



LEAGUE WEBSITE:
www.cityofdover.com/volleyball-leagues/

WEATHER LINE:
(302) 736-7155

City of Dover Parks & Recreation 2019 Co-Ed Spring Volleyball League Rules & By-Laws

1. NAME

The League shall be known as the City of Dover Co-Ed Volleyball League.

2. ORGANIZATION

The City of Dover, Sports Coordinator, hereafter referred to as the Director, will preside over the League and his decision is final.

3. BEGINNING Date

League play will begin March 21, 2019.

4. TEAMS

- A. A team may have no more than 12 players. Each player's name must be listed on the official team roster submitted to the Parks and Recreation Department.
- B. Teams play with 6 players, no more than 3 men.
- C. Teams cannot play with less than 5 players at any time.
- D. Teams playing with 5 players will have a "ghost player" assigned a spot in the rotation. An automatic side out will be awarded each time the ghost player's position rotates to serve.
- E. Teams not having the minimum number of (5) players present at game time will be penalized in the following manner:
 1. At game time – forfeit 1st game of match
 2. 10 minutes late – forfeit 2nd game of match
 3. 20 minutes late – forfeit the entire match
- F. Serving order – all male servers must be followed by a female.
- G. Participation of a non-rostered player will mean a forfeit of any and all matches in which that illegal player has participated.
- H. Any team forfeiting 3 matches during the season must meet with Recreation Department staff to work out a solution to the problem or be dropped from the league.
- I. Teams may drop players from and / or add players to their roster no later than April 11, 2019. A player can only play for one team during the season.
- J. A player must have participated in at least 2 matches to be eligible for the playoffs.

5. OFFICIALS

- A. The Referee
 1. His decisions are final and he has absolute authority over the game and all other officials.
 2. He uses a whistle to signify the beginning and end of games, point, change of service, foul, etc.
 3. He rules on all plays and supervises the conduct of players, substitutes and spectators.

6. SCORING

- A. During the first 2 games of a match the first team that reaches 25 points wins the game. The 3rd game of a match is won when one team leads by 2 points with a minimum of 15 points. If the score becomes tied at 17, the next point will win the game.
- B. A match is the "best of three" games.

7. TIME

- A. Match Times

The first match will begin at 6:30 p.m. and end no later than 7:25 p.m.
The second match will begin at 7:30 p.m. and end no later than 8:25 p.m.
Start times are subject to change during playoffs.

 1. When the time limit is reached, the game will end (when ball becomes dead) and the winner will be the team leading in the score regardless of whether they have a 2 point advantage or not.
 2. The match winner will be the team having won the most games, or the match could end in a tie if neither team has won more.
- B. Teams may call two (2) time-outs per match.
 1. A time-out is 30 seconds in length.
 2. Players must remain on the court during a time-out except when being replaced by a substitute.
 3. Time-outs may not be taken during the last 10 minutes of the allotted time for the match.
- C. A maximum interval of two (2) minutes is allowed between games of a match. Teams should change sides, take their positions and be ready for play to resume.

8. BALL HANDLING

- A. The ball may be played by any part of the body down to and including waist.
 - 1. A player may not contact the ball more than once with whatever part of the body, without another player having touched it between those contacts.
 - 2. Momentarily scooping, lifting, pushing or carrying the ball will not be considered a fault providing it is done below the level of the net and that it is a single contact.
 - 3. Contact with the ball at and above the net must be brief and instantaneous.
- B. A player who touches the ball or is touched by it when the ball is in play shall be considered as playing the ball.
 - 1. The ball may not be hit more than 3 times before crossing the net.
 - 2. When the ball is played more than once by a team, at least one of the contacts must be made by a female player. (All three team hits may be by female players.)
 - 3. If two opposing players contact the ball simultaneously, directly above the net, either may play the ball on the next hit.
 - 4. If two players of the same team simultaneously block a spike, either may play the ball on the next hit.
 - 5. If two players of the same team make contact simultaneously on a simple play of the ball, neither may legally make the next play on the ball.
 - 6. The team which has affected a block shall have the right to three more contacts with the ball in order to return it to the opponent's side.

