



ADULT VOLLEYBALL LEAGUE RULES

Revised Jan. 2008

Current USVBA rules will govern play except the variations denoted here. The Medford Parks and Recreation Department (MPRD) reserves the right to change rules, regulations and policies whenever due cause warrants a change.

1. ELIGIBILITY

- A. Minimum age for all city league players is 18. However, Co-ed and Women's league teams are allowed to utilize up to two 16- or 17-year-old players if a parent or guardian signs the roster or liability release form.
- B. Players may not compete on more than one team in the same league.
- C. Players may play in more than one league, but players who compete on an upper division team may not compete on a lower division team.
- D. Teams found utilizing an ineligible player will forfeit all games in which the ineligible player participated.

2. REGISTRATION PROCEDURES

- A. All teams must submit official roster forms with the individual signatures, correct addresses and contact information for at least seven players. (MPRD recommends having at least eight players on the roster.)
- B. League fees are due upon registration.
- C. Additions to the roster will be accepted at the Medford Parks and Recreation office at City Hall, 411 W. 8th, Room 225, or at the Santo Community Center during normal business hours or at the gym prior to the start of the match. In order to become eligible to compete, new players must sign team rosters and/or liability release forms in person at City Hall, the Santo Center or at the volleyball venue prior to playing in a city league contest. All roster additions are subject to approval by the League Director based on eligibility guidelines.
- D. The registration process is not complete until all signatures are validated and all listed registration procedures have been met.
- E. Teams are welcome to apply for a particular league. However, the League Director may place teams into leagues or divisions in order to achieve scheduling and competitive balance and to maximize gymnasium usage. Previous team performance may be taken into account during the league formation and scheduling process.
- F. Each team is required to send ONE representative to the pre-season league meeting in order to discuss league rules and scheduling.
- G. If a team determines it is unable to play on an assigned day or time while attending the pre-season manager's meeting or within two business days after the meeting, it will receive a full refund of league fees.

3. LEAGUE REGULATIONS

- A. A Facility Supervisor, employed by MPRD, will be in charge of the facility, including oversight of participants and spectators. Supervisors have the authority to take appropriate actions necessary to maintain a safe and orderly environment.
- B. Team captains are responsible for informing their team of pertinent information, including rules, regulations and scheduling.
- C. League champions are determined by win-loss records. Ties are broken by head-to-head outcomes during league play. Multiple ties are broken by the League Director using traditional tie-break methods.
- D. Games will start at exactly the time listed on the schedule.

- E. Forfeits. If a team cannot field at least three players at the scheduled game time, it will forfeit Game 1. If the forfeiting team obtains the necessary number of eligible players within 20 minutes of the original start time, it may play Game 2 without forfeiture. When a team is reduced to fewer than three players, the game shall be forfeited. Teams involved in forfeits may not practice on the court while other games are in progress.
- F. Co-ed teams may play with the following combinations of players:
- | | |
|-----------------|-----------------|
| 3 men – 3 women | 3 men – 2 women |
| 2 men – 2 women | 2 men – 4 women |
| 2 men – 3 women | 1 man – 3 women |
| 1 man – 2 women | |
- G. In Co-ed play, when a ball is contacted more than once by the same team, one of the contacts must be by a female player. Exception: When a male player sends the ball over the net during a service reception. A ball deflected by a female player during a block attempt does not constitute a contact.
- H. A back-row player may come to the front row to help block, but he/she may not attack the ball while in front of 10-foot line. A male player may not come from the back row if two male players are already in the front row.
- I. All teams with 6:30 start times are asked to show up 15 minutes early to help set up nets. Conversely, the last teams scheduled in each gym are responsible for helping take down the nets.
- J. Players will not be admitted onto the courts until all previous games are completed. Teams arriving for early games may warm up only after all equipment has been set up, and if time permits.
- K. Scoring. A game is won when a team scores 25 rally scoring points and the team leads by at least two points. If the score is tied at 24-24, play continues until one team has a lead of two points. Exceptions: If the 45-minute time limit is reached before the game is completed, the team that is ahead when the whistle blows is the winner. In case of a tie when the time limit is reached, teams will play one additional point to determine a winner.
- L. Due to time and space restrictions, teams will play two (2) games per match. League standings are based on individual games won and lost.
- M. Teams are responsible for reporting game scores to the Facility Supervisor. If scores are not reported, both teams receive losses.
- N. Teams and players are responsible for calling their own faults. No protests will be accepted. Discrepancies or problems should be dealt with promptly. The Facility Supervisor will be happy to assist team captains in interpreting the rules, if possible.
- O. Each team is responsible for bringing at least one volleyball. MPRD shall provide a game ball. In the event an MPRD game ball is not available or acceptable to both teams, captains must agree on a game ball prior to starting a match. The game ball must be a traditional smooth leather or synthetic leather indoor volleyball.
- P. The team listed first on the schedule shall serve first for Game 1. The team listed second shall serve first for Game 2. If it is unknown which team is listed first on the schedule, team captains may flip a coin or teams may play a non-counting point to determine home team.
- Q. Each team is allotted one 30-second timeout per game. Injury timeouts do not count as a team timeout, but match time will not be extended due to injury stoppages.
- R. Any act, which in the opinion of the Facility Supervisor deliberately delays the game, will be penalized by loss of service and/or a point awarded to the opponent. A server has 10 seconds to serve from the time the defensive team is ready to receive.
- S. MPRD maintains a “free agent” list as a courtesy to short-handed team captains. Free agents may play at only one skill level (e.g. “A”-league). If the free agent has played more than three times for the same team, he or she will be considered a permanent member of the team and may not substitute on other teams.
- T. MPRD is not responsible for lost or stolen equipment or personal items. Jewelry, watches, bracelets, dangling earrings, necklaces, rings, etc. are not allowed to be worn on the court and should be left at home whenever

