

# GREAT BEND RECREATION COMMISSION VOLLEYBALL RULES

Games will be played by the Kansas State High School Activities Association (KSHSAA) official rules with the following emphasis and exceptions:

## I. ROSTERS

1. **Player Eligibility: Players** must be at least a high school Freshman to participate. Exception: No player who is a member of a college or high school squad is eligible to play during their respected seasons.
2. **Registration:** Any resident team manager wanting to sign up a team must submit their roster and team fee during the designated regular registration period. A one-week late registration period, with increased fees, will follow the registration deadline. Teams will be taken after the late registration week and placed on a waiting list to only be utilized if teams are needed to keep or form a league.
3. **Team Rosters:** To be eligible to participate as a player with a team in league play, a player must be properly registered on the team roster. Team rosters will be limited to 15 players. Managers do not need to acquire the signature of every player. The form allows you to sign up your entire team yourself.
  - a) **Resident Team:** A Resident team is any team which has two (2) or less players on their roster who DO NOT LIVE OR WORK WITHIN THE BOUNDARIES OF USD # 428. Work is defined: Full-time job of at least 30 hours a week. Teams violating this rule will forfeit all games won during the time the ineligible player(s) participated.
  - b) **Non-Resident Teams:** A non-resident team is any team which has more than two (2) players who do not live or work within the boundaries of USD # 428. NON-RESIDENT teams will pay an out-of-district fee of 15% in addition to the standard entry fee and player fee. NON-RESIDENT teams will have the opportunity to register ONLY if spots remain after all RESIDENT TEAMS have secured a spot in the program.
  - c) **Dropping Player(s):** Teams wishing to drop a player may do so by filling out a drop slip form at the GBRC office.
  - d) **Adding Player(s):** Any manager wishing to add a player may do so by placing that player on the roster at the Great Bend Recreation Commission office. Once a player is listed on a roster, he/she is obligated to play with that team and ineligible to play for any other team in that respective league. After leagues are formed, lower league managers may not add upper league player's names to their roster. Any additions to team rosters may be done up to the middle point of the season (For a 9 team league, additions must be made before the team's 5th game. Additions after this point will be based upon certain criteria; injury, moving, forfeits, etc., and must be a player that is not on any current GBRC volleyball roster. This addition must be approved by the Sports Supervisor and Volleyball Committee.
  - e) **Roster Restrictions:** Lower league managers may not have more than two (2) players whose names appear on the roster of a higher league team at any given time (Penalty: forfeiture of all games those players participated).
  - f) **Player Restrictions:** If leagues combine, players may not participate on more than one team in the league. Participating on more than one team in the same league will result in a forfeit loss for each team that player participates on.
  - g) **League Restrictions:** Teams will be allowed to play in more than one league, if a league does not fill up. If your team is interested in playing in a second league, your team will be placed on a waiting list. However, no upper level assigned team may play as a team in a lower level league.
4. **Refund Policy:** Prior to the deadline for late registration the total entry fee will be refunded if a team withdraws from the program. After the closing of the late registration deadline, no refund will be issued to teams requesting to withdraw from adult team sports programs.

## II. GENERAL PLAYING RULES

1. Teams must be on the court and ready to play at their designated time. If a team is not ready to play at the designated time, they shall forfeit the first game. If the same team is not ready to play 15 minutes after the scheduled starting time, they shall forfeit the second game and the match. A team must have four(4) members present or a forfeit is declared. If a team has fewer than four eligible players due to illness, injury or disqualification after the start of the game, it shall continue play. If the fourth player of the forfeiting team shows up to play, a regulation match will begin immediately. If a practice game is being played, it will cease. If regulation play has not begun within 15 minutes, the game/match is declared a forfeit. The supervisor shall be notified when regulation play begins.
2. Any team who forfeits three matches will be dropped from the league.
3. The second team listed on the schedule will be declared the home team and will have choice of serve or side for the first game. First serve will then alternate with each game.

4. Teams exchange courts at the end of each game.
5. Adult leagues will play 3 games to 25 with rally scoring and must have a 2-point advantage to win the game.
6. All leagues will play a net serve as a legal serve.
7. No player may contact the net.
8. If a ball touches the boundary line, the ball is to be considered in.
9. After the serve, players may take any position on their side of the court. However, the backcourt players cannot attack, block or spike the ball from a position in front of the spike line.
10. All players except the server must be in their playing areas in serving order.
11. Substituting should be made at the center back position prior to the team's serve. Additional players arriving late should be placed in the center back position as well.
12. It is recommended that you do not bring children to the matches. If the need arises and you bring your children, you are responsible for them and they shall remain seated.

