

OVERALL VOLLEYBALL RULES FOR PLATINUM SPORTS LEAGUES

USAV Rules are generally followed unless listed otherwise. We reserve the right to make changes or adjustments to the rules at the leagues site depending on location, teams, captains' vote, etc. Our Leagues are friendly, social, and competitive, and players are expected to conduct themselves in an appropriate manner.

WARNING! Risk of injury/death from flying objects, equipment, or players incidental to the sport of volleyball may occur at this event. **Attend at your own risk** (includes players and spectators) as we have no liability. Please pay close attention to your surroundings and be on alert at all times, especially during active play.

These premises are not monitored to ensure the security of personal property of participants or attendees at our events. You are responsible for the security of your own belongings. The event organizers nor facility shall have no liability for any theft or damages.

Fans, players, or players with children playing on NON-Platinum rented courts will be charged by MCSP for use of the court. If a player's child is found running around the facility, that player will be required to come off the court to refrain their child. Play will not stop while the player is corralling their children.

Team Rules

- **DIVISION DESCRIPTIONS** (listed in order from lowest skill level to highest skill level): Divisions may be combined if too few teams register or be split up into two separate divisions part-way through the season if there is a high number of teams within a division to allow for more parity. Teams may be moved to different divisions during the season based on their observed level of play or win/loss records. It will be up to the Director's discretion along with Referee input for any moves or changes.
 - "C LEVEL" teams are comprised mainly of recreational, family, and beginner players. Teams usually are learning to set the ball and hit over the net consistently. Most players can pass the ball and serve over the net. Absolutely NO players who can crush the volleyball and possibly injure opposing players are allowed in this division. No "A Level" nor "Advanced Level" players are allowed in this division without prior approval by the directors.
 - "B LEVEL" teams are comprised of low intermediate level players. All players can pass satisfactorily and serve well. Playing with a designated middle hitter is highly discouraged. Jump serving is discouraged. Usually these teams play a 4-2 offense. No "Advanced Level" players are allowed in this division without prior approval by the directors.
 - "A LEVEL" teams are comprised of high intermediate level players. Teams usually play a 5-1 or 6-2 offense, have hard hitting players, a couple jump servers, can set the ball well and are able to consistently spike the ball successfully. No advanced level players are allowed in this division without prior approval by the directors.
 - "ADVANCED MODIFIED" teams are comprised of "A LEVEL" players AND are allowed a MAXIMUM of TWO ADVANCED level players per team. Determination of an Advanced Level player is up to the discretion of the Directors and Referees.
 - "ADVANCED" teams are comprised of more than TWO ADVANCED level players per team.
- **REQUIRED MINIMUM AGE:** All players must be already attending high school or older.
- **FREE AGENTS:** Players may register as a free agent if they do not have a team to play with and would like to join a team for the leagues. Registering as a free agent DOES NOT GUARANTEE placement on a team, it only notifies team captains of availability and willingness to join a team. It is the team captain's responsibility to contact any free agents directly if they need a player for their team. Free agents who are not contacted prior to the start of leagues are encouraged to show up the first two weeks of league nights ready to play in case a team is short a player. Free agents who are asked to join a team for the entire season will be required to pay their portion of the team fee per the team captain's direction.
- **JERSEYS:** Teams are NOT required to wear matching or numbered jerseys.
- **MALE TO FEMALE RATIO**
 - Men's teams are allowed female players (**no limit**). There is **no minimum** number of men required to be on a coed or men's team (i.e., a coed or men's team can play with 6 women if they choose to do so).

