a play on the ball.
13. The wall/screen is considered out of bounds. Player contact with screen to move screen in order to play the ball is not allowed. (Safety issue). Player must play the ball before the ball contacts the wall/screen. NOTE: If momentum causes player to go into the wall after the play is made; that will be acceptable

XIV. Forfeit rule

1. If a team knows in advance that they will be unable to field the minimum number of players, the team captain **must notify the Athletic Coordinator at least 24 hours prior to game time.** This advance notice is important to ensure **consistent communication**, allow staff to notify the opposing team, and help maintain fair and efficient scheduling. You can reach the athletic coordinator via email or by calling their direct line – (817) 427-6615.

XV. Summaries

1. The Parks and Recreation Department reserves the right to add, delete or amend the rules and regulations or policies for the betterment of the program.
2. The Parks and Recreation Department can approve/disapprove any team name, logo, language or uniform deemed lewd, vulgar, obscene or suggestive in order to maintain a wholesome environment conducive to providing quality leisure opportunities.
3. The Parks and Recreation Department reserves the right to re-classify a team at any time.
4. No caps, visors, bandanas allowed on the court, by players or non-players, during warm-ups, practices or games. (Safety Issue)
5. We ask that players be courteous to the other team and roll the ball under the net to the opposing team rather than throw the ball over the net.
6. NO DRINKS ALLOWED ON THE COURT AT ANY TIME.
7. Schedules are final upon release. The Parks and Recreation Department can make schedule adjustments as deemed necessary.
8. Each team has the opportunity to request a date off that they know their team will have a conflict. With that said, it is a request and there is **no guarantee** that the request can/will be accommodated. The Parks and Recreation Department will try to meet as many requests as possible. **Requests will not be accepted after the registration deadline.**
9. In cases of inclement weather or school closings, coaches only may contact 817.427.6615 for possible game cancellations or visit www.teamsideline.com/nrh.