### **III. PLAYING THE BALL**

1. The ball must be visibly hit (not caught or held), and may only be legally hit from the waist up.
2. Simultaneous contacts of the ball by teammates are considered one play and either player involved may participate in the next play.
3. No player may play the ball twice in succession unless two players touch the ball simultaneously, as in passing or blocking the ball.
4. If opposing players contact the ball simultaneously directly above the net, either may play the ball on the next hit.
5. Any ball returned from Team A to Team B and strikes the backboard, basket ring or net shall be declared out of bounds (deadball) resulting in a point or side out. Any ball played by Team A that remains on the side of Team A and strikes the back board, basket ring, or net can be played by Team A provided it was not their third hit. Also, a ball striking the ceiling or an overhead obstruction above a playable area shall remain in play provided the ball contacts the ceiling or obstruction on the side of the net extended that is occupied by the team that last played the ball, and the ball is legally played by the same team.
6. Any ball that is hit onto the adjacent court, while another game is being played, will be ruled dead and resulting in a side out. Do not attempt to play your teams' ball once it crosses the adjacent courts boundary line, safety of all players is a concern.
7. Women and Coed teams cannot break the plane of the net to block the ball.
8. No player may block a serve.

### **IV. COED RULES**

1. Serving order and position on the floor shall be an alternation of male and female or vice versa.
2. A woman must hit the ball before it is returned to the opponent's court if the ball is hit more than one time.
3. Teams must have an equal or greater number of women on the court at all times (i.e. 2 women and 2 men, 3 women and 2 men, etc. There never can be a greater number of men than women on the court.
4. Males cannot spike or drive the ball across the net; unless the league is a Coed Spiking League.
5. Players may play on a coed team and a women's or men's team.

### **V. TIME FACTORS**

1. Time between games of a match shall not exceed one minute.
2. One time-out is allowed each team per game. Time-outs shall not exceed 30 seconds. Any injury time-out does not count towards the one time-out per match.
3. Matches have a 45-minute time limit or 3 games, which ever occurs first. All games count toward league standings. If time permits, all leagues will play 3 games regardless of game count.
4. If time elapses while the ball is still in play, the game is not terminated until the ball is dead.
5. The team that is ahead at the termination of a game due to expiration of time, will be declared the winner of that game.

### **VI. PROTESTS**

Protests that shall be received and considered, concerning matters of the following type:

### 1. **Player Eligibility:**

- a) Players not properly signed on team's roster.
- b) Players participating on more than one team in the same league.
- c) Players participating under a false name.

Teams have until the time limit or until the last point is scored to protest player eligibility. If a protest is not registered before this time, the game is official. To protest player eligibility, the manager must notify the official(s) or facility supervisor who will inform the opposing manager and scorekeeper. Managers involved in player eligibility protests will be notified after 4:00 p.m. the next working day, of the decision of the Sports Supervisor.

### 2. **Rule Interpretation:**

- a) Misinterpretation of a playing rule.
- b) Failure of an official to apply the correct rule to a given situation.
- c) Failure of an official to impose the correct penalty for a given violation.

In all cases, a rule interpretation protest must be made at the time of play.

For a protest to be considered by the GBRC, the protest must be 3 typed copies and must be accompanied by a \$25.00 cash protest fee which will be returned if the protest is upheld, but forfeited if not upheld. A formal protest must contain the following information:

- a) The date, time and place of the game.
- b) The names of the officials, scorekeeper and or supervisor.
- c) The rule and section of the official rules under which the protest is made, if player eligibility, player's first and last name.
- d) The decision and conditions surrounding the making of the decision.
- e) All essential facts involved in the matter protested.

