



Volleyball



2022

OFFICIAL RULE BOOK

Recreational League all Levels

Beginner-Relaxed-Intermediate-Competitive

→ For more information on schedules, dates, registration, or anything else concerning volleyball, please contact us @: Volleyball@trappers2pizza.com or visit our website: www.trappers2pizza.com

RULES

We expect all players to respect those officials and their decisions.

**** All decisions made by the referee are **final**.

There will be a penalty system implemented this season to prevent any unsportsmanlike conduct.

This is completely at the discretion of the referee and must be adhered to by all players in the league. It is as follows:

- | | |
|--|--|
| 1 st offense - Warning | 2 nd offense - Penalty =loss of rally |
| 3 rd offense - Expulsion from match | 4 th offence - Team Loss of Game/any remaining game |
| 5 th offense - Disqualification from league | |

The Whole League no matter skill level is about coming together and having fun!!

Respect the other players and the different skill levels

Games

- Games must begin on time. Teams are given a 10 minute cushion to get their team on the court to begin the game. After 10 minutes are up, the team not present must forfeit the first game. After another 15 min. the team not present must forfeit the remaining 2 games.
 - If your games start late, there may be no breaks allowed.
 - Forfeited games WILL NOT BE MADE UP
 - Choice of side or serve/receive will be determined based off odd/even at random pick
- Games will be played rain or shine. If for some reason games need to be cancelled your team captain will be contacted ASAP! We do wait as long as possible to try and get all the games in
- Cancellation Policy: Must give 24 hour notice if your team is unable to make it to their scheduled game.
 - If 24 hour notice is not given, the non-present team is required to pay a \$20 forfeit fee
 - Fee must be paid before the team's next game! Fees will be collected by the refs.
 - Teams that give advanced notice will have the opportunity to make up their missed game during the season as long as time permits.
 - If Make-Up game cannot take place, team that forfeit will lose the points; If canceled due to weather than points will be split between teams unless night was a "Washout" in which case no teams earn points that week
- Fees
 - League fees are due before your 1st game and in accordance to the registration page
 - League Fees are cash or check to Trappers2 Venmo to Mike will be a \$5 fee
 - \$10 referee fees are to be paid before start of game or risk forfeit
 - Fees cannot be paid ahead due to possibility of a different referee
 - Fees should be cash (no coin) or if Referee has you may use Venmo/cashapp/ect.

5. Points

- A) Games will be played to 21 using a Rally scoring method.
- B) Games end when the first team reaches 21 with 3rd game win by 2 cap at 25
- C) Matches will be 3 games, all 3 games will be played if time allows.
- D) Teams will switch sides on the 3rd game when the 1st team gets to 11 points

Scoring System:

2 = all 3 games won

1 $\frac{1}{2}$ = 2 of 3 games won

$\frac{1}{2}$ = 1 of 3 won

0 = no games won

1 = game is draw/ could not be completed and not a forfeit

This scoring system will determine the playoff schedule.

6. 4's field

- A) Games are played 4x4. With at least one person of the opposite gender on the court at all times.
- B) Each team's roster that was turned in during registration will be used to determine the teams. Any person can join your roster at any time, however, in order to play in the finals, each player must have played in 3 matches (each match consists of 3 games).
- C) Teams may play with 3 players in the event of teammates not arriving on time.
- D) If a member of the opposite sex cannot come to compete it must be approved by both the referee and the other teams captain/acting captain to continue play a person down
- E) If your team plays regularly with 3 people as opposed to the 4 than said team will be required to play with 3 in playoffs and finals
 - This means on court during play, you may have more per rulebook to sub in and out
 - Does not affect regular season play (may have 4 on court a certain week).
- F) Any team that picks up a player that is not on their roster takes a chance of forfeiting that match.
- G) All players that are brought to the attention of the referee for being non-roster players must present I.D. if necessary.
- H) All players must sign in before the game. Any player that has participated in at least **3 matches (9 games)** will be qualified to play in the finals and the playoffs.
- I) If any teammates become injured and cannot play, one of the other people on the roster may play in the finals even though they may not have participated in at least 3 matches. This is only allowed to be approved by the Head Referee. The injured player may have to present a doctors note if necessary.
- J) If player is with a team that plays multiple nights, that player may be eligible for play in finals or playoffs. Again only the Head Referee can approve this

