

PAC Coed Volleyball League Rules & Regulations

2018 LEAGUE INFORMATION

DATES/TIMES: Mondays from 5:30PM - 8PM, Oct. 28-Dec. 9

FEE: \$25 per person (due by first game) - League fee covers admission to PAC for games only.

REGISTRATION DEADLINE: Oct. 25 at 12:00PM

LEAGUE MIN/MAX: 4/8

LOCATION: PAC Gym

GENERAL

1. All games will be governed by USAV rules if not noted on the rules sheet.
2. Participants must be 16 years of age or older.
3. Any rescheduled game(s) will be made at the discretion of the league coordinator.
4. The league coordinator shall have final authority regarding rules interpretations, settlements of disputes and acceptance and/or rejection of any and all policies.
5. NO refunds of registration fees will be made for any reason, including team expulsion for rule(s) violations.
6. Unsportsmanlike conduct will not be tolerated. Anyone exhibiting unsportsmanlike conduct will be asked to leave the building immediately. If the problem persists, the match will be forfeited. Any further action will be at the discretion of the league coordinator.
7. All teams must follow the facility rules of the Pinedale Aquatic Center.
8. Participants and spectators are not required to check-in at Guest Services for league play, however if players use the facility before or after games check in is required.
9. Children ages 7 and under must be actively supervised by a non-playing adult. Child Care will be available during league times.

TEAMS

1. Teams may consist of a max of 10 players per roster, with a max of 6 players (3 women, 3 men) playing at a time.
2. Complete rosters are due no later than a team's first scheduled game, with no player additions after Nov. 18.
3. Players may play on only one team.
4. Teams may use a substitute who is not on their roster, provided they meet the following requirements:
 - a. The team has less than 6 players.
 - b. The substitute is approved prior to the start of the game by the opposing team's captain.
 - c. The substitute is on the roster of another team in the league.
5. Teams need a minimum of 4 players (2 women, 2 men) to start a game. Any additional players showing up late will be allowed to enter the game on the next dead ball.
6. The on-court ratio of women to men should be equal, but will never be greater than one. (Example - Teams may play with 5 players, but there must be 3 women, 2 men or vice versa – NOT 4 women, 1 man or vice versa.)

THE GAME

1. A 5-minute grace period will be allowed from a match's scheduled start time. After 5-minutes, the first game will be forfeited and recorded as a 25-0 loss. After 10-minutes, the second game will be forfeited and recorded as a 25-0 loss; the opposing team will be declared the winner of the match. Teams will then be allowed to play for fun if they so choose.
2. All players must check-in prior to the start of each game.
3. All matches will be played best 2 of 3 games. All games will use rally scoring, with the first two games played to 25 points, win by 2 points (capped at 30 regardless of 2 pt. margin). If necessary, a third game will be played to 15 points (capped at 21 points).
4. Matches will be no longer than 45 (running clock) minutes in length. If the time limit is reached, the winner of the game in progress will be the team who is ahead. If the game is tied (or a team is up 1) in the final seconds, the score keeper will stop the clock, and allow the play to end. If it results in a tie, the next point will win.
5. The Home Team (team listed first) will have choice of service or court. The team that does not serve first during the first game will serve first during the second game. A coin-toss will be used to decide who serves first during the third game.
6. Service must alternate from men to women, unless a team has only 5 players.
7. Unlimited substitutions are allowed during a dead ball. Men must substitute for men and women must substitute for women.

8. Teams will switch courts after each game.
9. Back row players cannot attack the ball from in front of the 10-foot line.
10. Players may not use their head or feet to hit the ball.
11. A blocker may touch the ball beyond the net, provided that they do not interfere with the opponents' play before or during the attack.
12. After an attack, a player is permitted to pass their hand beyond the net, provided that the contact has been made within their own playing space.
13. Serves may not be attacked (spiked) or blocked, setting a serve is considered legal
14. Judgment calls by the referee are considered final.
15. Only Team Captains may file a protest. A protest must be filed with the league coordinator within 24 hours of the end of the game.
16. Teams will be allowed one 30-second timeout per game. (clock will only stop in the last 2 minutes)
17. Net Height will be 7'11-5/8" (USAV Coed Height).

BOUNDARIES

1. A ball will be considered out of play (and dead) if:
 - a. It makes contact with the floor.
 - b. It touches the antenna, standards or net outside of the antennas.
 - c. It touches an object outside/above the court (bleachers, scorer's table, basketball hoops, track railing, etc.).
2. Any ball that lands on the line is considered good.
3. Any ball that hits the ceiling, fans or curtain and remains on that team's side of the court is still considered live. Any ball that hits the ceiling, fans or curtain and crosses over the net is considered dead.
4. A player may partially step on the center line, but may not completely cross beyond the center line.

STANDINGS

1. Standings will be calculated each week and posted the PAC and sent out to teams via email.
2. Standings will be calculated using the following criteria:
 - a. Matches Won
 - b. Head-to-Head Competition
 - c. Least # of Games Lost
 - d. Points Allowed
 - e. Points Scored