

# WESTSIDE VOLLEYBALL RULES

Revision R-10 2018

**FOR ADDITIONAL RULES AND CLARIFICATION, SEE U.S.A.V.B. RULES. FOLLOW ALL DIRECTIONS OF LEAGUE DIRECTORS. RULES WILL NOT BE CHANGED DURING THE SEASON.**

## **I. APPLICATIONS, ROSTERS, AND LINE-UPS**

### **A. APPLICATIONS:**

#### **1. Terms and Conditions of Acceptance:**

We willingly agree to comply with the stated TERMS AND CONDITIONS for participation. See League Rules at <http://www.westsidevolleyball.com/Rules.pdf>, which are, hereby incorporated by reference. We assume responsibility for knowing all rules, dates, locations and assignments; and for abiding by all rules and the directions of all officials. We will have applications and payments turned in at specified times and places. We will be ready to play and referee at specified times and places. We understand that failure to abide by all rules in a cooperative manner will be penalized, and may result in forfeiture of playing privileges. Westside Volleyball reserves the right accept and reject teams and individuals at its discretion. Teams forfeiting on the 1<sup>st</sup> night of play will be dropped from the league.

We further understand that participation in Leagues and Tournaments requires full payment of fees in advance and there will be no refunds after acceptance. We understand that there are circumstances beyond the control of WESTSIDE VOLLEYBALL, which may affect the number of games played and the locations of the games.

We further understand that all players must sign an individual waiver and release of liability, which can be found on [westsidevolleyball.com](http://westsidevolleyball.com) and linked as "Terms, Conditions, and Waiver".

Westside Volleyball does not sell, trade, rent, or otherwise retransmit any Personally Identifiable Information that is collected. Westside Volleyball does not and shall not discriminate on the basis of race, color, religion (creed), gender, gender expression, age, national origin, ancestry, disability, marital status, sexual orientation, or military status, in any of its activities or operations.<sup>2</sup> Applications are accepted on first-come, first-served basis. Applications may be accepted on an as needed basis.

### **B. ROSTERS:**

1. Teams must have at least 6 players on roster.
2. Players must be listed with both 1<sup>st</sup> and last names.
3. Names listed with only first or only last names will be considered illegal entries on roster..
4. Phone numbers of players should be listed on the rosters.
5. **All players MUST be marked on rosters prior to playing.**
6. Players MAY NOT be listed on more than one roster. If a player is listed on 2 roster, the team played with first will be considered the player's teams and that player will be "illegal" on other rosters.
7. Teams with unstable rosters, which sub excessively, and which violate roster and sub rules will be given low priority in future leagues and/or seeded accordingly.
8. ROSTER CHECKS will be made during season.
9. Names MUST be correct. Any person playing on the court and not on the roster is an "illegal player." The game(s) will be forfeited.
10. Roster changes (additions and deletions) may be made up to the 4<sup>th</sup> week of play.

Players must be on a roster at all times.

11. **LATE ADDITIONS:** After the 4<sup>th</sup> week of play late additions will be made with penalty. Teams will be assessed one game per player, per week after the 4<sup>th</sup> week of play. For example: 2 players added on the 5<sup>th</sup> week will be 2 game penalties.
12. In a 9 or 10 week league with no play-offs, no late additions are allowed after the 7<sup>th</sup> week of play. In a 9 or 10 week league with play-offs, no late additions are allowed after the 7<sup>th</sup> week of play. In a 9 or 10 week league with a second round with teams renumbered, there will be no late additions in the second round. Players are “frozen” on the roster on the 4<sup>th</sup> week of play and may not transfer to another team after that time.
13. **There are no “injury exceptions.”** Make sure you have enough players on your roster. Number of players in roster is unlimited.
14. Players in a league may not be on more than one roster.
15. Players may not change from one team to another during the night of play.
16. On the 4<sup>th</sup> week of play those players on a roster are “frozen” on that roster and may not move to another roster.
17. There is no designation on the roster as “sub”.

