

Current USA Volleyball rules will be adhered to with the exceptions contained in these rules.

RULE 1: USE OF DCRC FACILITIES

SECTION 1: There is to be no smoking/tobacco products or unbecoming conduct within any building or upon the grounds.

SECTION 2: No intoxicating beverages are allowed in any building or upon the grounds surrounding any building.

SECTION 3: No one is allowed on a gymnasium floor in street shoes or black soled running/tennis shoes. Playing in socks or bare feet will NOT be permitted.

SECTION 4: Due to limited space and safety issues, we ask that you DO NOT INVITE your family to attend the game. However, if there is an occasion that you must bring your children, you are required to provide supervision for them at all times by a NON-PLAYING person. NOTE: OUR STAFF MEMBERS ARE NOT BABYSITTERS! Children brought into gym, must remain seated on benches and are there to be spectator only! The gym area is not to be used as a play area for children.

SECTION 5: League participants are not permitted access or use of any other areas within the DCRC (i.e. weight room, track, pools, etc.) unless they are paying members of the Dublin Community Recreation Center. No warming up or bouncing the ball in the lobby area of the DCRC is permitted. Players who do not have DCRC memberships or have not paid for a daily pass, may not access the facility until 30 minutes prior to their game time.

SECTION 6: All players, referees, and spectators must present a valid DCRC membership card, driver's license or other government-issued photo ID to enter the facility. No exceptions!

PENALTY: Any individual or team found to be in violation of Sections 1 through 5 may be suspended from future league play.

RULE 2: FORFEITS AND GRACE

SECTION 1: Any team that forfeits two matches may be dropped from the league; all games scheduled for that team will be forfeited to their opponents.

SECTION 2: Game time is forfeit time. NO GRACE, NO EXCEPTIONS. Players must be ready for play and not putting shoes on or running into gym at game time. Prompt Readiness for play is expected! The first game of a match is forfeited; the second (and third) game may be played if both teams are ready to begin no later than 15 minutes after the regular scheduled match time. Score of a forfeited game is 25-0. Game scores for a forfeited match are 25-0, 25-0, and 15-0.

- If the first game results in a forfeit the second game will be played to 25 and the third game will be played to 15.



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RULE 3: APPLICATION & ROSTER FORM / TEAM RELEASE FORM

SECTION 1: Application & Roster Forms

- A. Roster forms are the final roster forms. These are to be filed with the Recreation Office, properly filled out, and turned in before the first scheduled game. If a team is scheduled and a game played without the form filed, the game is subject to protest and eventual forfeiture. In addition to score sheets, the rosters will determine playoff eligibility. Teams may add players up through the 5th game of the season, but cannot remove a member unless he cannot play due to an injury and a doctor's note must be provided.
- B. Additions and deletions to forms can be made only in writing. Changes will be accepted via email; none will be accepted over the phone.
- C. The signing of an eligibility form by a manager is regarded as an acknowledgment by the signer that the players, whose names are on the form, meet the qualifications set up for that league and the regulations set up by the City of Dublin. Once a full name is placed on the official roster form and is not deleted prior to the Friday before the third game, this player is only eligible to participate for this team in the corresponding league.

RULE 4: INDIVIDUAL ELIGIBILITY

SECTION 1: A player can be a member of only one team in the same league. In an effort to prevent forfeits, players may sub for another team within the same league, but these players cannot be added to that team's roster, nor are those subs eligible to play in the playoffs on the team for which they subbed.

SECTION 2: A player cannot transfer from one team to another in the same league.

SECTION 3: No more than two players from one team in one league are eligible to participate on a second team in a different level league.

SECTION 4: A player must be 18 years of age and out of high school the day the league starts.

RULE 5: SERVICE AND DISABILITY

SECTION 1: A person who has participated in 30% of the games played since their name was placed on the eligibility form, may be replaced if they sustain injury which will prevent their playing for the rest of the season.

SECTION 2: Such replacement must be made within two weeks of the injury. The replacement will assume the accrued number of games played by the injured player to qualify them for playoffs.

SECTION 3: In no case will the replaced player be allowed to resume playing during the current season with any team though the disability is no longer there.



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RULE 6: PLAYOFF ELIGIBILITY

SECTION 1: To be eligible for league playoffs, a player must have played in 30% of the regularly scheduled league matches during the current season. In the event that a league plays double headers throughout the season, players must have played on at least 3 of the 10 scheduled dates to be eligible for playoffs. Note: Make sure to print the player's full name before each match; week by week attendance will be noted.

SECTION 2: League Playoffs will consist of the top four teams at the conclusion of the season. In the event of a tie, play-off positions will be determined by Head-to-Head Competition between the teams tied during the season.

1. Games won minus games lost (head to head)
2. Points scored for minus points scored against (head to head)
3. Points scored for minus points scored against (total in league)
4. Fewer matches forfeited
5. Fewer games forfeited

RULE 7: GENERAL PLAYING RULES

SECTION 1: A team consists of six players, 3 male & 3 female, 2 male & 4 female, or 5 female & 1 male. A team may start with four or five players (3 women & 2 men or 2 women & 3 men), (4 females & 1 male), (3 females & 2 males), four players (2 women & 2 men) (3 females & 1 male).

