



The COLORADO VOLLEYBALL CONNECTION Inc.

Rules for League Play Last updated: 2010-03

Please note: The Colorado Volleyball Connection, Inc. will follow USAV guidelines to the best of it's abilities with slight adaptations in consideration of recreational play. For that reason, we have outlined some of the more prominent rules below. This copy is not a representation of the rules for play in their completion; however you will notice some changes made in 2007 in an effort to lighten things up and make our leagues more fun!

Note: A player who has not fulfilled their financial responsibility for league play will not be allowed to enter league play until which time the player can meet that obligation. If payment is by check, the definition of "meeting that obligation" will have meant; those monies will have been cleared by the C.V.C. financial institution.

1. All players will have signed a completed Waiver supplied by The Colorado Volleyball Connection, Inc. (C.V.C.) before commencing play or practice during any session offered by C.V.C., including a parent or guardian for players under 18.
2. Equipment: C.V.C. will do the best possible job to maintain a safe atmosphere. Equipment will be monitored; however players are encouraged to point out anything they deem potentially dangerous.
3. **FACILITIES:** In facilities where there is overhead equipment, the following will apply: On the serve, or the third hit from any team, a ball that touches moveable equipment, with the exception of lighting, will be deemed a replay ONLY if it has affected the direction or speed of the ball. This will be left to the referee or league facilitator's discretion. As normal; a serve that touches a solid part of the ceiling is a "side out". On the playing side, if the ball touches moveable overhead equipment or fixed ceilings and lighting, play will resume as normal.
4. **SPORTSMANSHIP:** This is C.V.C.'s most important rule. C.V.C. expects good sportsmanship from all its players and facilitators. This includes good conduct on and off the court. If a player displays poor sportsmanship on a regular basis, C.V.C. may choose to confront this player in order to control it. We assume all players are out to have fun along with playing volleyball and will give all players the benefit of the doubt first. If a player remains uncontrolled however, they may be asked to leave the facility. Poor sportsmanship may cause the denial of enrollment in future leagues. Poor sportsmanship includes outward behavior toward themselves, as well as other players and staff. Let's try to have a good time and play some volleyball while doing it!
Line Judging/Referee: Most of our leagues are now "self referee" leagues, otherwise the following is obeyed. Indoor: Each team has a responsibility to provide 2 line judges and 1 Referee as designated by your league schedule. Outdoor: if applicable, only the referee is required per match however a whistle is ALWAYS required, and not negotiable. We will sell you a whistle if you need one for \$3. This is a very important part of the success of every league, which uses referees. It is your team's responsibility to keep track of which dates you are required to line judge and Referee, and to either be present for this duty or find an adequate substitute. This does not include anyone who is not familiar with these duties. Failure to provide judging, shall give cause to all other teams to be really mad at you. ☺
5. The Referee or league organizer shall determine the start of the game with either a coin toss or choosing of even or odd, or allowing players to Ro-sham-bo (which is much more fun). The winner shall choose to either (A) Start with the serve, (B) Choose a side. If 'Service' is chosen, the loser shall choose a particular side of the court.
6. A Referee or facilitator may request a player to remove jewelry, clothing, shoes, hats or any item, which they deem potentially dangerous to themselves, a player or court surfaces. Failure to comply will result in expulsion from the game until which time the situation is resolved.