## **C. LINE-UP ON COURT**

### **1. NUMBER OF PLAYERS ON THE COURT**

- **TEAMS MUST HAVE A MINIMUM OF 4 PLAYERS ON COURT TO PLAY AND NOT FORFEIT**, If 3 players from roster, a player **must** be borrowed to make 4: **2 males and 2 females**. Teams with 4 players from their roster (2 males and 2 females) may play with or without borrowing. Alternate male and female. When playing with 4 players the male who is serving is a back row player at the serving position and the next position.
- Teams with 5 players must have **at least** 2 females and 2 males, and may play with or without borrowing. Teams may not have more than 3 females or 3 males on the court. **Reminder: Players borrowed from another team must come from a team in the same pool or division.**
- Teams may not have more than 3 guys OR 3 girls. Teams should play with 6. Guys and girls will alternate in position. If there is a missing player (5 players) there will be a “hole” on the court. Report where the hole is to the ref. If there are 5 players and only 2 guys, then there will be a rotation when there will be no front row hitters.
- Receiving team must rotate after 1<sup>st</sup> serve.
- There may be no “overlapping” of players front to back or side to side.

## **II. BORROWING PLAYERS FROM OTHER TEAMS.**

1. **One player** may be borrowed from another team in the **same pool**. Players **MAY NOT** be borrowed from different pools or from reffing teams if it causes the reffing team to have less than 3. Borrowed players will be considered **ILLEGAL PLAYERS** under these circumstance and the games will be forfeited.

### **III. SUBSTITUTION RULES: (Players coming in and out of a line-up during a game)**

1. Regular Season Substitution - ONE-FOR-ONE, unlimited entries per player and team.
2. PLAY-OFFS: U.S.A.V.B. Substitution - ONE-FOR-ONE, 3 entries per player, 12 per team. Player must signal to ref, upon entry, the number of that entry.
3. Males and females must alternate in positions. Teams may not play with 4 males or 4 females.
4. Players may not rotate in

### **IV. LEAGUE DUTIES, RESPONSIBILITIES, AND PROCEDURES**

1. **Absolutely no alcoholic beverages are allowed at the facilities** in which our activities are conducted. This includes the gym, grounds, and parking lots. It is a condition of our insurance, a requirement of our leases, and against the law in all of the locations of Westside Volleyball Activities. No food or eating in the gym. **Violators will be suspended from Westside Volleyball activities.**
2. Drinks must be in containers with secure tops, such as screw top. No coffee cups, sodas with straws, etc.
3. **SET-UP:** Team must supply at least 2 players by designated time on schedule.
4. No smoking on any school grounds, including VAPE.
5. **ALL TEAMS MUST TAKE DOWN NETS, BRING IN SCORE SHEETS & SCORE BOARDS, AND POLICE GYM FOR TRASH. CLEAN UP ALL TRASH BEFORE THEY LEAVE.**
6. TEAMS SHOULD NOT FORFEIT. Forfeits are bad for the league and unfairly affect standings for other teams. Forfeits will affect final standings and eligibility for play-offs.
7. SCHEDULES MAY BE CHANGED BY WESTSIDE VOLLEYBALL, DUE TO FACILITY AVAILABILITY AND OTHER CIRCUMSTANCES BEYOND OUR CONTROL. THIS MAY AFFECT BYES, PLAY-OFFS, ETC. NUMBER OF GAMES AND PLAY TIME MAY BE REDUCED. Play-offs are tentative, depending on gym availability.
8. Teams and players must know and abide by **all rules**. Teams may not "agree" with each other to change rules or break the rules.
9. Failure to abide by rules in a **cooperative** manner will be penalized and may result in forfeiture of playing privileges. This applies to individual players and teams. Uncooperative behavior towards refs and league officials is **unsportsmanlike behavior** and will be penalized.
10. No BASKETBALLS in gym. No basketball PLAYING
11. Children must be controlled and supervised by their parents. The halls and other rooms are not play areas for the kids.
12. Safety is always important. When you are warming up watch out for those around you. Watch out for games in progress.
13. No parking on campus. (SUBJECT TO GYM LOCATION - SEE GYM DIRECTOR)
14. TEAMS MAY NOT CHANGE THEIR REFFING OR PLAYING ASSIGNMENT FOR ANY REASON. See gym director.