SECTION 2: Unlimited substitution (male for male, female for female) however, players must report to the official before entering the game. A continuous rotation will be used (players rotating in and out will enter and exit in the same position; males for males and females for females).

SECTION 3: A game uses rally scoring and is played to 25 points, win by two, 27 point cap (ie: if a game is tied 26-26, next point wins). A match consists of three games (even if a team is ahead 2-0). Win – loss record in games will determine the standings. Third game of every match played to 15 points, win by two 17 point cap, (i.e. if the game is tied 16-16 next point wins.). Teams are permitted one timeout per game, up to 30 seconds.

PLAYOFF NOTE: First team to win 2 games wins playoff matches. No point cap scoring in playoff matches. The third game of a playoff match will be to 25 points, win by two with no cap.

SECTION 4: If the ball is hit more than once on your side of the net, a female player is required to handle the ball at least once before the ball is returned to the other side. (ONLY the first hit on the receiving side from a serve or a block attempt can be returned without a female handling the ball.)

SECTION 5: Standard Co-rec Rules:

1. Male players are permitted to spike only behind the attack line. (Ball must rise, except on a block)
2. Male players may serve underhand or overhand only; jump serving is not allowed for men. Both feet must remain on the ground when serving. The heel may come off the ground and the player may roll up onto the toes, but if the server's foot leaves the ground, this will result in an illegal service and loss of the rally.
3. NO players can block or attack the serve.



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NO Jewelry, hats, and bandanas of any kind including "body piercing" (bracelets, necklaces, chains, chokers, rings, studs or earrings) may be worn. Officials will have the final determination.

SECTION 6: Playing the Ball

- **Maximum of three team contacts:** Each team is allowed a maximum of three successive contacts of the ball in order to return the ball to the opponent's area. The only exception to this rule is that a block is not considered to be a hit.
- **Contacted Ball:** A player who contacts the ball shall be considered as playing the ball.
- **Contact of the ball with the body:** The ball may be hit with any part of the body but cannot come to rest visibly on the body.
- **Illegal Hit:** An illegal hit occurs when the ball visibly comes to rest or has prolonged contact with a player during contact. This call is made upon the judgment of the official and cannot be questioned by a captain or team members. **Holding, catching, throwing, lifting, and pushing are illegal hits because of prolonged contact with the ball. Rolling is considered an illegal hit because there is continued and steady contact between the ball and the player's body.**
- **A Double Hit:** Occurs when a player illegally contacts the ball twice in succession or the ball rebounds from one part of the body to another part of the body on a single attempt to play the ball. Exception: On a hard driven spike, and/or during receiving team on serve.
- **Simultaneous contacts by opponents:** If the ball is simultaneously contacted by two opponents, then the team on whose side the ball falls shall have the right to play the ball three times. If the ball is held simultaneously by two opposing players, it is a double fault and the referee will direct a replay.
- **Net Play:** A ball contacting and crossing the net shall remain in play provided contact is entirely within the net antennas.
- **Back-Line player attack:** A back-line player may attack the ball only if he/she leaves the floor from behind the 10 ft. line and its imaginary extension. If any part of the player's foot touches the 10 ft. line at the time of contact; a back-line player attack foul shall be called. Back-line players may not attempt to block the ball in front of the 10 ft. line. A back-line player shall not return a ball which is completely above the height of the net while positioned:
 1. On or in front of the spiking line or its out of bounds extension.
 2. In the air, having left the floor on or in front of the spiking line or its out of bounds extension.
- **Service**
 1. The server must wait for the official to beckon (blow the whistle and motion with his/her hand) before a serve can be attempted. If the serve hits any part of the antennas or walls, it will be considered to be an illegal serve, and a side-out & point will be awarded. If the ball is served before the officials beckon, a re-serve shall be directed. If the ball is served a second time during a team's term of service before the official's beckon, then it is considered a side-out. The server must always serve behind the baseline. If at any point the foot/feet are touching or past the baseline extended, then a fault shall be called and a side-out awarded. A ball contacting the net during service is a live ball!
 2. On a jump serve (females only); the server while in the air, can be above the line and/or beyond the serving area boundary lines, provided the point of contact is behind the baseline.
 3. A good serve must land on the line or inside the court. If any part of the ball touches the line, then the ball is considered to be "good". If the ball lands out and is not touched by any player on the receiving team before it hits the ground, then a side-out shall be awarded.



