

**KENT COUNTY CO-ED VOLLEYBALL  
RULES AND REGULATIONS**

**I. TEAMS**

- A. A team may have no more than 15 players. Each player's name must be listed on the official team roster submitted to the Recreation Department.
- B. Teams play with 6 players, 3 men and 3 women.
- C. Teams cannot play with less than 2 men and 3 women or 3 men and 2 women at any time. Teams participating with 5 players must forfeit the first game.
- D. Serving order and positions on the floor must be an alternation of male and female.
- E. Teams not having the minimum number of players present at game time will be penalized in the following manner:
  - 1. At game time - forfeit 1st game of match
  - 2. 10 minutes late - forfeit 2nd game of match
  - 3. 20 minutes late - forfeit the entire match
- F. Participation of a non-rostered player will mean a forfeit of any and all matches in which that illegal player has participated.
- G. Any team forfeiting 3 matches during the season must meet with the Recreation Department staff to work out a solution to the problem or be dropped from the league.
- H. Team rosters will be open twice during the season for player additions. A player can only play for one team during the season.
- I. A player must have participated in at least 2 matches to be eligible for the playoffs.

**II. OFFICIALS**

- A. The Referee
  - 1. His decisions are final and he has absolute authority over the game and all other officials.
  - 2. He uses a whistle to signify the beginning and end of games, point, change of service, foul, etc.

3. He rules on all plays and supervises the conduct of players, substitutes and spectators.

B. The Scorer/Linesman

1. He places himself at one corner of the court and on the opposite side from the referee.
2. He takes note of the score.
3. He notes "times out," conduct warnings and player disqualification.
4. He rules when the ball is "out" or "in" on the sideline and baseline that he is responsible for.
5. He supplies the referee with relevant information at all times.
6. He is under the orders of the referee who can amend his decisions.

**III. SCORING**

- A. Rally scoring will be in effect at all times. A game is won by the team that reaches 21 first.
- B. A match is the "best of five" games.

**IV. TIME**

- A. The early match will begin at 6:45 p.m. and end no later than 8:00 p.m. Late matches will begin at 8:00 p.m. and end no later than 9:15 p.m.
  1. When the time limit is reached, the game will end (when ball becomes dead) and the winner will be the team leading in the score regardless of whether they have a 2 point advantage or not.
  2. The match winner will be the team having won the most games, or the match could end in a tie if neither teams has won more.
- B. Teams may call two (2) time-outs per match.
  1. A time-out is 30 seconds in length.
  2. Players must remain on the court during a time-out except when being replaced by a substitute.
  3. Time-outs may not be taken during the last 10 minutes of the allotted time for the match.

- III. The team warm-up period shall consist of five (5) minutes together on the court prior to the scheduled starting time for the match.

- D. Teams may use the court for additional warm-up prior to a match, or for pick-up games after a match only if there is not a game in progress on the adjoining court.
- E. A maximum interval of two (2) minutes is allowed between games of a match. Teams should change sides, take their positions and be ready for play to resume.

## **V. BALL HANDLING**

- A. The ball may be played by any part of the body down to and including waist.
  - 1. A player may not contact the ball more than once with whatever part of the body, without another player having touched it between those contacts.
  - 2. Momentarily scooping, lifting, pushing or carrying the ball will not be considered a fault providing it is done below the level of the net and that it is a single contact.
  - 3. Contact with the ball at and above the net must be brief and instantaneous.
- B. A player who touches the ball or is touched by it when the ball is in play shall be considered as playing the ball.
  - 1. The ball may not be hit more than 3 times before crossing the net.
  - 2. When the ball is played more than once by a team, at least one of the contacts must be made by a female player. (All three team hits may be by female players.)
  - 3. If two opposing players contact the ball simultaneously, directly above the net, either may play the ball on the next hit.
  - 4. If two players of the same team simultaneously block a spike, either may play the ball on the next hit.
  - 5. If two players of the same team make contact simultaneously on a simple play of the ball, neither may legally make the next play on the ball.
  - 6. The team which has affected a block shall have the right to three more contacts with the ball in order to return it to the opponent's side.

## **VI. PLAY**

- A. A match will begin with a coin toss with the captain of each team.