7. **Prior to the match**, each team will have a **five-minute warm-up period** at the net if possible. If not, please find an area to safely warm up without your ball interfering with the match in play. Only team members for the following match are expected to participate in the warm-up session unless those team members invite you in. Please warm up on the side lines otherwise.
8. In **Outdoor** play only, where sun and wind are an issue; if at least one team desires, teams may elect to **change sides** at every fifth (5th) point. If this strategy is elected, it will be continued through all games of that particular match.
9. You may never block or attack a serve.
10. **Net/Let serves** will be considered a ball in fair play for all league formats
11. Each team will be award two, thirty-second **time-outs** per game if desired. The team Captain must call for these time-outs.
12. There will be at least two minutes **between match games** if players require the rest period.
13. For 6-person play, a seventh (**7th**) **player**, if rotating in as opposed to a substitution, will **rotate** onto the court into the Servers position, as will a 5th player on a 4-person team.
14. **The Roster** will freeze by the beginning of the 4th week of league play for 10 & 12-week sessions, the 3rd week for 8-week sessions. Six-person teams may have up to 8 players on the roster. 4-person teams may have up to 6 players. 2-person teams may have 3.
15. **Rosters & Subs 1** - 6-person teams are allowed up to eight (8) players, however, if a team is playing with all eight players, the two extra players will be considered substitutes rather than rotating in for that particular game. Respectively, for four-person play, the same rule will apply for the fifth (5th) and sixth (6th) players. You must call "Sub" to the referee, and gain his/her attention, where one is present, or announce "Sub" to the court loudly where referees are not present before entering the court. This will help avoid injuries and confusion.
16. **Substitutes**, in competitive play, must take the position of the same player throughout the play of any particular game, which is therefore true of the player the substitute has replaced as well. This is player-for-player substitution. If in the case of injury, the referee will make the decision to allow or disallow a permanent replacement. A team may have up to eight substitutions per game.
17. **Rosters & Subs 2 – NO MORE FORFEITS!** In an effort to lighten things up, we are changing our rules so that it becomes very difficult for a team to have to forfeit. It's no fun to show up and automatically lose a game or match. Therefore, this rule shall apply: One or more roster players may attend a given scheduled game without forfeit provided there are at least 3 players for Quads, and 4 players for 6's teams. This may include any number of substitutes given your sub signs the "Roster Addendum" for your team and play at the appropriate skill level for the league. This also allows your sub to play with your team during play-offs. A sub may play on multiple teams within a league provided they have signed each team's Roster Addendum. "Ringers" during playoffs is always a no-no. Play fair. ☺ League players may sub as well.
18. **Grace Periods:** Teams are expected to be ready to play at their scheduled play times with their required minimum number of players. If they cannot, each team will be given a **five minute grace period** before the first (1st) game of any match is considered a forfeit. 15 minutes shall be added to this 5-minute grace period for each subsequent games start time before each of the 2nd and 3rd games deemed a forfeit. Teams may play non-competitively while waiting for additional players. Upon arrival of a team's last player, the facilitator will call the game to begin immediately, even if the forfeited game's time would not have been over if played.
19. **Matches** will consist of 3, 4, or 6 games to the Rally score of twenty-one when times allows. Exceptions: (A) There is less than fifteen (15) minutes left in the match play time, in which case the final game will rally score to fifteen (15), or (B) There is less than ten (10) minutes left in the hour in which case the final game will rally score to eleven (11). For games to 25, a score of 21 & 15 shall apply for A and B.

