

# WARSAW COMMUNITY VOLLEYBALL

## LEAGUE RULES & INFORMATION

---

### CANCELLATION/MAKEUP GAMES

- Games at WCS locations are canceled when schools are closed for any reason. LCA generally closes when the other schools close. I will confirm any cancellation by posting it on the website, the league Facebook page and sending an email to the captains. When schools are dismissed early, we will decide play based on road and weather conditions. Please don't call, text or email me and please tell your teammates not to call, text or email me ☺
- Lakeland Christian Academy games may or may not be cancelled, please check the website and Facebook to verify.
- Games will be made up if time permits in the order in which they were cancelled.

### FACILITY RULES

- No smoking or alcohol on school premises.
- Only drinks in closed containers are allowed. No cans, cups or glass is allowed.
- Please throw all of your trash away before leaving the building. And take all your 'gear' with you.
- Please remember that we are LCA's and WCS guests and as such, we should be respectful of their facilities and equipment. No hanging or pulling on the volleyball nets, basketball rims or basketball nets. doing so could mean dismissal from the league without league fee reimbursement. It is very important that we maintain good relationships with the schools that we rent from. Gyms are hard to get and we cannot afford to lose even one.

### SHOES

- No shoes worn on the street (outside) can be worn when playing.

### SPECTATORS/CHILDREN

- All of the schools have asked that no one (either players or spectators) sit on the bleachers.
- Children should be supervised at all times. Schools don't want children playing in the foyer or the hallways.

### COURTESY RULES

- Please don't warm up on the side of the court or in the middle between the two courts. Wait until it is your turn to take the court and then warm up.
- When warming up hitting, you should hit line and not angle so as to keep from hitting players that are standing in line to hit.
- When warming up, please announce when you are setting a ball for a middle attack.
- When returning the ball to the opponent's side of the net, please roll the ball instead of throwing it.
- All teams playing the last games of the evening should help with the net and pole take down ... thank you!

### MATCHES & START TIMES

- Each match will be 3 rally scoring games (25, 25, 15, win by 2 but caps at 27, 27 and 17) and will start no later than 10-12 minutes past the designated start time. If your team is not legal (see below) at 15 minutes past, you will forfeit game 1, if it is still not legal within the next 15 minutes, game 2 will be forfeited as well, etc. Please call or email me if your team cannot make a match.

### PLAYERS/SUBS/LEGAL TEAM

- Minimum age is 16 and all players under the age of 18 must have the waiver signed by a parent or guardian prior to playing.
- Teams cannot play with more than four males at any time and must have at least one female on the court if playing with fewer than six. Co-ed sixes teams will be allowed to play with 4 players, should the need arise but 1 female must be on the court at all times and you must stay in sixes rotation (back row players cannot block or attack the ball above the plane of the net) and utilize the "ghost" rule when those spots rotate back to serve.
- All subs must play at least once and have signed the waiver/roster in order to be eligible for the tournament.
- Anyone who hasn't signed the roster/waiver form is **ineligible** for tournament, including roster players.
- Players who are considered subs are allowed to sub from team to team, even during the tournament.
- Roster players (for other teams in the same league) are allowed to sub for other teams within the same league during the regular season but are not allowed to sub during the tournament. Players from other leagues may sub and are eligible for tournament play after signing your roster.
- A team must have at least four of their own players (including their subs, subs from other teams do not count) to constitute a legal team.
- Teams may rotate players in and out or use front-row and back-row players.
- For B league you are allowed two A level players on the court; this includes subs. Skill level determined by the league coordinator.
- For the B- league, you are allowed one A level player on the court; including subs. Skill level determined by the league coordinator.

### ROTATION

- Players cannot be in front of or behind the player directly in front/back of them and cannot be on the other side of a player to their left or right, until the ball is served.
- Back row players cannot attack the ball in front of the 10 ft. line **above the plane (top band) of the net**. Back row players cannot participate in the block. If a back row player participates in the block and another teammate makes contact with the ball, it is a point for the opponent.
- All players must be within court boundaries and in rotational order at the moment the ball is hit by the server.

### TIME-OUTS

- Each team will have one time-out per game. Injuries do not count as a time-out.