### **V. UNSPORTSMANLIKE CONDUCT:**

1. USA VB (20.1.2) Participants must accept referees' decisions with sportsmanlike conduct, without disputing them.
2. USA VB (20.1.3) Participants must refrain from actions or attitudes aimed at influencing the decisions of the referees or covering up faults committed by their teams.
3. UNSPORTSMANLIKE CONDUCT WILL NOT BE TOLERATED FOR ANY REASON. According to USA Volleyball, unsportsmanlike conduct includes the following. Rude conduct: action contrary to good

- manners or moral principles, or any action expressing contempt. Offensive conduct: defamatory or insulting words or gestures. Aggression: physical attack or aggressive or threatening behavior.
- WESTSIDE VOLLEYBALL WILL NOT TOLERATE UNSPORTSMANLIKE CONDUCT. Profanity and insulting gestures towards refs, opponents, league officials, and spectators will result in suspension or expulsion from Westside Volleyball activities. Physical attacks or threats will result in immediate suspension. Police will be called.
  - Players assume responsibility for knowing all rules, dates, and places; and for abiding by all rules. Failure to abide by rules in a **cooperative manner** will be penalized and may result in forfeiture of playing privileges. (Application Agreement). Lack of cooperation to league personnel is **unsportsmanlike conduct**, which will be penalized as such.

## VI. REFFING

- REFFING TEAMS MUST BE IN POSITION 4 MINUTES BEFORE MATCH BUZZER. HEAD REF must be in HEAD REF POSITION at pole and call captains. LINESMEN must be in position on corners. REFS MUST STOP WARM-UPS AT BUZZER, OR ISSUE DELAY OF GAME, SIDE OUT OR POINT. REFFING AND PLAYING TEAMS subject to PENALTY for not starting on time.
- Refs **MAY NOT** use electronic devices while reffing at any reffing position. This includes cell phones, ipods, etc. Pay attention to your job so that the games are safe and the playing teams do not have to worry about the reffing.
- REFFING TEAM MAY NOT BORROW PEOPLE TO REF.** Reffing teams should have 4, but may have no less than 3 on court. The playing team MAY NOT borrow from reffing team if it causes reffing team to have less than 3. If there are no available players for playing team to borrow, playing team will forfeit. Reffing penalties: Head ref = 1 GP (game penalty). 1 linesman - 1 P (non-game penalty). 2 linesmen - 2 P = 1GP (1 game penalty).
- Refs MUST mark score sheets CORRECTLY. Refs MUST have teams INITIAL score sheets immediately after match. Teams MUST initial score sheets. **Playing AND reffing teams will be penalized.** Scores will not be changed after night of play. Reffing team will be penalized for not obtaining initials.
- TEAMS MUST CHECK SCORES NIGHTLY!! NO SCORES CHANGED AFTER THE NIGHT OF PLAY. Teams must check standings for PENALTIES, FORFEITS, etc.; however,
- REFS must begin matches promptly. Delay of game by ref or by playing teams is not permitted. Refs should provide four on court to ref, but may have **no less than three**. Refs may not borrow players to ref.
- If the players of a team are present, but do not line-up at forfeit time, the ref will call a DELAY OF GAME, and award a point or side-out to the opponent. The ref shall continue to award points until the team lines up. There is a 1 minute time period between games in a match. If a player leaves the court, the team should continue with the 5 remaining players.
- 1st match TIME is 7:15 p.m. - Tuesday, Wednesday, Friday. 7:30 pm – Thursday. 6:00 p.m. - Sunday, Torrance. Refs must be on court 4 minutes before forfeit buzzer, and must begin matches at forfeit buzzer. Four players must be on court from each team. (At least 3 from roster and 1 borrowed player – 2 guys and 2 girls.) If a team is not on court at forfeit buzzer, it will be a forfeit, ref will be held responsible and penalized for not enforcing forfeits. Forfeit time is 8 minutes for each game. Buzzer will be set for each match. Teams must stop warming up at forfeit buzzer. Reffing and playing teams are subject to penalty for not starting on time.
- Teams may request a different ref from the reffing team BEFORE the start of the next game.
- UNSPORTSMANLIKE or DISCOURTEOUS BEHAVIOR and use of PROFANE LANGUAGE should be CONTROLLED by ref on court. 1ST MINOR INFRACTION is a "YELLOW" - a WARNING. 2ND "RUDE" BEHAVIOR or 2ND MINOR INFRACTION results in a PENALTY: A POINT OR SIDE OUT. SECOND PENALTY will result in a "RED" - EXPULSION OF PLAYER FROM GAME. TEAM MAY NOT SUB FOR EXPELLED PLAYER. TEAM MUST HAVE 4 PLAYERS ON COURT AFTER EXPULSION OR FORFEIT GAME. **DIRECTOR SHOULD BE SUMMONED IF PROBLEM CONTINUES.**
- Refs must obtain the INITIALS of playing teams on score sheets immediately after match. An automatic penalty will be assessed to reffing and playing teams if score sheets are turned in

