

# \WESTSIDE VOLLEYBALL

LEAGUE GUIDELINES - WINTER 2004

[www.westsidevolleyball.com](http://www.westsidevolleyball.com)

1. See new U.S.A.V.B. rules and Westside exceptions. (Important: see #11, page 2 of packet) A joust (held ball) is not a replay.

2. **Rosters:** All rosters must be finalized by 2<sup>nd</sup> week of play for **ALL TEAMS**. 2<sup>nd</sup> week bye teams **MUST CALL** by second night of play. All players must be listed on roster before they play.

3. **TAKE-DOWN:** All teams **playing and reffing** last matches are responsible for taking equipment down and cleaning gym.

4. Be on time to play with the correct number of players. DO NOT FORFEIT!!!

5. **Borrow players from your division only.** Ask player before you borrow them. Some reffing teams are from different pools, especially in last round of a round robin play-offs.

6. Be on the court on time to ref. with at least 3 players from your own team in position.

7. *Set-up on time with at least 2 players. Must be able to lift heavy poles.*

8. Refs mark score sheets correctly and obtain signatures from teams. Scores will not be changed.

9. Teams sign score sheets.

10. No food or drink in gym. Clean up trash before you leave.

11. Follow all PARKING RESTRICTIONS (Rolling Hills, West Torrance, etc.).

12. Apply early for next league. Applications are available now.

13. Players may not step into adjoining court. The line is part of the court. Players may not jump the corner of the adjoining court. In gyms where more than one net is tied together, players may not go over center line, even outside of their court.

# WESTSIDE VOLLEYBALL

TUESDAY, WEDNESDAY, AND FRIDAY - WINTER 2004

1. All players **MUST** be marked on rosters prior to playing. Rosters **MUST** have correct **FIRST** and **LAST NAMES** of players. This includes **1ST** and **2ND** week of play. **ROSTER CHECKS** will be made during season. Names **MUST** be correct.
2. **MATCH TIMES: 1ST MATCH - 7:00 PM. 1ST FORFEIT - 7:08 PM. 2ND FORFEIT IS 7:16 PM.** (See schedules and gym directors for schedule changes)
3. Forfeit time for **ALL** games is 8 minutes. Buzzer will be set for **ALL** matches. **NO WARM-UPS AFTER FORFEIT BUZZER.**
4. **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.
5. REFFING TEAM **MAY NOT BORROW PEOPLE TO REF.** Refing teams should have 4, but may have no less than 3 on court. The playing team **MAY NOT** borrow from refing team if it causes refing team to have less than 3. If there are no available players, playing team will forfeit.
6. Refs **MUST** mark score sheets **CORRECTLY.** Refs **MUST** have teams INITIAL score sheets immediately after match. Teams **MUST** initial score sheets. Playing **AND** refing teams will be penalized.
7. TEAMS **MUST CHECK SCORES NIGHTLY!! NO SCORES CHANGED AFTER THE NIGHT OF PLAY.** Teams must check standings for PENALTIES, FORFEITS, etc.; however, NOTIFY DIRECTOR OF ERRORS.
8. **NEW U.S.A.V.B RULES:** 1. 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.
9. 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.
10. NET CONTACT IS NOT LEGAL. All nets will be called. (Hair does not count as net)
11. **CLARIFICATION: 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 NOT held, lifted, pushed, caught, carried or thrown. The ball cannot roll or come to rest on any part of a player's body.**
12. **SET-UP: Team must supply at least 2 players by 6:15 PM. 1 game penalty.**
13. **TAKE-DOWN: CLEAN UP ALL TRASH BEFORE YOU LEAVE. ALL TEAMS MUST TAKE DOWN NETS, BRING IN SCORE SHEETS & SCORE BOARDS, AND POLICE GYM FOR TRASH.**
14. **TEAMS SHOULD NOT FORFEIT.** Forfeits are bad for the league and unfairly affect standings for other teams. Forfeits will add additional penalties and affect final standings.
15. **NO FOOD OR DRINK IN GYM, INCLUDING WATER!!!**
16. **SCHEDULES MAY CHANGE DUE TO FACILITY AVAILABILITY. THIS MAY AFFECT BYES, PLAY-OFFS, ETC. HAVE SUBS ON ROSTERS.**
17. **SUBSTITUTION: Players may sub in for on position, only. Players may not rotate in. During regular season, players there are no limitations on number of times a player enters. During play-offs and tournaments, players may have only 3 entries per position. The starting position counts as the first entry.**
18. **LATE ROSTER ADDITIONS: Players may be added after the second week of play. Teams will be penalized 1 game penalty per player per week after the 2nd week of play.**

