



Adult Indoor Volleyball Rulebook

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All athletic league participants are responsible for following any posted site-specific rules and regulations as well as the policies and procedures set forth in this document and in our guide to behavior, *Good Sportsmanship*. The Georgetown Parks and Recreation Department promises to administer these policies and procedures in an equitable and fair manner. Please treat staff courteously.

Georgetown Co-ed Volleyball

6-on-6 Volleyball Rules

General

1. This league is for participants ages 18 and over.
2. The behavior of all team members is the direct responsibility of the team manager.
3. The team manager is also responsible for distributing all rules, schedules, and information to their teammates and ensuring the team abides by all rules set forth by Georgetown Parks & Recreation.
4. Unsportsmanlike conduct toward officials or other players will not be tolerated. Violations are subject to suspensions from the league and/or game forfeiture at the discretion of the League Coordinator.
5. The conduct of fans/children is the direct responsibility of the team and players. Fans/children must be seated in the bleachers and abide by the Georgetown Recreation Center rules. While games are being played, fans/children must remain in the gym or lobby area only. The rest of the Recreation Center is off limits without an active Recreation Center membership, as is the league equipment. Any misconduct by your fans/children may result in game forfeiture at the discretion of the League Coordinator and possible suspension of membership privileges.

Rosters

1. Team rosters are due at the time of registration. These can either be turned in to the Recreation Center front desk team or emailed to brock.harris@georgetown.org. Teams will not be allowed to compete without submitting a roster.
2. The roster size is limited to a maximum of 12 players.
3. Each roster must be finalized by game time of week four. If an individual is not on the team roster prior to game time of week four, they will not be allowed to play in that season.
4. To add players to your roster, contact Brock Harris at brock.harris@georgetown.org, or you can add them to your roster at game time with the official.
5. If a player has competed for a team, that player cannot play for another team on the same day. If a player chooses to be dropped and added from one team to the other, they must do so before the week four deadline and are not eligible to play for both teams if traded on game day. If a player does this, it will result in a forfeit for both teams.

Roster Protests

1. Only the opposing team captain or manager may protest illegal or ineligible players. Protest of illegal player(s) must be done during the game while the player in question is in the game. If protested, players must be able to produce proper ID when requested by an official.
2. At their discretion, the official can also choose to verify that players in the game are on the roster and request proper ID be provided by each player.
3. All players are required to bring a government issued photo ID to each game in order to be eligible to play.

Forfeiture

1. **No Call/No Show:** If a team will be forfeiting their game, they must give GPARD a written email notice by 12:00pm the day of the game. If the team does not give this notice, there will be a \$25.00 fee that is charged to the team. This fee must be paid by the following game or the team must forfeit the remainder of the games until the fee is paid. This is to eliminate opposing teams and/or staff showing up unnecessarily to play or work. If both teams do not show up and GPARD has not been notified, both teams will take a loss. You will need to e-mail Brock at brock.harris@georgetown.org for all forfeited notifications.
2. After the match's scheduled start time, a five-minute grace period will be allowed if a team does not have the four player minimum. After the five minutes, the first game is a forfeit and recorded 25-0. If 10 minutes or more pass, the second game is a forfeit recorded 25-0, and consequently the third game is then a forfeit

recorded 15-0, and the other team is announced the winner of the match. Teams may then split up and play for fun if they choose to do. The official will not be required to continue in their capacity during free play following a forfeit.

3. Playing of anyone not on the official team roster will result in a forfeit.
4. Please refer to Rule 5 under Rosters as well.

Starting the Game

1. All teams must verify players are on team rosters before the start of the game.
2. Five minutes before the scheduled match time, the official will perform a coin toss with the captains. The team, who does not serve, will serve first at the start of the second game. Another coin toss will be performed before the third game.
3. The coin toss winner may choose to serve, choose to receive, or choose side.
4. This is a six v six league. A minimum of four players must be present to start a match. If only four players are present, two must be male, two must be female. If only five, there cannot be a differential of more than one male to female players. There is no penalty for beginning the game with four or five players.
5. If a player shows up late, that player may be inserted into the match, but not until a dead ball occurs.

Game Play

1. Rally scoring is used; matches will consist of best 2 out of 3. The first two games will be 25-point games. A team must win by 2 points or be the first team to 27 points (cap is 27). A team must win 2 out of 3 games to win the match. The third game is played to 15 points. A team must win by 2 points or be the first team to 17 points in the third game (cap is 17).
2. The ball may be contacted a maximum of three times before going over the net.
3. The ball must clearly cross the plane of the net before it can be attacked offensively. On a legal defensive block, you may cross the plane of the net.
4. Subsequent contacts may be made only after blocking an attack.
5. A player cannot step completely over the center line.
6. A back-row player may not come to the front row and block a shot.
7. Players may interchange or change positions to pass or block, but only after the serve.
8. You cannot block a serve.
9. Double contacting the ball on the **first** hit is legal (as long as it is not 2 separate attempts). However, the ball being thrown or coming to rest (prolonged **contact**) is still illegal on the **first**, second, and third team **contacts**.
10. Kicking, heading and hitting with shoulders and other body parts is allowed.
11. The line-up must be alternating man – woman – man.
12. Subbing will occur at the serving position and is unlimited. Substitutions may occur only when there is a dead ball. You do not have to sub a woman for a woman and man for a man, as long as you are within the required male to female ratio.
13. A ball touching the ceiling, basketball goals or light fixtures on the way over the net is considered a fault. If the ball is hit off the ceiling or light fixture and remains on your side, it may be played over if you have not already exceeded the three-hit limit. No ball may be played off the wall or curtain divider.
14. If a ball enters your playing field during a point and it interferes with the play, then the official can stop the play and allow a replay of the point.
15. Each team is allowed one 30-second timeout per game.
16. If a team has less than 6 players, there will be no penalty.
17. Servers must wait until the official has whistled for play to start.
18. All officials' calls are final. There is a no tolerance for yelling or harassing an official. If you have a question about a call, the CAPTAIN of the team may approach the official in a respectful manner and talk about the call that was made. If players or fans continue yelling or harassing the official, they will be asked to leave the facility and not return.
19. Any contact with any part of the body touching the net while the ball is in play is a violation.

League Standings

1. League standings depend on **number of matches won**. If a tie in matches, we will go to **number of total games won**. If a tie in games, we will go to **number of points for divided by number of points against**.
2. League Standings will depend on league play only.

Officials

1. A certified official will be provided by the league.