- For Coed: A minimum of 2 female players is required for coed team (unless playing with less than 6 players). There is NO minimum number required of male players. Teams may play with a minimum 4 players of which one player must be a female player. When playing with 4 to 5 players, at least one player on the court must be female.
- For Reverse Coed: A minimum of 2 male players is required for reverse coed team (unless playing with less than 6 players). There is NO minimum number required of female players. Teams may play with a minimum 4 players of which one player must be a male player. When playing with 4 to 5 players, at least one player on the court must be male.
- **MINIMUM # PLAYERS REQUIRED**
 - Teams are required to have a *minimum of 4 players* to start a match. If a team is not on the court when the court ref is ready to start the match, two points will be counted off per minute against the no-show team for the first set. If the team has still not arrived at completion of counting off points for the first set, then countdown will commence for the 2nd set. After those points have reached 21 for the opposed team, they will be forced to forfeit the match.
 - Teams of either 4 or 5 players are required to use ONE “ghost” player (unless the opposing team does not enforce the rule) keeping in mind that there cannot be 3 males in the front row in a rotation for Coed, nor 3 females in the front row for Reverse Coed. When playing with a ghost player, the captain must inform the ref where the ghost player is located and the rotation must stay intact as if there were a player in that position (i.e., side out on the serve when the ghost player reaches the serving position, only two hitters at the net when the ghost is in the front row, etc.).
- **TIME LIMITS**
 - Each team will participate in shared court warm-up before their games. Warm-ups will last no more than 4 minutes beginning at designated start time or immediately following previous match IF time allows. If matches are running late, warm-up time will be reduced appropriately at the referee’s discretion.
 - Each match will have 45 minutes to be played out. Referees will keep track of time and may cut a set short if the 45 minute window is expiring. This is to ensure that the following teams all get their allotted playtime.
 - Each team is allotted one 30 second timeout per set. If matches are running behind, timeouts will only be allowed at the referee’s discretion.
- **ROSTER MAKEUP**
 - Rosters must be finalized the 2nd week of league play. No changes can be made to the rosters after the 2nd week of league play.
 - There is a LIMIT of TWELVE players listed on a team's roster.
 - Players are allowed to be listed and play on more than one team/roster within their division. At no time are teams allowed to pick up regular players from other teams within the same division for league/playoff play UNLESS the player is on the team’s roster OR is approved by the opposing team's captain prior to the start of the set/match.
 - Players are allowed to be on more than one team roster outside of their division as well however these teams must be within one division level of each other. For example, a player currently on a roster for a Coed A division team is allowed to be on the roster on a Coed Advanced Modified OR a Coed B division team (one division up and one division down) but are NOT allowed to play on a Coed C division team (which would be TWO divisions down from Coed A).
 - Advanced level players are never allowed to be on a team roster in “B or C” and if we have an ADVANCED MODIFIED division then advanced players cannot play in the “A” division/level, they must play only in the Advanced Modified division. The determination of an advanced level player or any exceptions to the rule will be at the discretion of the Directors.
 - Captains always have the option of approving opposing team's non-listed players and allowing them to play even after the 2nd week.
- **ROSTER VIOLATIONS**
 - After the 2nd week of league play, Captains or referees may challenge the roster of an opposing team if they feel a player playing with the opposing team is not listed on the opposing team's roster or not of

high school age or playing more than one level down/up from their normal level of play/current level of play. This challenge must be brought to the Court Ref's or League Director's attention **PRIOR TO COMPLETION** of the match. The Court Ref will check **BOTH** team rosters and if a player is not listed on the team roster or if the player cannot produce ID verification or if it is found the team committed a roster violation, that team will forfeit the set(s) or match affected.

- During the league season and playoffs teams' rosters will be randomly checked by the referees prior to play. Players must be able to produce an ID at any time or be subject to forfeit.
- Team changes will be monitored throughout the league season. If a team or player is deemed to have **SIGNIFICANTLY** improved beyond the level of play of the division they are currently registered for to the point where it is a safety issue or the team has acquired players that place them **SIGNIFICANTLY** outside the playing level of the current division, the team will be moved up to the appropriate playing level. This can be done anytime throughout the season and is up to the discretion of the Directors and Referees.
- **PLAYOFFS AND DETERMINING WINNERS/SEEDS**
 - Team seeds (in preparation for playoffs the last week of leagues) will be determined after 5 weeks of league play. Seeding determined by: (1) Total Match Wins, if still tied then, (2) Head to head, if still tied or if teams did not play each other then, (3) Overall set differential (total # sets won divided by total # sets played), if still tied then (4) Overall point differential (total # points scored divided by total # points against), if still tied then (5) Random blind draw. **NO** additional sets/matches will be played to break a tie.
 - Teams are not allowed to bring in "ringers" for playoffs. Any noticeably "new" players playing in playoffs who are obviously above the level of play of the rest of the team or the division and who have not played **REGULARLY** on the team throughout the season will be subject to forfeiting their team's matches. This will be at the discretion of the Directors and the Referee. We ask for teams to practice good sportsmanship and be aware of the skill level of your players with respect to the division.
- **POST SEASON:** Teams winning their overall division should register **UP** a division level for the following season they play **AND** if the team is bringing back the majority of the same players. This enforcement will be up to the discretion of the Directors and Referees.