## WESTSIDE VOLLEYBALL: WINTER 2004

**New U.S.A.V.B. 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.

1. **THE FOLLOWING IS INTENDED FOR NOTIFICATION AND AS A REMINDER OF POLICIES AND RULES. IT IS NOT A COMPLETE LIST. FOR ADDITIONAL RULES AND CLARIFICATION, SEE U.S.A.V.B. RULES AND LEAGUE DIRECTORS. LEAGUE DIRECTORS MAY AMEND AND INTERPRET RULES.**
2. **NO EATING OR DRINKING IN GYM.** Please take food and drink out to lobby or outside.
3. No BASKETBALLS in gym. No basketball PLAYING.
4. Safety is always important. When you are warming up watch out for those around you. Watch out for games in progress.
5. No parking on campus. (SUBJECT TO GYM LOCATION - SEE GYM DIRECTOR)
6. **SET-UP & TAKE-DOWN:** Teams assigned to SET-UP will be penalized 1 game if 2 members from team are not present by 6:00 p.m. **All teams play or refing last match must help take equipment down and clean gym.**
7. TEAMS MAY NOT CHANGE THEIR REFFING OR PLAYING ASSIGNMENT FOR ANY REASON WITHOUT CONSENT OF THE LEAGUE DIRECTOR.
8. Only ONE male may come from back row to help the single male front-row to block.
9. Female back-row players **may not** participate in blocks.
10. No offensive play by back row player, while player is in the attack zone (10 foot line), while entire ball is above level of net.
11. No overlapping. NO PLAYER MAY OVERLAP WITH THE **CORRESPONDING** (ADJACENT) PLAYER FRONT-TO-BACK OR SIDE-TO-SIDE. A player may overlap with non-corresponding (non-adjacent) players.
12. Teams must rotate on the first side-out after the first serve.
13. If two players at the net come in contact with the ball so that the motion of the ball stops, it will be considered a held ball and there will be a replay. There is no legal joust in indoor volleyball.
14. 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.
15. ANY UNSCHEDULED OPEN PLAY SHOULD END PRIOR TO 10 MINUTES BEFORE MATCH TIME.
16. 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.
17. 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.
18. 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.
19. 1st match TIME is 7:00 p.m. - Tuesday, Wednesday, Friday. 6:00 p.m. - Sunday, Torrance. 5:00 p.m. - Sunday, Cypress (see your schedule). Refs must be on court 4 minutes before forfeit buzzer, and must begin matches at forfeit buzzer. Five players must be on court from each team. (At least 4 from roster and 1 borrowed player.) 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.