9. PLAY

- A. A match will begin with a coin toss with the captain of each team.
 - 1. The winner chooses either court he wishes to start in or the right to serve first and the opposing captain gets the other choice.
 - 2. After each game the teams change courts and the team not serving first in the preceding game shall serve.
- B. The team which receives the ball for service after a side-out shall rotate clockwise before serving.
- C. At the beginning of a new game, the players may change their positions, but must always maintain a male, female alternation.
- D. Multiple substitutions may be made during any game provided:
 - 1. The team captain notifies the referee when he is making a substitution.
 - 2. Players only enter during a dead ball situation (point scored, side out or time out).
 - 3. Only one player is substituted per dead ball situation.
 - 4. Players enter from left of the server with the remaining players moving up accordingly.
- E. Touching the net by any player shall constitute a fault. If two opponents simultaneously touch the net, a double fault will be called and the point replayed.
- F. Contacting the ball over the net above the opponent's playing area before the opponent's action is made, shall constitute a fault.
- G. A hand or hands passing over the net after an attack is not a fault.
- H. Contact with any part of a player's body with the opponent's side of the court during play constitutes a fault. Touching the opponent's playing area with a foot is not a fault, providing that some part of this foot remains in contact with the center line.
- I. A player may go outside their court to play the ball, providing they do not cross the center line or its assumed extension or penetrate into the adjoining court.
- J. A back line player may not spike the ball in front of the 10 ft. restraining line, nor may he participate in a block of a spike by the opponents.
- K. A serve must pass over the net without touching it or any other objects. A serve that hits backboard apparatus or rim is a side-out.
- L. A serve may not be returned by an opponent's spike on the 1st hit.
- M. The ball is dead if it crosses the net outside the side lines, lands out of bounds, or touches any object outside the court.
 - 1. If a ball other than a serve strikes a ceiling obstruction it may still be legally played by the offending team within their remaining hits.
 - 2. No such rebounding ball may legally strike above the opponent's side of the net nor may it legally fall on the opponent's area.
- N. Balls hitting rim or backboard may be a replayed at the discretion of the referee. Otherwise it will be a point of a side-out.

- O. Rings, with the exception of flat bands, bracelets, dangling earrings, necklaces long enough to clear the chin and necklaces of multiple construction (beads, etc.), and hats must be removed.
- P. Players must wear tennis shoes or sneakers.

10. CONDUCT OF PLAYERS, SUBSTITUTES AND COACHES

Each team coach shall be responsible for the conduct of his players at all times.

Player(s) will be ejected from a game for unsportsmanlike conduct (physical or verbal abuse of player, verbal abuse of an official, or any situation that the official deems unsportsmanlike). Ejected player(s) will automatically **be suspended from the next League or playoff match in which his team is involved**. Ejected player(s) have one minute to exit the building. Any players(s) who verbally harasses an official or staff member after a game or during suspension **will be suspended from his team's next three regularly scheduled matches or playoff matches**. Physical abuse, during or after a match of an official or staff member will result in expulsion of that player(s) from **all** City of Dover Parks & Recreation Leagues for at least a one-year period. The Director will review any other actions felt to be detrimental to the League. Players, groups of players, and/or entire teams will be suspended from League play if necessary.

NO ALCOHOL ALLOWED ON PREMISES

The drinking of alcoholic beverages on City property violate an existing City ordinance that will be strictly enforced by City officials. Any violations of this rule will be reviewed as described above. In addition, detection (smell) of any intoxicants on any player could result in immediate ejection from the game by the official.

11. REPORTING SCORES

All scores must be reported by winning team to the John W. Pitts Center Staff upon the completion of each match.

12. STANDINGS

- A. Team standings are based on match points earned. Match points consist of 2 points for a win and 1 point for a tie.
- B. If two or more teams finish tied in the standings head to head competition will be used to determine which team will take the higher position in the standings.
- C. If teams are still tied after "B", games won in head to head competition will be used.
- D. If teams are still tied after "C", fewest points allowed in head to head competition will be used
- E. If teams are still tied after "D", a coin flip will determine the higher seed.

13. PLAYOFFS

All league teams will participate in a single elimination playoffs. Teams will be seeded according to the regular season standings.

14. POSTPONEMENT

Postponements due to inclement weather will be posted on the Parks & Recreation Weather Cancellation line before 4:45 pm. at 736-7155.