## **LINES, BOUNDARIES & STRAY VOLLEYBALLS ☺**

- 🏐 At Lincoln, the backboards are playable on your side of the net, just as the ceiling is playable on your side of the net. At Lakeland, none of the backboards are playable. Walls and bleachers are out of play but the ceiling is playable on your side of the net.
- 🏐 Lines are in; however, net boundary markers/antennae are out.
- 🏐 The adjacent court is out of play at any time (regardless whether a team is playing or not)
- 🏐 You cannot play a ball by using the bleachers, the wall, the pole, another person, or any other object that assists you in playing the ball.
- 🏐 It is a center line violation if you cross your foot or hand completely over the line into your opponent's side of the court. You can be on the line or above the line if you raise your foot or hand. Any other body parts that are on the line are considered over the line.
- 🏐 When a ball rolls onto your court ... PLEASE stop play. This is a huge liability issue for me personally and the league.
- 🏐 Don't try and catch it and throw it back to the other court ... stop play and replay the point. An ankle or knee injury is just not worth the point that might have been saved. When it doesn't interfere with play (such as ball that comes over right as a serve is hitting the net or going out of bounds), there is no need to replay the point. Use common sense in this regard.
- 🏐 Also, please don't run into the other court to retrieve the ball.

## **SERVING**

- 🏐 Stepping over or on the serving line prior to contacting the volleyball is a foot fault and is illegal.
- 🏐 The ball must be clearly tossed or released and may not be contacted while being held in one hand. Servers may use the entire 30 feet of end-line but can't serve beyond the court side lines.
- 🏐 Teams must rotate on every side-out, **including your first serve after the game has started.**
- 🏐 Serves may contact the net, and then go over (let serve).
- 🏐 All players, except the servers, feet must be inside the court lines prior to the serve or it is a fault.
- 🏐 Please say the score, loudly enough so that the other team can hear you ☺, each time before you serve. Each team should agree on the score before the ball is served.

## **PASSING**

- 🏐 On the first contact with the ball (including the serve), double faults won't be called but lifting or catching the ball is a fault.
- 🏐 Double contacts (as long as it occurs during one motion) on hard driven balls and all body parts will be allowed.
- 🏐 It is never legal to pass or set the ball with a scooping motion. ☺

## **SETTING**

- 🏐 Any player on a team may set. Spinning may indicate double contact, which is a fault ... for B league, call at your discretion. For B- league, rotation on the set should not be called.
- 🏐 Do not lift up on the ball.
- 🏐 Throws from behind the head, from the side are faults.

## **HITTING**

- 🏐 Open hand dinks, closed hand dinks, power dinks are all legal.
- 🏐 Palming, catching, throwing the ball or redirecting the ball is not legal.
- 🏐 When hitting the ball, contact should be made on your side of the net or in the plane of the net. No contact should be made when the ball is entirely on the opponent's side of the net, even though your setter put it there.

## **BLOCKING**

- 🏐 A block occurs when you contact the ball completely above the top of the net.
- 🏐 You may reach over the opponent's side of the net (over the top of the net), but you cannot initiate the contact ... let the ball make contact with your hands first. You cannot initiate contact on the opponent's side of the net; the ball must be on your side of the net or in the plane of the net.
- 🏐 You cannot interfere with the setter's attempt to set the ball. If it is clearly as attack, you may block an attack.
- 🏐 If the ball penetrates the net you may contact the ball to block or redirect the ball.
- 🏐 Blocks do not count as a hit, but are a contacted ball. Back row blockers are not allowed.
- 🏐 You cannot block or attack a serve.

## **NET CONTACT**

- 🏐 Any contact with the net is a fault, even a little bit, even if you are losing.
- 🏐 An opponent cannot put their hands towards the net in an effort to redirect a ball that is in the net, thus prohibiting a player from playing the ball out of the net.

## **LIBERO**

- 🏐 One player per game may be designated as a passer (only plays in the back-row).
- 🏐 This player may not serve during the game.
- 🏐 They cannot open hand set an attacker in front of the 10 foot (attack) line, you must be completely behind the line to use your hands to set ... otherwise, bump set.