

DEARBORN RECREATION

Sports Phone: 943-2355

2009 Adult Volleyball Rules and Regulations

NOTE 1: Once the regular season and playoff schedule have been prepared, there will be NO CHANGES MADE except in extreme circumstances.

NOTE 2: **Matching shirts are recommended for all teams (numbers not required).**

ELIGIBILITY

Players in the Dearborn volleyball league shall be amateurs.

NOTE 1: All players shall be 18 years of age as of October 1, 2009.

NOTE 2: The use of an illegal player in a sports contest shall result in the suspension of the manager and/or the player involved and forfeiture of the game.

ENTRY FEE

An entry fee of \$350.00

OFFICIAL'S FEE

Each team shall pay ½ of the official's fee (\$12 per evening) to the official prior to the start of the first game. Each team shall bring the exact amount with them to the game - the official is not obligated to make change.

ROSTER

Teams shall not have more than fifteen (15) players on their roster at any time during the season. This number shall include playing managers. Recreation hours for signing the rosters are 6:00 A.M. - 10:00 P.M. Monday thru Friday, and 8:00 A.M. – 8:00 P.M. on Saturdays, and 9:00 A.M. to 6:00 P.M. on Sundays.

The final date for adding or releasing a player is prior to your first scheduled playoff game, if applicable. Rosters shall be on file in the office of the Recreation Department before players are eligible to participate. Each manager should continuously check the Recreation Department to verify the names of those players who have properly registered with their team.

RULES

In case of question concerning a player's eligibility, the player in question must sign the back of the game scorecard. Failure to do so will result in a forfeit.

1. **Rally scoring will be used the entire match. Games will be played up to 25 on a rally scoring system. There will be no time limit on any game. All games will be schedule as followed: 6:10, 7:00, 7:50, 8:40 & 9:30 PM.**
2. Six (6) players per team must be on the floor. In coed, players must be positioned in an alternating sequence (man-woman, man-woman, man-women).
3. Free substitution shall be allowed, provided this privilege is not abused in such a way as to allow a team to gain continuous advantage at the net or at the service line.

4. **When the ball is played more than once by a team, at least one of the contacts must be made by a female player. Penalty: loss of point or loss of service.**
- 5 a. A player, who, in the act of serving, throws the ball into the air and then catches the ball instead of serving, shall lose the serve. A player, who throws the ball in the air and then allows the ball to fall and hit the floor without touching it, shall attempt to serve again without penalty. However, it will not allow the game to be delayed in this manner more than one time during any serve.
- b. A serve hitting directly into the net or hitting the net and continuing over the net to the opponent's side is considered a good serve and play remains.
- c. Service may be attempted from anywhere on the end line.
- d. **Overhead and sidearm serves and "hard driven" spikes ARE NOT ALLOWED in Coed leagues. The referee will make a determination as to whether a spike is hard driven. If "hard driven", a warning will be issued (which applies to both teams) with no loss of service. A second infraction will result in loss of serve.**
- e. The server shall have five seconds after the first referee's readiness-to-serve whistle in which to release or toss the ball for service.
6. A player shall be allowed to hit the ball underhand with one or both hands providing the ball is not "carried".

7. **PLAY AT THE NET**

- a. A player is not allowed to attack the ball on the opposite side of the net.
- b. If the ball is hit above the spikers' side of the net and then the follow-through causes the spikers' hand and arm to cross the net without contacting the net, there is no foul.
- c. It is illegal to block a served ball. It is illegal to attack a served ball. The ball must drop below the height of the net at the moment of contact by a blocker or illegal attack hit.

8. **ATTACK HIT**

Attack hit is a hit by a player in an intentional effort to direct the ball into the opponent's court. A third hit by a team is considered to be an attack hit, regardless of intention. The ball penetrating the vertical plane of the net over or below the net, whether over or outside the court, may be returned to the attacking teams side by a player beyond the vertical plane of the net when such contact is made. A ball which has penetrated the vertical plane above the net may be played by either team.

9. **BLOCKING**

Any ball directed towards the opponent's area as an attack hit, other than a served ball, can be blocked by one or a group of opposing front line players. An attack hit may be blocked over the opponent's court.

10. **CROSSING CENTER LINE**

Contacting the opponent's playing area with any part of the body except the feet or hands is a fault. Touching the opponent's area with encroaching foot/feet, hand/hands are legal as long as they remain on or above the center line.

11. A male back court player may switch with a female front court player to block when there is only one male player in the front line. The other male must remain behind the attack line.
12. A ball may hit a player on any part of the body and still be in play.

13. Each team is allowed two (2) 30 - second timeouts per game.
14. Three (3) games will be played per evening unless a team is scheduled for more than one match. One point will be awarded for each game won. The team with most points at the end of the league play will be considered the league winner.