7. TIMEOUTS

- A) Each team will be allowed one timeout per game (3 per match)
- B) Timeouts are 20 seconds long
- C) Teams are not permitted to leave the lower level during a timeout
- D) Must be called before Whistle is blown and may not be back to back
- E) Referee may deny Timeouts as seen needed such as time constraint

8. SUBSTITUTIONS

- A) Number of substitutions are unlimited
- B) You may only sub when receiving the serve, unless injury occurs
- C) If using a sub, they should be present and playing from the start of the Match (3 games)
- D) Only one substitution permitted each time
- E) If decided not to use the sub after a game they are out for the remainder of the match
- F) Substitutions must be in a team determined order equally (every eligible person must sub)
- G) If your team has more than 5 people, and more than one person of the opposite gender, EVERY PERSON MUST ROTATE OUT EQUALLY and in order
- H) When odd numbers it is not permitted male for male and female for female

(the males can not be the only ones rotating out, or the females can not be the only ones rotating out!)

6. BREAKS BETWEEN GAMES IN A MATCH

- A) Typically a couple minutes are permitted
Determined by referee based off time and weather

DURING PLAY

1. SERVICE ATTEMPT

- A) Each player will be given one service attempt before actual serve must be completed.
Ex.) If a toss is poor, the player may let the ball drop and reserve. If the ball comes in contact with the player during this attempt, it will be counted as a final serve
(This means the player may not catch the ball during the first attempt).
- B) Kick serves are not permitted
- C) Too much time taken to serve will result in a delay of game penalty
Typically about 8sec

2. LET SERVE RULE

- A) This rule says that the ball may contact the net on the serve and still be in play.

3. SETTING THE SERVE

When receiving a serve, players may not over-hand hit, or block the serve at the net.

Relaxed Open hand receive is allowed as long as it does not go over the net

Set over may be allowed if obvious setting teammate or wind is factor.

Competitive open hand receive is not allowed unless a hard driven ball

4. SCREENING

A) There is no screening allowed. The penalty system will be in effect for any team that is deliberately screening.

(Screening is intentionally blocking the opposing team's view of the server during the serve.)

B) Any unintentional screening will be brought to the attention of the player doing it and they will be asked to correct their court position.

5. Receiving the ball

A) Carry or double hit will be allowed if receiving hard driven ball

B) Tips and blocks are not counted as first touch if above net line

Relaxed

C) NO Blocking/Attacking a serve

D) You may deflect a serve, but there must be no intended direction and an arc to the ball if play goes over the net

E)

F) If receive ball open handed, the ball may not be set or pushed over the net

G) Opened handed receive may not be done with fists

Competitive

H) No open hand Receive allowed unless hard driven ball

I) You may deflect the ball with intent, but may not be at the net above the net line

6. CENTER LINE

A) Players may cross the centerline without penalty as long as that player does not interfere with play on the opposite side, or violate the NO NET CONTACT rule.

B) Player may be warned when is a constant action no longer seen as incidental by the referee, after warning is issued a penalty may be called

C) You may go to play a ball headed out of bounds for 2nd hit by going under the net

You are not permitted to run into other team nor are they required to give you room

Any interference is on the player that went to other side for an out of bounds ball

7. NET CONTACT

A) There is no net contact allowed. The only exception is accidental contact by a player's hair, or if a player's hat is seen to have come in contact with the net.

B) Contact violation does not need to be made by someone apart of the current play.

C) Violation will be called even if does not affect the play.