General Playing Rules

- **NET VIOLATION** Contact with any part of the net by a player between the antennae, during the action of playing the ball, is a fault. The action of playing the ball includes (among others) take-off, hit (or attempt) and landing. This includes the setter. If the setter hits the net digging the ball out of the net, or they brush up against it before/during/after playing the ball it **IS A VIOLATION**.
- **CENTER LINE VIOLATION** A player's entire body can cross the center line under the net as long as **ANY** part of their body is on or above the center line and player does not interfere with play or safety.
- Teams must rotate after every side-out **INCLUDING THE FIRST** side out/first time to serve of each set after the other team has served.
- **SUBSTITUTIONS**
 - Unlimited substitutions are allowed. Males can substitute for females and vice versa as long as the minimum number males or females that is required remains.
 - Players do not need to wait for the official's approval and should make substitutions quickly between rallies. The team captain or player(s) coming into the game should alert the official by calling out "sub" if extra time is needed.
 - A player of the starting line-up may leave the game and re-enter only to his/her previous position in the line-up. A substitute player may enter the game in place of a player of the starting line-up, and he/she can only be substituted by the same starting player.
 - **OPTION** - If desired, teams may use "**position substitution**", in which any and all players substitute in/out from the same court position (e.g. - when the team sides out, the player rotating into service position is replaced by a player from the bench). If this option is chosen, it must be used for the entire

set and, barring exceptional substitutions (injury, etc.), other substitutions will not be allowed. In particular, a libero will not be allowed under this option.

- **LIBEROS:**
 - All teams are allowed to play with a libero except for teams using the "position substitution" rule listed above. Liberos may be male or female as long as the minimum number required male or female players remain on the court. For Coed, a libero may substitute for a male or female.
 - Liberos may substitute for more than one single player on a team within a set per USAV rules. Liberos may only serve for one player in a set.
 - Liberos must bump set if contact with the ball is made in front of the 3 meter line.
- **ADJACENT COURT RULE** We will follow the "adjacent court" rule when players are playing a ball on the sidelines. Players may play the ball up to the adjacent court's side line but may NOT cross the adjacent court side line at any time **EVEN AFTER PLAYING THE BALL.**
- **OUT OF BOUNDS** The walls and bleachers are all out of bounds. Any hanging obstacles (banners, beams, lights, basketball hoop if in playing area) are playable on the same side of the court only as long as the volleyball would have stayed on the same side or was not redirected to avoid hitting the wall, etc. This will be a judgement call by the ref. Players may run up to but never cross the adjacent courtside boundary line to pursue a ball.
- **BACK ROW HITTERS** A back row player may jump and hit the ball above the plane of the net from the back row **ONLY** as long as his/her feet are in back of and do not touch the 3 meter (10 foot) line prior to their jump. He/She may land on or in front of the line after their jump.
- **ON SERVE RECEIVE:** No player is permitted to complete an attack hit on the **OPPONENT'S** serve when the ball is in the front zone and entirely higher than the top of the net. Balls played directly back to the opponent's court on one hit/touch on serve receive must have a significant upward trajectory when crossing over the net (this is a referee's judgement call). Blocking the opponent's serve is not permitted.

Coed Playing Rules

- A female player must play the ball if the ball is touched more than once on a team's side. A block does not count as a touch.
- One back row male can block in the front row if there is only one male in the front row of the rotation. They are not allowed to attack the ball, simply to block.
- No rotation can have 3 men in the **FRONT** row. It does not matter if there are 3 men in the back row as long as there are still 2 females on the court.
- Players in the back row with teams of 4, 5, or 6 players, are considered **BACK ROW** players and are not allowed to attack/spike in front of the 3-meter line.
- One back row male can block if only one other male is in the front row
- Coed is played on a Men's height net.

Reverse Coed Playing Rules

- No rotation can have 3 females in the **FRONT** row. It does not matter if there are 3 females in the back row as long as there are still 2 males on the court.
- One back row female can block in the front row if there is only one female in the front row of the rotation. They are not allowed to attack the ball, simply to block.
- A male player must play the ball if the ball is touched more than once on a team's side. A block does not count as a touch.
- Male players on or in front of the 3 meter (10 foot) line of the rotation directing a ball into the opponent's court must ensure the ball has an **upward trajectory** immediately after contact. Male players are not allowed to block or make any type of blocking motion.
- Players in the back row with teams of 4, 5, or 6 players, are considered **BACK ROW** players and are not allowed to attack/spike in front of the 3-meter line.
- Reverse Coed is played on a women's height net

- Sample **video of Reverse Coed**. This short video should give you a good idea of how the ladies are the front row hitters and blockers and the guys mostly set and/or are back row hitters: <http://youtu.be/H2OjN0HXtg>