20. **Caps:** Games must be won by a two-point lead with a **cap** of twenty-seven (27) for games scoring to twenty-five (25), Twenty-three (23) for games scoring to twenty-one (21), seventeen (17) for games scoring to fifteen (15), and thirteen (13) for games scoring to eleven (11). The **exception** to this rule is in playoffs, where a deciding game will have no cap.
21. Only the **Captain** of any team, or a player designated as temporary Captain of a team may approach the referee or facilitator concerning substitutions, time outs, or an issue or disagreement of play. In any event, the referee or league facilitator will have final say on all matters concerning the play of the game at that particular time. You may approach the league organizer at a later time if you feel you have been treated unfairly. Please do NOT argue with a referee, even if you feel you are in the right. It will be perceived as un-sportsmanlike behavior. **In instances where teams act as referee for each other, all players are expected to remain impartial while in the referee position, and to be the fairest judge possible, to the best of their abilities at all times, considering no outside circumstances.**
22. **Self Referee Matches** will have special rules. Since there is no Up Referee to make a call, each team is expected to play on their honor. All players are expected to call themselves and their teammates when a foul is committed within the rules of their level of play. Please be as honest and as aware as possible. If the opposing team feels you have committed a foul without calling yourselves, AFTER THE PLAY HAS ENDED, please call a time-out (which will NOT count as a team time-out) and approach the Captain for discussion. We ask that you wait until the play has ended in case you both agree the play shall stand as played. Both teams must agree to either let the play stand, or replay it. Please remember that replays absorb time.
23. **INDOOR:** The **Server** has eight (8) seconds after the whistle to serve the ball. While **servicing**, and after the referees whistle, a ball, which is tossed in the air, must be served, or it is considered a "side out".
24. **OUTDOOR:** The **Server** has eight (8) seconds after the whistle to serve the ball. While **servicing**, and after the referees whistle, a ball, which is tossed in the air, must be served, or allowed to drop to the ground after the toss without the server touching the ball. After a serve/toss fault, once given the go ahead to serve again, the player is given five (5) seconds to complete the second serve attempt. Any time the server catches the toss; it is considered a side out.
25. **Start of play:** All teams will rotate upon the first receipt of service. Players MUST call the score prior to service and must keep track of scores to record after each game. Unrecorded scores may result in forfeits for both teams, so please try to be responsible by ensuring your scores are recorded correctly for each game.
26. In four-person play open-handed "**Dinks**" will be **illegal**. An open handed dink is defined as opened handed ball handling wherein the fingers are the last to touch the ball in a manner that can alter the direction of the ball.
27. **Rotation:** In 4's play, no player other than the server is required to rotate. For teams who choose to adopt this feature, please remember your place in your line-up to avoid conflict.
28. **INDOOR-** During the **first hit** (Serve, soft or hard attacked ball, free ball, and blocked ball) of the team, the ball may be double contacted. Example: During the teams' first hit, successive contact with various parts of the body is permitted in a single action of playing the ball. These include contacts involving finger action on the ball. The ball however, may not be caught or thrown. **OUTDOOR-** It is NEVER legal to receive the serve with finger action consisting of a "set receive".
29. **Loss of Service-** All players **must** rotate after winning every service in the game, including the first service of the game.
30. **Ball Contact:** Any ball while in play continues to be considered fair if played off a body part of any player, intentional or otherwise, as long as it does not fulfill the guidelines of an illegal hit. A legally hit ball is one that rebounds immediately and cleanly after contact. When the ball visibly comes to rest momentarily in the hands or arms of a player, it is considered as having been held. Scooping, lifting, pushing, or carrying the ball shall be considered to be a form of holding.
31. **In Quad play, a ball, which is intentionally "set"** over the net, is a legal set as long as the path of the ball remains perpendicular to the player's body. A ball, which crosses into the opponent's area due to elements, is not considered a fault.
32. **Coed play:** C.V.C. referees will not call on the issue of a **woman touching the ball** before passing over the net. The same is true for self-referee games. However, if a league facilitator feels it is a common practice to play around a player in order to avoid a lower player on a continual basis, they retain the right to warn the offending team.
33. **Coed play:** When using mid range net height, there will never be more than two men allowed on a coed 4-person's team, or 3 men on a 6-person team, however more than three women are allowed. T
34. **Net:** USA Volleyball rules will be followed in all cases concerning the fair play or faults pertaining to player's body parts entering into or going beyond the boundaries of the net. A Referee or the league facilitator shall execute this rule. When this is not possible, or in cases where teams may be refereeing themselves; when both teams cannot come to an agreement, the rally shall be deemed a re-play.
35. Players acknowledge that C.V.C., when asked to place them on a team, has the right to place players in leagues that meet each player's **skill level**, as well as move them from one skill level to another if necessary and when available. This is to meet the needs and fulfill the desire for equal levels of competitive and noncompetitive play. As a rule, a player may play only one skill level below or above the player's "rating". If there is a question of rating, a player in question may submit evidence of official USAV rating to the league facilitator. If a rating other than USAV is submitted, it will be neutrally reviewed for consideration. If no rating is available or acceptable, C.V.C. will unofficially rate the player(s) in question for the purpose of the issue at hand. Each team may possess no more than two players who are one skill level above or below the skill level of the league in which they are enrolled for teams of 6, 1 player for teams of 4 and 2. The facilitators of C.V.C. may make these assessments as deemed necessary, or may investigate them, as a duty should another player protest the eligibility of a player within the league. In the instance of a player above or below the proper rating comes within a fully formed team, this matter will be handled if it becomes an issue of safety or is contested by another team. This does not apply to Recreational teams.
36. If a player is **injured**, a complimentary time out shall be called. If a player is replaced with a substitute due to injury, it shall be executed during this time out. It is for a referee or league facilitator to decide if a person other than the injured players' original substitute shall be used.
37. If a player is **bleeding**, a complimentary time out will be given so the player may cover their wound, and return to the game, unless they prefer a substitute, which will be executed during this time out. If a player is unable to, or refuses to attend to an injury when advised to do so, a league facilitator will remove the player until which time they comply. If they are unable to return causing a team to fall short of the minimum requirement for players, the game will be called a forfeit.
38. If a team or player has an issue with the equipment, rules, fair play or eligibility of another player, they may bring it to the attention of the organizer the night of play, or submit it in writing to either of the following addresses within seventy-two (72) hours of the night of play.
EMAIL: coloradovolleyballconnection@comcast.net. MAIL: The Colorado Volleyball Connection, Inc., P.O. Box 27776, Denver, CO 80227.

Thank you for choosing to play with C.V.C.