without initials. Playing teams must initial score sheets. If there are problems, see director.

12. Refing teams will be penalized for incorrect scoring. Penalties for incorrect score will be equal to number of games incorrectly scored.

## **VII. PLAYING RULES**

### **A. Coed and General:**

1. **Forfeit time** for ALL games is 8 minutes . Buzzer will be set for ALL matches. NO WARM-UPS AFTER FORFEIT BUZZER. No waiting for players. GAMES MUST START AT 8 MINUTE BUZZER.
2. Hand may touch/shadow floor over center line to wrist. Part of hand must touch/shadow line. 2. Ball is played from the FOOT up (except for serve). 3. A joust (held ball) is not a replay. Foot may touch/shadow center line. No other body part may cross the line, touching the opponents court.
3. Players may not intentionally interfere with the play of the ball off of the net from the opposite side of the net. For example, they may not place their hand at the net to deflect the ball as it plays off of the net.
4. NET CONTACT IS NOT LEGAL. All nets will be called. (Hair does not count as net)
5. CLARIFICATION: **FIRST CONTACT**, INCLUDING FINGER ACTION. A player may have successive contacts (multiple contacts) with the ball during a single attempt to make the team's. The ball must NOT be held, lifted, pushed, caught, carried or thrown. The ball cannot roll or come to rest on any part of a player's body.
6. Rules and Westside exceptions: 1. Ball is played from the foot up. Ball may not be lifted or carried. 2. A player may have successive contacts (multiple contacts) with the ball during a single attempt to make the team's first contact, INCLUDING FINGER ACTION. The ball must be contacted cleanly and not held, lifted, pushed, caught, carried or thrown. The ball cannot roll or come to rest on any part of a player's body. 3. Serve from anywhere behind baseline. 4. INCIDENTAL contact with net is not legal. 5. INTENTIONAL contact with ball through net is not legal. 6. HAND MAY TOUCH/SHADOW FLOOR ACCROSS CENTER LINE TO WRIST. 7. A joust (held ball) is not a replay.
7. **Attack Hit:** A front-row player may complete an attack hit at any height, provided that the contact with the ball has been made within the player's own playing space. He/she may not attack the ball on the opponent's side of the net. A portion of the ball must have crossed the net. A player **may not make attack hit on a serve.**
8. **Blocking:** A player may place his/her hands and arms beyond the net after an opponent has contacted the ball and the ball (in the judgement of the referee) is going over the net. A player may not block a ball that is not going over the net, such as a **set**.
9. **Back Row Player:** No offensive play is allowed by back row player, while player is in the attack zone (10 foot line), while entire ball is above level of net. Offensive play is defined by USA Volleyball as an Attack Hit. "Tipping" is part of an "Attack Hit". A player may block with one hand, if in the judgment of the referee it is not an attack hit. Only ONE male may come from back row to help the single male front-row to block Female back-row players may not participate in blocks.
10. No overlapping. NO PLAYER MAY OVERLAP WITH THE CORRESPONDING (ADJACENT) PLAYERFRONT-TO-BACK OR SIDE-TO-SIDE. A player may overlap with non-corresponding (non-adjacent) players.
11. Teams must rotate on the first side-out after the first serve.
12. If two players at the net come in contact with the ball so that the motion of the ball stops, the play will continue on the side on which the ball falls.
13. Players may not intentionally interfere with the play of the ball through the net while ball is in control of opposing team. For example, players may not place hands at the net to deflect the ball as it plays off of the net.
14. There is no unscheduled "open pay."
15. If the players of a team **are present**, but do not line-up at forfeit time, the ref will call a DELAY OF GAME, and award a point or side-out to the opponent. The ref shall continue to award points until the team lines