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4. The server has 5 seconds to make a legal serve. OHSVA and USVA have adopted TOSS is "THE TOSS" (Play it) No REDOS. This means the server will only have one toss of the ball to execute the service. Allowing the ball to fall to the floor after tossing, whether it was touched by the server or not, will result in an illegal service and loss of the rally.
 5. Positions of players at service: The positions of the players at the moment of service must be in proper alignment. This means that no player on the court may be closer to the sideline, end-line, or centerline, than the adjacent player on the court. Once the ball has been contacted, players may go anywhere on the court.
 6. All underhand serves must start behind the hip then pass by the hip in a downward to upward motion while releasing the ball before being hit by the hand in motion. Official's judgment shall be used to determine underhand serves.
- **Live ball/Dead ball**
 - The ball becomes live when it is legally contacted for the service.
 - The ball becomes dead when:
 1. The ball touches the antenna or the net outside an antenna.
 2. The ball does not cross the net completely between the antennas.
 3. The ball strikes the floor or the walls.
 4. A player(s) commits a fault.
 5. The referee blows the whistle for any reason.
 6. The ball lands out of bounds.
 7. The ball from an adjacent court enters the court during a rally; point will be replayed.
 8. When player(s) entire foot crosses center line and lands on opposing player's side (typical occurrences: (during a joist, blocking or attacking (momentum of the player carries her/his foot to the competition side). Results in Dead ball-Side out
 9. Contact with the net will be allowed provided it does not influence the play of players or of the ball at the net. Contact with the banner at the top of the Net results in an immediate dead ball.
 10. Player(s) landing or their momentum carries them to the oppositions side of Center Line may do so; provided it is not their foot, nor that it causes any materially change in Play (play on ball or with opposition players. Players whose body parts results in their landing on the opposing side, must immediately take action to remove themselves from the opposition side. Delays in removing themselves-Dead Ball Side out
 11. During the game, the basketball backboard and rim are in play during a volley. Players may make a play on the volleyball, provided it was not the first area of contact over, following a serve or volley from the opposing side.

RULE 8: PROTESTS

SECTION 1: Protests (based on the misinterpretation of a playing rule) must be registered by the manager with the referee and opposing coach before the next play. The word "Protest" must be stated so proper notes by the official are taken.

SECTION 2: Formal protest must be made in writing, accompanied by a \$20.00 protest fee (returned if protest is allowed), and must be turned in to the Dublin Division of Recreation Services (postmarks accepted) within twenty four hours from the date of the contest in question. (Saturdays, Sundays and Holidays excluded.)



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SECTION 3: Protests shall be ruled on by the Division of Recreation Services. When a protest is sustained, the game shall be replayed from the point of the protest with the decision corrected.

SECTION 4: Protests involving the eligibility of a player must be made before the start of the first game or at the time the player enters a game. All protests will be resolved by the Division of Recreation Services on the basis of the records on file. The formal protest procedure set forth in Rule 8, Section 2 must be followed, except no protest fee is required. Any manager has the right to protest the use of an ineligible player. The player(s) in question must present positive identification to the referee or sign the scorecard and list their address and telephone number. All games in which an ineligible player has participated will be forfeited to the opponents.

RULE 9: UNSPORTSMANLIKE CONDUCT

SECTION 1: Unsportsmanlike conduct will not be tolerated and may result in ejection from the contest (ejection from a game is for the match) and/or indefinite suspension from the activities conducted by the Division of Recreation Services.

SECTION 2: Officials shall eject from the game/match any player or manager guilty of foul or obscene language, profane language or abusive language. The official shall report to the Division of Recreation Services such players or managers. Such language may not be "aimed" at an official to draw the suspension. Such actions are not to be used and are not part of a recreational event.

SECTION 3: Suspension for a written ejection shall be a minimum of one match for the first offense.

SECTION 4: The officials have jurisdiction until they have left the game site. A player or manager does not have the right to abuse an official because the official match has ended.

RULE 10: FRANCHISE

SECTION 1: The Dublin Division of Recreation Services considers that the franchise of a team belongs to:

1. The manager;
2. The sponsor or sponsors of the team;
3. The team members; and that the manager has final authority in any question that might arise between that team and the Division of Recreation Services. Any attempt to manipulate a franchise or registration form to gain a spot in our leagues will result in dismissal of the team from our program.

RULE 11: WAIVER OF RULES

Experience has proven that it is impossible to anticipate all problems which may arise when rules are formulated and adopted. Therefore, the Dublin Recreation Services office reserves the right to waive any rule governing play in any league under the jurisdiction of Dublin Recreation Services when, in its judgment, the application of said rule will result in gross unfairness and unreasonable hardship. The Recreation office will exercise this authority only in abnormal situations upon the request of the manager or other authority and render its decision only after a full and complete review.



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RULE 12: INCLEMENT WEATHER

SECTION 1: In case of bad weather a decision will be made at 4:00 pm the day of the game/match. Please call the sports hotline at 614-410-4560. Only the team manager should contact the Division of Recreation Services if there is any concern about weather conditions. Should bad weather occur at game time the decision will be left up to the officials. Be prepared to play!

SECTION 2: In case of bad weather during the course of the game, the game will be suspended from the point of interruption. The score will be marked down and the game will be finished at a later time.

EXCEPTION 1: Unless play is in the 3rd game and team is leading at the 8 point mark. (i.e. one team is ahead by the score of 8 to 6, or 10 to 9, etc. Team does not have to win by two. This will then be considered a complete match.