D) Ball down (play over) does not negate net rule if was apart of the play

E) Call may happen if net is moving significantly and referee can easily determine which player made the violation.

F) Opposing players making contact at same time will be considered a wash.

8. OBJECTS IN PLAY

- A) Nothing outside the court boundary is in play. If the ball contacts the fence, tables, pole etc... the play is over.
- B) Contact with the ball must be made before a player comes in contact with any objects not on the court. i.e. Use of tables, posts, etc. to aid in making contact will not count and the rally ends.
- C) Playing off the uprights or lampposts or referee stands is not allowed.

9. Contact

PLAYERS MAY CONTACT THE BALL WITH ANY PART OF THEIR BODY.

- As long as contact is clean (not a severe carry or double hit).

A) If referee determines it is a hard driven ball a double hit or carry may be allowed

Ie: Spike by a player to that of a lower level and hard to react to/play cleanly

2. CARRIES

A) Slight Carries will be allowed (unless extremely blatant) .

Carries are too much contact with the ball ie: cupping, redirecting, too much time on ball

B) No open hand tipping (redirect) at the net

Competitive

C) You need to come to a stop when setting/pushing you may not be running backward or forward

10. BLOCKING

A) Any contact made above the height of the net when blocking will not count as a team contact for the blockers team (that team still gets three contacts after the block) If contact is made below the height of the net, it is the team's first contact of 3.

Relaxed

B) A player may not reach over the net before the opposing teams 3rd touch. Once the third touch is made by the offensive team, the defensive player may then reach over the net to block provided he does not violate the net contact rules

Intermediate/Competitive

C) A Player may block over the net so long as not more than forearm length over or during a serve

11. ATTACK HITS

A) An attacker must contact the ball on his/her own side of the net.

B) Crossing over the net after the attack will be allowed, but making contact across the net during an attack will not be permitted.

C) There is no attacking the serve.

12. POSITIONS

- A) There is an order for serving only. There are no set positions on the court, and players may be in any position at any time.
- B) Players must, however, serve in the same order throughout the game. If a player is found to be serving more often than every fourth player, the result will be a loss of serve for that team. Resetting to whom should have served when earned ball back.
- C) If there is only one person of the opposite gender on the court, but there are more than 3 of the other, the majority **MUST** rotate out, always leaving the solo gender on the court. The Solo gender **MUST** serve every fourth serve, and the majority must rotate around the solo gender
- D) You may not rotate only males for males and/or females for females

13. GAME DELAYS

- A) Any delays in the game will be adjusted and dealt with as needed by the referee.
- B) Use Patio girls or spectators during time slot to not hold up the game
- C) Purposefully delaying game will receive a warning then loss of point possibly serve

14. League Levels

- A) Beginner: are teams that have not played volleyball before and do not know the rules, Thus the referee will be Lenient with calls and teach them
- B) Relaxed: are teams that know the basics but are not as coordinated or as good skill wise as many other teams
- C) Intermediate: are relaxed teams that are of higher caliber and can compete more with each other and may chose to learn the stricter rules
- D) Competitive: are teams that know and play our volleyball well and want to play more strict and with better play

- E) Any Higher level will play at the more strict rules (ie. Not block over the net unless 3rd hit)
- F) Higher League playing against lower levels will not be allowed to strong hit balls at teams that cannot handle it, warning will be given before loss of point

FINALS

The Finals will be played rain or shine. If the games are unplayable due to thunder & lightning, or flooding of the courts, the winners will be determined based off of your overall ranking during the season. How many teams make each night playoffs will be set by the head referee.

Winner of each night will go to Sunday Finals which are a "fun" and extra day of play. If weather does not permit those games to proceed, there will still be a party, but the games may not be played. Every qualified player is invited to the end of session party-some Free food&beer

Remember: this is a
recreational league.
We play to have FUN
No matter which level
of play

Tag Photos to Trappers2 or
Volleyball at T2 Facebook pages