1. The winner chooses either the court he wishes to start in or the right to serve first and the opposing captain gets the other choice.
  2. After each game the teams change courts and the team not serving first in the preceding game shall serve.
- B. The team which receives the ball for service after a side-out shall rotate clockwise before serving.
- C. At the beginning of a new game, the players may change their positions, but must always maintain a male, female alternation.
- D. Multiple substitutions may be made during any game provided:
1. The team captain notifies the referee when he is making a substitution.
  2. Players only enter during a dead ball situation (point scored, side out or time out).
  3. Only one player is substituted per dead ball situation.
  4. Players enter from left of the server with the remaining players moving up accordingly.
  5. Teams maintain their male, female alternation.
- E. Touching the net by any player shall constitute a fault. If two opponents simultaneously touch the net, a double fault will be called and the point replayed.
- F. It will be a fault if the force of the ball hitting the net causes the net to contact a player.
- G. Contacting the ball over the net above the opponent's playing area before the opponent's action is made, shall constitute a fault.
- H. A hand or hands passing over the net after an attack is not a fault.
- I. Contact with any part of a player's body with the opponent's side of the court during play constitutes a fault. Touching the opponent's playing area with a foot is not a fault, providing that some part of this foot remains in contact with the center line.
- J. A player may go outside their court to play the ball, providing they do not cross the center line or its assumed extension or penetrate into the adjoining court.
- K. A back line player may not spike the ball in front of the 10 ft. restraining line, nor may he participate in a block of a

spike by the opponents.

- L. A serve must pass over the net without touching it or any other objects. A serve that hits backboard apparatus or rim is a side-out.
- M. A serve may not be returned by an opponent's spike on the 1st hit.
- N. The ball is dead if it crosses the net outside the side lines, lands out of bounds, or touches any object outside the court.
  - 1. If a ball other than a serve strikes a ceiling obstruction it may still be legally played by the offending team within their remaining hits.
  - 2. No such rebounding ball may legally strike above the opponent's side of the net nor may it legally fall on the opponent's area.
- O. Balls hitting rim or backboard may be a replayed at the discretion of the referee. Otherwise it will be a point.
- P. Rings, with the exception of flat bands, bracelets, dangling earrings, necklaces long enough to clear the chin and necklaces of multiple construction (beads, etc.), and hats must be removed.
- Q. Players must wear tennis shoes or sneakers.

## **VII. CONDUCT OF PLAYERS, SUBSTITUTES AND COACHES**

- A. The following acts are subject to penalty:
  - 1. Persistent addressing of officials concerning their decisions.
  - 2. Making derogatory remarks to officials.
  - 3. Committing actions tending to influence decisions of officials.
  - 4. Making derogatory or personal remarks to opponents.
  - 5. Leaving the court during a time-out.
  - 6. Cursing.
- B. Penalties
  - 1. For a minor offense, such as talking to opponents, spectators or officials, or delay of the game, a

- warning is issued to the team and recorded on the score sheet. For any additional minor offense during the same game, the player receives a personal penalty and his team loses the service or the opponents are awarded a point if they have the service.
2. For a serious offense the player or players are disqualified from the match and this automatically entails the loss of service by the offending team or the opponents being awarded a point. The disqualified Player must leave the premises within five (5) minutes.
  3. Verbal harassment of an official after being disqualified or after a match has ended results in a 3 match suspension for the player.
  4. Failure to leave after disqualification will result in a forfeit of the match and the offending player will be suspended for a minimum of 5 matches.

#### **VIII. STANDINGS**

- A. Team standings are based on match points earned. Match points consist of 2 points for a win, 1 point for a tie and no points for a loss.
- B. If two or more teams finish tied in the standings, the determining procedure will be:
  1. Season record against each other.
  2. Standardized list of tie breakers used for all leagues by Kent County Parks and Recreation.

#### **IX. POSTPONEMENTS**

- A. Cancelled matches due to snow, ice, etc., will be rescheduled by the Recreation Department only.
- B. In case of inclement weather, you may call the Recreation Office at 744-2495 from 4:00 - 4:30 p.m. After 4:30 p.m. call, Robert's cell phone at 363-1071.
- C. Announcements will be made on radio stations WDSD-FM (94.7), WDOV-AM (1410) and WAFL-FM (Eagle 97.7) or look at our website at [www.kentcountyrec.com](http://www.kentcountyrec.com) .

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# **KENT COUNTY PARKS AND RECREATION**

# **VOLLEYBALL**

## **RULES**

Robert Probst

League Director

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