

ISKALI SPORTS PROGRAM: VOLLEYBALL LEAGUE

Rule # 1 - Have fun and be a good sport.

This is a community league. Players of all levels are welcome from beginner to advanced. If you're an advanced player, go ahead and show off your skills, just try not to do it at a beginner's expense. We're all out here to have fun.

I. TEAM PLAYERS:

1. A team may have a maximum of ten (10) players on its roster.
2. Six players on the court for each team with an even split between guys and girls. A minimum of four players from the team must play for the game to count as a win. No more than three guys on the court at one time.
3. All players must be 18 years of age or older.
4. Players from the same league may substitute for a team in their same league only if the opposing manager approves it and signs off on the score sheet indicating his/her approval prior to the game.
5. Managers have every right to decline substitutes from the same league.
6. Players must play only for their original team for playoff games.
7. A player cannot be a permanent substitute for another team in the same league they already play in.
9. All teams must have a team roster with a signature of all players on their team. If a player is not on the roster the official will not allow him/her to play.
10. All players must be added by the 5th league game. Changes must be made with the gym coordinator at the game. Changes must be authorized by the league director.

II. SUBSTITUTIONS:

11. There will be no time outs for substitutions, except in the case of injury. An established serving order must be set before the game begins.
12. Substitutions can rotate into the back row on every side out, but you must keep this pattern the same the entire game.
13. No free substitution will be permitted, except when a team is short starting player(s), when the player(s) shows up they may enter after a side out, and must start in the back row.

III. PLAY:

14. A lift will be called if a player obviously throws, catches, or slings the ball.

15. A foot fault will be called if the player's entire foot is beyond the center line.
16. All line shots are considered good.
17. Close Calls We play on the honor system and rely on players to make the fair call.
18. Bounds of Play:
 - a. Ceiling – If a ball hits the ceiling it is a side-out. If the ball hits the curtain or hoop and passes over the net, it is a side-out. But if the ball hits the curtain or hoop and remains on the same side of the net, the ball is still in play as long as the team has at least one of its three hits remaining.
 - b. Side walls - If the ball hits the side walls, it is a side-out.
 - c. The Net - The general rule of volleyball applies, stay off the net. This is church volleyball, so as long the contact doesn't seriously affect the play, no faults will be called for incidental contact. Just be reasonable, the net is expensive and costs a lot of money.
19. Players may not touch the net during play, with the exception of the USVBA blocking rule.
20. Hair contact is allowed. If ball knocks net into the player, it is allowed.
21. Balls may be played out of the net.
22. It is legal for a player to hit the ball with any part of their body.
23. Back row players may not hit the ball over the net from in front of the ten (10) foot line if the ball is completely above the plain of the net.
24. Attack blocking the set is not permitted.
25. Blocks do not count as a hit.
26. On the third hit over, players can completely place his/her hand over the net for a block as long as the third ball striker touches it first.
27. All leagues must rotate on all side outs (includes first serve)
28. Multiple contact is allowed on any first ball (no double hit can be called) over the net provided the ball is not lifted.
29. Sets and Double Calls – We allow an official judgment call on spins if the setter is making an “athletic attempt” at the ball.

IV. MATCH PLAY:

30. 1. Warm Up Period – Teams are allowed 3 – 5 minutes of warm up between games depending on time. This excludes the first game of the night.
31. Game time is scheduled time.
32. Game Balls – teams are allowed to play with personal balls if both managers agree to it prior to the game. Game balls cannot be switched during the game unless there is an equipment failure.
33. Forfeit time is 5 minutes after game time.
34. A match will be 3 games to 21 points, with rally scoring being used.

35. If the first two games of the match last 40 minutes or more, the third game will be up to 15 points with rally scoring being used. There will be a 17 point cap. Both teams will be notified before the start of the third game.
36. Game maximum of 25 points. Thus, if score is tied 24 all, the next team to score wins.
37. Each team will be permitted one (1) 30-second time out per game.
38. There is one (1) minute between games.
39. Rally scoring consists of one (1) point being scored on every serve regardless of who is the
40. serving team.
41. Start of Game: Official will write down the time the match begins. Both captains will be notified at the start of the match.
42. The serving team will be determined by a coin toss. The winner having the choice to serve or choose sides.
43. The team not serving first for the first game will serve first the second game. Teams will subsequently alternate.
44. Players must be in their starting positions during the serve then they may move about the Court.

V. SERVICE

45. Allow adequate time for teams to set up defensively before the service
46. Let serves (serves touching the net) are legal.
47. It is illegal to serve out of order
48. No blocking or spiking the serve will be allowed.

VI. PLAYOFFS AND CHAMPIONSHIP

49. League playoff information will be noted on the schedule.
50. Playoff notification and brackets will be completed after the last scheduled games and qualifying team managers will be notified.
51. Playoff games are best of three and championship games are best of five unless otherwise
52. noted on your playoff schedule.
53. Playoff game maximum point cap remains the same as league play.
54. Team roster will be checked prior to start of playoff games. Only players listed on team roster are permitted to play.
55. If teams are tied for a final spot in the playoffs, the tie breaking method will be as follows:
 - a. head to head
 - b. total points scored between teams involved in tie
 - c. coin toss.
56. Championship prize: League champion T-shirts and Trophy displayed at the center

VII. CODE OF CONDUCT

57. Unsportsmanlike Conduct: Any player, team, coach, or spectator who displays any form of unsportsmanlike conduct such as vulgar language, disrespect, or deceit, shall be penalized in the following manner:
- a. An immediate point/side-out shall be awarded to the opposing team
 - b. In the event of a second unsportsmanlike conduct, the league coordinator may eject player/spectator. When a player is ejected, they will be suspended a minimum of one match.
58. Any person ejected shall leave facility immediately. Failure to leave the facility will result in forfeiture of match by team.