



BYRON TOWNSHIP RECREATION VOLLEYBALL RULES & REGULATIONS: WINTER 2020

1. Managers are responsible for knowing the contents of all rules and regulations and informing her team of all the rules and regulations. Team managers are responsible for player and spectator control. Managers are also responsible for informing their players of all important league information and changes that will be communicated to them from the league director via email.
2. Players may appear on one team in the Byron Township Women's Volleyball league. If a player is on a team in one division, they are ineligible from playing on another team in a division lower.
(i.e. A player in the blue division can sub up to red, but a player in red cannot sub down to blue.)
3. Each team will consist of a minimum of (6) six players. All player's names and signatures must be on the team roster. The roster must be turned into the Recreation office prior to your first league game. **No player additions will be allowed after five league games are played.** Rosters and player add on cards are available online at www.byrontownshiprec.org/volleyball. Players can print the cards and fax them to 616-583-1220.
4. Due to the nature of the game, players run the risk of injury and should be aware of that prior to participation. The Byron Township Recreation Department, the sponsors, or the managers are not responsible for player injury in or resulting from participation in this program. Teams are responsible for their own first aid and supplies.
5. Smoking, chewing tobacco or consumption of alcohol within Byron Township grounds will not be tolerated. Violation will bring individual and team indefinite suspensions.
6. League schedules will not be altered for any reason other than facility unavailability or a reschedule has to be made due to inclement weather cancelation.
7. Proper footwear is required. Balls are provided by the Recreation Department, but substitute balls may be used if both teams agree. (Wet shoes are NOT allowed in the gym).

LEAGUE RULES:

1. Game time is forfeit time. **If a team doesn't have 4 eligible players by the scheduled starting time they will forfeit the first game of the match.** If after 10 minutes from the originally scheduled starting time the team still doesn't have 4 eligible players and the opposing team has 4 players ready to take the floor the match will be forfeited. Match time limit is from the **actual** start time. Referees will be required to write the actual start time on the scoresheet.

2. Teams will play 6 on 6. If you have 4 or 5 players to start you will rotate those 4-5 players. There will not be ghost players if your team has less than 6.
3. **Match time limit is 60 minutes.** Teams will play 3 games per match. All games will consist of rally scoring to a **maximum** of 25 points. If there is a tie at the end of the regulation time the game will resume until a winner is determined (next point wins). If there is time left after 3 games are complete you may use the court for free play.
4. **Warm-ups are allowed before the scheduled starting time only if time exists.**
5. A coin toss will be done at the beginning of each match to determine who will serve first. Serve will then alternate between teams to start each game thereafter. Teams will switch sides after each game.
6. Ball hitting the ceiling: A ball shall remain in play if it contacts the ceiling above the team in possession of the ball at that time. The ball is out of play if it makes contact above the opponents playing area or above the team's playing area and crosses the plane of the net into the opponent's court.
7. Each team will play every other team (in their division) at least once during league play.
8. If a player or players are late for a match, they may enter at the end of the play.
9. The officials will make the final decision on site regarding all calls made.
10. **Teams will have two time-outs per game. Time-outs shall not exceed 30 seconds.**
11. Hits: A ball can hit any part of the body as long as it is a clean hit.

SERVICE

The team which receives the ball for service shall rotate one position clockwise before serving. The server must contact the ball within eight seconds after the referee's whistle. If the ball is served before the referee's whistle, the serve shall be cancelled and a re-serve will be directed. Setting a serve will be allowed but it will need to be a clean set. **Net serves will be allowed.**

SPIKING

A play in which the ball is hit forcibly into the opponent's court from above the top of the net with one or two hands or arms. A player cannot touch the net on a spike. A service cannot be spiked.

BLOCKING

Blocking is the act at the net which intercepts the ball coming from the opponent's side by making contact with the ball as it crosses the net, before it crosses the net or immediately after it crosses the net. An attempt to block does not constitute a block unless the ball is contacted during an attempt. Front line players only may take part in a block. The team which has affected a block shall have the right to three more contacts to return it to the opponent's side. Any player participating in a block shall have the right to make the next contact with the ball, such contact counting as the first of three contacts allowed the team. Hands of the blocker

may reach over the net; however the blocker(s) shall not contact the ball over the opponent's court until after the completion of the opponent's action which sends the ball towards the blocker(s) side. A blocker cannot touch the ball in the opponent's space before or simultaneously with the opponent's attack hit. A service cannot be blocked.

After the Block

When the ball, after having touched the top of the net and the opponent's block, returns to the attacker's side, this team then has the right of three more contacts in order to return the ball to the opponent's area.

SUBSTITUTION - Rotation will be open and unlimited.

PLAYER CONDUCT

Any person associated with this program that uses or threatens to use violence during this program will be suspended automatically from all Byron Township Recreation sponsored activities. This can include abusive language. The site officials have the authority to suspend any person from the area for violation of any rules and regulations of the program. Any person who is suspended indefinitely from the program who wishes to be reinstated must appeal, in writing, to the Recreation Director.

Should any player or person be ejected before, during or after a match, they must leave both the immediate playing area and spectator area for the remainder of the match. Ejected player or managers have two minutes to be "out of sight, out of sound". Failure to do so will result in a forfeiture of the games. Players or managers ejected shall be automatically ineligible to play in at least 1 regularly scheduled match in which that team plays. Depending on the severity of the incident, a suspension can be shortened or lengthened up to and including permanent suspension. If an incident occurs during the final regularly scheduled game, the suspension will apply to make-up games or playoffs. All cases are subject to review by the Recreation Director to determine the length of the suspension. Suspension may also occur through playoffs (if applicable) and may carry over to the following season. Threats to any Byron Township employees/officials will not be tolerated.

PROTESTS

1. Protests are permitted in regards to rule interpretations only (not on judgment), and must comply with the following procedure:
 - a. Managers wishing to protest an official's rule interpretation must state such intention verbally to one of the officials before the first dead ball following the rule interpretation in question.
 - b. After the game has ended, the manager must document the protest with the official before leaving the gym, and pay \$20 protest fee at the Recreation Department office before 5:00 p.m. the following business day.
 - c. Upon receiving the protest, the recreation director will give a ruling on the matter, and inform all necessary parties of ruling.
 - d. Protest fees may not be returned to managers if ruling is found in favor of game or league officials.

STANDINGS

All leagues will play matches consisting of 3 games. Teams will play a total of 30 games in the regular season (3 games per night x 10 weeks). Teams will be awarded one win or one loss per game.

The season champions will be determined by the team with the best record. If there is a tie for first place, first place will be determined by head to head record. If there is a three or more way tie for first place a tie breaker will be done to determine the champions. The tie breaker will be as follows:

1. Win/Loss record against teams tied.
2. Total points scored against teams tied.
3. Total points during the season.
4. Flip of a coin.

Schedules and standings will be posted on the Byron Township website at www.byrontownshiprec.org/volleyball

AWARDS

T-Shirts will be awarded to the league champions in each division.