15. **PROHIBITED ITEMS OF WEAR**

The wearing of a hard cast of any nature, hard splint or any other type of potentially dangerous protective device shall be prohibited regardless of how padded. The wearing of a soft bandage to cover a wound or protect an injury shall be permitted. No jewelry is permitted. It is prohibited to wear taped earrings. String bracelets are considered to be jewelry and are not permitted to be worn. Medical and religious medallions must be removed from chains or taped or sewn under the uniform.

16. **UNSPORTSMANLIKE CONDUCT**

Team spokesperson; only the playing floor captain may address the official. Players may only address the official through the captain. Coaches (non-playing) shall remain behind the sidelines and may only address the official concerning time-outs and substitutions. Unsportsmanlike conduct brings penalties of warning, loss of service or points awarded and/or disqualifications. Managers, coaches, players, substitutions, or other team members shall not:

- a. Make profane or vulgar remarks or acts to officials, players or spectators.
- b. Commit actions tending to influence decisions of the officials.
- c. Disrupt coaching during the game by any team member from outside the court.
- d. Cross the vertical plane of the net with any part of the body with purpose of distracting an opponent while the ball is in play.
- e. Shout, yell or stamp feet in such a manner as to distract an opponent who is playing, or attempting to play a ball.
- f. Clap hands at the instant of contact with the ball by a player, particularly during the reception of a served ball.
- g. Shout or take any action conducive to distracting the first referee's judgment concerning handling of the ball.
- h. ALL PLAYERS WILL BE REQUIRED TO FOLLOW THE SAME CODE OF CONDUCT THAT ALL USERS OF THE FORD COMMUNITY AND PERFORMING ARTS CENTER MUST ABIDE TO. DISCIPLINARY ACTION MAY RESULT IN EXPULSION FROM THE FACILITY AND SAID PLAYER WILL NOT BE ALLOWED TO PLAY DURING THE DURATION OF THE SUSPENSION.

EFFECT - Any act of unsportsmanlike conduct will result in immediate ejection from the game. NO WARNING WILL BE GIVEN.

1. Any player ejected from a game for unsportsmanlike conduct or otherwise written up by the official will be suspended indefinitely from the league until a hearing can be held by the Dearborn Recreation Commission. The player's manager and team may also be suspended pending a hearing.
2. Managers are responsible for the actions of their team. The person who signs the score sheet at the beginning of the game assumes the responsibilities of the manager.
3. For the purpose of this subsection, participant includes a player, coach, or manager or any other person affiliated with a Dearborn Recreation Department team or sports activity.

4. For the purpose of this subsection, unsportsmanlike conduct includes, but is not limited to, the utterance of profane or vulgar language, the threatening or attempted intimidation of an official, the striking or pushing of an official or another participant, or any other act which interferes with the orderly conduct of recreation activities.
5. After a hearing conducted pursuant to this subsection, the Recreation Department shall make determinations of fact and may issue a suspension to any participant who is determined to have committed an act or acts of unsportsmanlike conduct as defined herein. Such suspension shall constitute a prohibition from participating as a player, coach or manager in any sports activity organized, conducted or supervised in whole or in part by the Dearborn Recreation Department, and a prohibition from affiliating with a Recreation Department team. Such suspension may be for any period of time or number of games, up to a maximum of five years, at the discretion of the department.
6. Violation of the terms of any suspension issued pursuant to this subsection shall be a misdemeanor punishable by a fine not to exceed \$500 or imprisonment not to exceed 90 days, or both such fine and imprisonment, at the discretion of the court.
7. **HEARINGS** - Any player, coach or manager attending a hearing by the Dearborn Recreation Department Commission must conduct themselves in an orderly manner at all times. Any misconduct during a hearing is subject to disciplinary action under this subsection.

The referee may stop the game due to excessive arguing over judgment calls. A report will be written to the Recreation Supervisor to determine if the team will continue to play in the league.

PROTEST

Intent of protest must be made known at the point of violation. Protest shall be filed in writing within 24 hours from the scheduled time of game. Protest will affect only games played that evening.

FORFEIT

All games shall be played according to schedule. If a team fails to appear at their scheduled time of play, the 1st game shall be forfeited. The second game shall be forfeited if the opposing team is not ready for play 10 minutes after scheduled starting time. The third game shall be forfeited if the opposing team is not ready for play 20 minutes after scheduled starting time.

If any team shall forfeit the match, no matter what time it is, must pay your team's and also the team you were suppose to compete against official fee. The total you must pay before you shall play another match is \$15 to the league director.

NOTE: The Recreation Department shall forfeit any game in which an ineligible player participates.

ACCESS TO THE FORD COMMUNITY AND PERFORMING ARTS CENTER

All games will be played at The Ford Community and Performing Arts Center this season. Only players on the roster will receive free access to the facility. Players will be responsible for showing a picture I.D. at the service desk to gain access into the facility. During a player's visit in the facility, each team member will have full and complete access to all of the facility amenities including lockers, showers, the pool, climbing wall, exercise equipment, etc. Any non-player must either possess a pass to the Center or pay the daily fee to gain access to the facility.

BEST WISHES FOR AN ENJOYABLE SEASON!

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