20. Teams may request a different ref from the refing team BEFORE the start of the next game.
21. 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.
22. There will be no ties. If a game is tied at the buzzer, next point will win the game. The team can score the point only when serving. The team winning this point is the winner of the game.
23. 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, that is NOT the last serve. The next serve is the last serve.
24. Refs must obtain the INITIALS of playing teams on score sheets immediately after match. An automatic penalty will be assessed to refing and playing teams if score sheets are turned in without initials. Playing teams must initial score sheets. If there are problems, see director.
25. Refing teams will be penalized for incorrect scoring. Penalties for incorrect score will be equal to number of games incorrectly scored.
26. ABSOLUTELY NO SCORES WILL BE CHANGED AFTER THE WEEK OF PLAY!! Teams must check the scores on the night of the match. If the score is wrong, it must be changed by the refing team or the league director, only. A team may not change its own score. Any changed score must be initialed by the refing teams or the league director.
27. BORROWING RULES:  
Borrowing is a player from another team. Substitution is player coming in during match play from your own team.
  - a. Teams **MUST** have a minimum of 5 players on court - NO EXCEPTIONS !!! Teams may play with 5 from their roster without borrowing. With 4 players from roster, teams **MUST BORROW !!!**
  - b. Borrowing will be made from within DIVISION only. A division is all teams which play each other during the season. Borrowing **may not** be made between separate POOLS, as in a 2 or 3 week round robin final round.
  - c. Teams must have 2 females on court to play, at least 1 female from roster. Same for males.
  - d. If no players are available for borrowing, teams with 4 players or less will forfeit. Refing teams must have 3 to ref.
  - e. Teams **may not** borrow more than 1 player, even with the consent of the other team.
  - f. Borrowed player is subject to approval of opposing team.
  - g. If only two males are on court, missing player is a male. On one rotation there will be no front row hitter.
  - h. Teams should field 6 players. Borrowing is for emergencies only. Teams repeatedly short players could lose priority in future leagues or tournaments.
  - i. WEEK PLAY-OFFS: 5 Player minimum, all from own roster. **NO BORROWING.**
  - j. In leagues where there is a reverse coed division and a coed division, teams may NOT borrow from outside of their division. Coed May Not borrow from reverse and reverse May Not borrow from coed. Players May Be e on a coed and a reverse roster at the same time.
28. SUBSTITUTION RULES:
  - a. Regular Season Substitution - ONE-FOR-ONE, unlimited entries per player and team.
  - b. 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.
  - c. Males and females must alternate in positions. Teams **may not** play with 4 males or 4 females.
29. Captains must call at least 24 HOURS in advance if their team will forfeit all games in a night. Additional penalties will be assessed for teams that do not notify director and do not show for their refing assignment.
30. FORFEITS AND PENALTIES WILL AFFECT FINAL STANDINGS, ELIGIBILITY FOR PLAYOFFS AND PRIZES, AND ACCEPTANCE INTO FUTURE LEAGUES AND TOURNAMENTS.
31. 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.
32. A team will forfeit all games in which ILLEGAL players play. Any player is illegal if not on that teams roster (including the 1st 2 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.
33. PENALTIES will continue to be assessed for infractions (Penalties are: 1. warnings, 2. reprimands, 3. penalties which can subtract games from the wins and add to the losses.) Some examples of infractions are listed below.
  - a. INCORRECT SCORING BY THE REFFING TEAM.
  - b. Changing of score by team other than ref or league director.
  - c. Players added after the deadline (2nd week of league play).
  - d. Uncooperative or unsportsmanlike behavior with respect to league rules, policies, and directives.
  - e. USE OF ALCOHOLIC BEVERAGES. (Players will be suspended from league).
  - f. Eating or drinking in the gym.
  - g. Failure of a team to REFEREE it's assigned match for any reason.
  - h. Changing or switching the playing or refing schedule without consent of director.
  - i. Parking on campus. (SUBJECT TO GYM LOCATION).
  - j. Failure to notify director 24 hours in advance of forfeit.
  - k. Failure of a ref to start match on time.
  - l. Failure of ref to obtain signatures.
  - m. Failure of team to set-up.
  - n. Failure of playing team to stop start match on time.
  - o. Failure of playing team to initial score sheet
  - p. These are examples and not all-inclusive. Penalties may be issued by directors for other problems.
34. Teams must have a minimum of 6 players on roster. **PLAYERS MUST BE LISTED BY FIRST AND LAST NAMES.** Phone numbers of players must be listed on roster. Names listed with only first or only last names will be considered illegal entries on roster or crossed off. Teams with unstable rosters, which sub excessively, and which violate roster and sub rules will be given low priority in future leagues. Have enough players on your rosters to field 6 players and also compensate for any problems. There are no roster changes due to injury or illness.
35. Rosters must be finalized by the **SECOND WEEK** of league play. No teams may make changes after second week of play without penalty, even with a bye on the second week of play. This rule is revised as of September 15, 1997. Players may not switch from one roster to another. At no time may a player be on 2 or more rosters. At no time may a player play as part of that team without being on that roster first. A player must be on a roster, if that player is playing for a team.
36. Applications will be accepted on first-come, first-served basis depending on levels and numbers of teams applying, until filled. After levels are filled or deadline, teams will be accepted on need according to level.
37. LATE ROSTER ADDITIONS: Players may be added after the second week of play. Teams will be penalized 1 game penalty per player per week after the 2nd week of play.

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**PLAY OFF RULES: 1 week play-offs.**

1. Captain must attend captains meeting at specified time.
2. Rosters: Teams must have 5 from roster. Must have 2 females.
3. Teams may **not** borrow from other teams during play-offs.
4. Substitutions: one-for-one. Three entries per player.
5. Forfeiture of Match during play-offs disqualifies team from play-offs and prizes. Teams must play and **finish** final play-off round to be eligible for prizes.
6. Match times: Match will start at normal match time for gym. Forfeit for first game is 8 minutes after buzzer. Forfeit for second game is another 8 minutes after forfeit buzzer.
7. 3rd place teams set-up.
8. Teams must have 4 players on court to ref. If team refing first match is late or has less than 4 to ref, team may be penalized or disqualified.