## VII. **CONDUCT**

1. Players shall not act in an unsportsmanlike manner during or between games. This includes any act the official or supervisor deems poor sportsmanship such as, but not limited to:
  - a) Use of disconcerting acts or words when an opponent is about to play the ball.
  - b) Derogatory remarks to the official, supervisor or opponents.
  - c) Using insulting language or gestures
  - d) Making any contact with an opponent which is deemed unnecessary and/or which incites roughness.
2. For unsportsmanlike conduct by any member of a team, the referee or supervisor may penalize that team by side out or point, disqualify the team from further competition or eject the team member from the premises, as to the degree of behavior.
3. Any player who, when asked to do so, refuses to leave the floor or gym, the referee will refer the matter to the supervisor. If the supervisor cannot rectify the matter, the game and match is over and forfeited by the offending team. The offending team also faces the possibility of forfeiting all remaining games from the league.

**Volleyball Committee:** A volleyball committee will be set by the Recreation Commission to decide all protests, ejections, suspensions and all disciplinary actions that are to be involved against players, managers and teams. The committee will consist of 5 individuals selected by the Recreation Commission from the players and managers of the league. The committee will be used for both the men's and women's division. All decisions made by the committee will be final, with the approval of the Sports Supervisor.

## VIII. GAME/LEAGUE INFORMATION

1. **Requests for Postponements and Rescheduling League Games:**
  - a) The team requesting the reschedule will contact the opposing team manager to get their approval to reschedule the game. After contacting the opposing team manager, the requesting team will contact the Sports Supervisor for approval and reschedule options. Both teams must agree to the rescheduled date and time or the original game will take place as scheduled. The request will need to be approved by the Sports Supervisor 10 days in advance of the scheduled game requested for. A formal reschedule letter will be mailed to the managers. A request for postponement fee that equals the prorated cost of one game will be paid 48 hours prior to the rescheduled game. If the fee is not paid within 48 hours prior then the game will be considered a forfeit for the requesting team.
2. **Forfeit Notification:** Team managers wishing to notify the GBRC Office that their team must forfeit a game shall follow one of the two following procedures:
  - a) **Written Notification:** This document must be typed, signed by the team manager and must contain the opponent's team name, date and time of game to be forfeited. The document must be received by the GBRC office by 5:00 p.m. on the day of game to be forfeited.
  - b) **Verbal Notification:** Verbal notification must be made by the team manager and include opponent, date and time of game to be forfeited. Verbal notification must be made to the Sports Supervisor and the opposing team manager by 5:00 p.m. on the day of game to be forfeited.

Either form of above notification of forfeiture must be confirmed with the manager of the team submitting the notification. If confirmation cannot be made by 5:00 p.m. on the day of game in question, the notification will not be honored. A Notification of Forfeiture, will be considered final (in recording the win/loss result of that game) when it has been confirmed and the opposing manager has been notified.
3. **League Awards: League awards include a Chamber Gift Certificate for 1<sup>st</sup> place.**
4. **League Tie Breaker Procedure:** Tie breakers for league award positions will be as follows:
  - a) Head to head games.
  - b) Record versus highest ranking league opponent.
  - c) Point difference (scored vs. given up) in head to head games.
  - d) Play-off game (Championship Decision Only).
5. **Inclement Weather:** All postponed games because of inclement weather or other reasons, will be announced on KVGB, KHOK, KZXL radio and GBRC information hotline at 793-3755 ext. 4 not before 4:00 p.m. of the day of the postponement, check us out on facebook or [www.greatbendrec.net](http://www.greatbendrec.net). Make-up games will be scheduled as soon as possible.
6. **Code of Conduct:** Players, Coaches and Spectators in the GBRC programs are expected to conduct themselves in a sportsmanlike manner. Unsportsmanlike behavior directed toward other players, teams, officials, coaches and fans will not be tolerated. This includes, but is not limited to, obscene gestures, cheating, hitting, disrespect to officials, or other behavior deemed inappropriate. If a player, coach or spectator is ejected from a game by an official or supervisor, then that person is automatically ejected from the next two scheduled GBRC games, and all practices occurring within this time period. A player may be warned; second warning results in automatic ejection. The Sports Supervisor will notify the players and coaches of the suspension.
7. **Drugs and Alcohol:** There will be no use of drugs or alcoholic beverages on or near the game/practice field or facility premises by managers, coaches, players, officials, GBRC staff or anyone concerned with GBRC teams during games, pre-game activities, or practices. One warning may be issued; or the person in question will be asked to leave the field and face indefinite suspension from any GBRC event or program.
8. **Weapons:** Weapons of any kind are not allowed on or at any GBRC site or facility. (at the discretion of the GBRC Staff.)