up. **There is a 1 minute time period between games in a match.** If a player leaves the court, the team should continue with the 5 remaining players.

16. There is no scheduled warm-up time in league. WHEN ONE TEAM REQUESTS THAT THE MATCH BEGINS, THE REF MUST START THE MATCH. PENALTIES will be assessed against ref or opposing team if either delays start of match.
17. 1st match TIME is 7:15 p.m. - Tuesday, Wednesday, Friday. 7:30 pm – Thursday. 6:00 p.m. - Sunday, Torrance. Refs must be on court 4 minutes before forfeit buzzer, and must begin matches at forfeit buzzer. Four players must be on court from each team. (At least 3 from roster and 1 borrowed player – 2 guys and 2 girls.) If a team is not on court at forfeit buzzer, it will be a forfeit, ref will be held responsible and penalized for not enforcing forfeits. Forfeit time is 8 minutes for each game. Buzzer will be set for each match. Teams must stop warming up at forfeit buzzer. Refing and playing teams are subject to penalty for not starting on time.
18. UNSPORTSMANLIKE or DISCOURTEOUS BEHAVIOR and use of PROFANE LANGUAGE should be CONTROLLED by ref on court. 1ST MINOR INFRACTION is a "YELLOW" - a WARNING. 2ND "RUDE" BEHAVIOR or 2ND MINOR INFRACTION results in a PENALTY: A POINT OR SIDE OUT. SECOND PENALTY will result in a "RED" - EXPULSION OF PLAYER FROM GAME. TEAM MAY NOT SUB FOR EXPELLED PLAYER. TEAM MUST HAVE 5 PLAYERS ON COURT AFTER EXPULSION OR FORFEIT GAME. DIRECTOR SHOULD BE SUMMONED IF PROBLEM CONTINUES.
19. There will be no ties. If a game is tied at the buzzer, next point will win the game. The team winning this point is the winner of the game.
20. LAST SERVE shall be called at match buzzer: If a server is in serving position and is in possession of the ball at the match buzzer, it is NOT the last serve. The next serve is the last serve.
21. The ball MAY be played off of the ceiling on the playing teams side of the net. If the ball crosses the net and comes back to the team's side, it is not playable.
22. The ball MAY NOT be played off of the wall or any structure attached to the wall, such as basketball backboards, pipes, or any structure which is attached to the wall.

## **B. Reverse Coed:**

1. If there is more than one player on a side, a **male must contact the ball.**
2. In front of the 10 foot line a male player may not return the ball when the entire ball is above the plane of the net.
3. Guys may not block or hit in front of the 10 foot line.
4. Guys must have one foot on floor when hitting behind 10 foot line.

## **VIII. SCORING**

1. The ref team must supply a head ref and 2 people on the lines. One linesperson will keep the score on the score sheet. The other will keep and show the scoreboard.
2. Teams must check the scores on the night of the match. If the score is wrong, it must be changed by the ref team or the league director. A team may not change its own score. Any changed score must be initialed by the ref teams or the league director
3. SCORES WILL NOT BE CHANGED AFTER THE WEEK OF PLAY!!

