



ADULT VOLLEYBALL RULES

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GREAT BEND RECREATION COMMISSION

ADULT VOLLEYBALL RULES

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

1. ROSTERS

1. **Player Eligibility:** Players must be a Freshman in high school or at least 16 years of age by August 1 of current year. No player who is a member of a college or high school squad is eligible to play during their respected seasons.
2. **Registration:** We have three ways to register: On the internet at greatbendrec.com, at the Great Bend Recreation Commission at 1214 Stone St. or call 620-793-3755.
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) **Dropping Player(s):** Any manager wishing to drop a player may do so by removing that player from the roster at the Great Bend Recreation Commission office.
 - b) **Adding Player(s):** Any manager wishing to add a player may do so by placing that player on their roster at the Great Bend Recreation Commission office either by phone or in person between 8:30 am and 5:00 pm Monday through Friday. 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.
 - c) **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).
 - d) **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.
 - e) **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 registration the total entry fee will be refunded if a team withdraws from the program. After the closing of the registration deadline, no refund will be issued to teams requesting to withdraw from adult team sports programs.

2. 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 unless time expires.**
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.

3. PLAYING THE BALL

1. The ball may touch any part of the body.
2. The ball must not be caught and/or thrown.
3. Simultaneous contacts of the ball by teammates are considered one play and either player involved may participate in the next play.
4. Any ball returned from Team A to Team B and strikes the backboard, basket ring or net shall be declared out of bounds (dead ball) 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.
5. 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.
6. Women and Coed teams cannot break the plane of the net to block the ball.
7. No player may block a serve.

4. COED RULES

1. Serving order and position on the floor shall be an alternation of men and women 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. Men 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.

5. TIME FACTORS

1. Time between games of a match shall not exceed one minute.
2. One time-out is allowed each team per game, it 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, whichever 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.

6. 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 facility supervisor who will inform the opposing manager. Managers involved in player eligibility protests will be notified after 4:00 p.m. the next working day, of the decision of the Assistant Sports Director/Sports Director.

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.

7. CONDUCT

1. **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.
2. **Penalty:** For unsportsmanlike conduct by any member of a team, the 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. **Refusal to Leave Facility:** Any player who, when asked to do so, refuses to leave the floor or gym, must leave the facility within two minutes or his/her team forfeits that game. The player will also serve a two-game suspension. If ejection occurs at the end of the season, the two-game suspension will carry over into the next season.

8. 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 Assistant Sports Director for approval and reschedule options. Both teams must agree to the rescheduled date and time or the original game will take place as scheduled.
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:
 - Written Notification:** An email or text sent 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.
 - Verbal Notification:** Verbal notification may 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.
3. **League Awards:** League awards include a Chamber Gift Certificate for 1st place or championship T shirts.
4. **League Tie Breaker Procedure:** The tie breaker procedure for teams in league award positions will be as follows:
 - a) Head to head competition.
 - b) Largest positive margin in points scored vs points given up in games between the teams that are tied.
 - c) Play-off game will be used to determine League Champs only. This procedure takes into account only the games that count toward league standings.
5. **Inclement Weather:** For postponements due to inclement weather, call the Rainout Line at 620-792-3214 after 4:00 p.m. or look for us on Facebook and www.greatbendrec.com Make-up games will be rescheduled as soon as possible.
6. **Facilities:** GBRC facilities are smoke free, drug free, alcohol free and weapon free.