possible. Personal belongings must be placed completely out of play in areas where they pose no threat to safety.

- U. Shirt and shoes are required for all players. Only non-marking court shoes are allowed on the gym floor.
- V. Casts, braces, etc., should be approved by the Facility Supervisor for safety considerations prior to the start of the match.

4. SPECIAL RULES FOR PLAY AT McLOUGHLIN MIDDLE SCHOOL

- A. Obstructions. If a ball strikes any part of the ceiling or anything attached to or hanging from the ceiling on the player's own side of the net, the ball is IN PLAY. If the ball strikes the ceiling or anything hanging from the ceiling on the opposing side of the net, the ball is OUT-OF-BOUNDS. Serves striking a side basket shall be REPLAYED, but serves striking the ceiling are OUT-OF-BOUNDS. During play, any ball hitting a basket will be a discretionary call. If an agreement cannot be reached, teams shall replay the point.
- B. Vertical boundary. No antennas are used. Consequently, the vertical out-of-bounds line is the pole.
- C. Protocol. As soon as the ball crosses an imaginary plane on the boundary line of the opposite court, it is deemed a dead ball. Players should use caution and courtesy retrieving such a ball. Should a runaway ball affect play in your court, a replay may be declared by either team.

Please do not kick volleyballs out of your court. Call out "Ball" the moment a ball enters your court to stop play, and return the ball to the proper court. Players may not go into other courts to attack, dig or pass a ball unless the court is empty.

- D. Serving. No extra serving space is permitted in the Black Gym, and serving foot-faults should be called. In the smaller Gold Gym, one extra step into the court while serving is permitted. Teams may not use other courts, doorways or hallways during approaches for a jump serve.

5. SCHOOL DISTRICT GYM REGULATIONS

- A. Due to the lack of seating, non-participants are discouraged from attending city league matches.
- B. Children under 18 not competing on a volleyball team will not be allowed in either gymnasium.
- C. Do not sit on the top row of the bleachers when they are pushed in.
- D. No food or drink (except water) allowed.
- E. Wet towels are prohibited in the gym area.
- F. Any damage to the facility or to equipment (as determined by the Facility Supervisor, League Director or School District authority) will be the responsibility of the player and/or team.

6. CODE OF CONDUCT

- A. No smoking, tobacco chewing, swearing, profanity or obscene gestures allowed.
- B. No physical attacks or verbal threats before, during or after games will be tolerated.
- C. Any player or spectator deemed by the Facility Supervisor to not have control of his/her faculties to the extent that there is a chance of physical injury to him/her or others will be asked to leave the facility.
- D. Destruction of property, theft or assault before, during or after activity will be handled by law enforcement. Individuals and teams will be held equally responsible for any damage or theft stemming from their use of the facility.
- E. Penalties for Code of Conduct violations may include (but are not limited to) the following:
 - 1. Verbal warning from official or Facility Supervisor
 - 2. Forfeiture of point(s) or game(s)
 - 3. Ejection
 - 4. Suspension
- G. A player or team expelled from the league will not receive a refund.