## **IX. FORFEITS AND PENALTIES**

1. FORFEITS AND PENALTIES WILL AFFECT FINAL STANDINGS, ELIGIBILITY FOR PLAYOFFS AND PRIZES, AND ACCEPTANCE INTO FUTURE LEAGUES AND TOURNAMENTS.
  - 1 forfeit or Game Penalty - No effect

- 2 forfeits or Game Penalties - Tie breaker (supersedes head to head)
- 3 forfeits or Game Penalties - Move down 1 place in standings
- 4 forfeits or Game Penalties - Move down 2 places in standings
- 5 forfeits or Game Penalties - Move down 3 places in standings
- 6 forfeits or Game Penalties - Move down 4 places in standings
- etc.

## 2. Effects of forfeits and Game Penalties on final standings:

3. Teams should not forfeit during the latter part of the season, regardless of their standing. Forfeits during play-offs will be considered a serious problem and will affect **priority** in future leagues and tournaments. Teams must not "sand bag" in order to get into a lower pool. League directors will seed these teams into the proper pool.
4. A team will forfeit all games in which ILLEGAL players play. Any player is illegal if not on that team's roster (including the 1st 4 weeks of play) or is subbed illegally. If a team "forgets" to put a name on a roster the player **is illegal**. Teams playing with illegal players will be disqualified from play-offs and/or prizes. Players listed with only first or only last names will be considered illegal players.
5. PENALTIES: Penalties may be game penalties, forfeits, and/or forfeiture of playing privileges.
  - USE OF ALCOHOLIC BEVERAGES. (Players will be suspended from league and/or tournaments).
  - UNSPORTSMANLIKE CONDUCT TOWARDS OFFICIALS AND OPPONENTS. (Players will be suspended from league.)
  - INCORRECT SCORING BY THE REFFING TEAM.
  - Changing of score by team other than ref or league director.
  - Players added after the deadline (4th week of league play).
  - Eating or drinking in the gym.
  - Failure of a team to REFEREE its assigned match for any reason. Head Ref = 1 GP (game penalty). Lines = 1 P (1 non-game penalty) 2 P = 1GP. If a team fails to place a linesman on court 2 times or 2 linesmen in one game, a game penalty will be given.
  - Changing or switching the playing or reffing schedule without consent of director.
  - Parking on campus. (SUBJECT TO GYM LOCATION).
  - Failure to notify director 24 hours in advance of forfeit.
  - Failure of a ref to start match on time.
  - Failure of ref to obtain signatures.
  - Failure of team to set-up. 1 GP = One game penalty.
  - Failure of playing team to stop start match on time.
  - Failure of playing team to initial score sheet
  - Failure to abide by rules in a cooperative manner will be penalized. Players must abide by rules in a cooperative and compliant manner.
  - These are examples and not all inclusive. **Penalties may be issued by directors at their discretion.**

## X. PLAY-OFF RULES

1. 1 day playoffs is a tournament format.
2. Captain must attend captains meeting at specified time.
3. Rosters: Teams must have **5 from roster**. Must have 2 females.
4. Teams **may not** borrow from other teams during play-offs.
5. Substitutions: one-for-one. Three entries per player. (Same as tournaments)
6. Forfeiture of **Match** during play-offs disqualifies team from play-offs and prizes.
7. Teams must play and finish final play-off round to be eligible for prizes.
8. Match times: **1st match** will start at normal match time for gym. Forfeit for first game is 8 minutes after buzzer (4 minutes warm-up, 4 minutes hitting). Switch sides after 1<sup>st</sup> game. There will be 1 Minute between games. **2<sup>nd</sup> match** will begin or forfeit 8 minutes after end of 1<sup>st</sup> match.
9. 3rd place teams set-up.

10. Teams should have 4 players on court to ref. If team reffing first match is late or has less than 3 to ref, team may be penalized or disqualified.
11. Top 3 teams in each pool go to play-offs.
12. Matches are 2 out of 3 games. 1<sup>st</sup> 2 games are 25 points with a 27 point cap. 3<sup>rd</sup> game is 15 points with a 17 point cap.
13. 1 time out per game.
14. On the 3<sup>rd</sup> game call captains. Switch sides at 8 points.