



# **Co-Ed Indoor Volleyball League Rulebook and General Information**

## **Purpose and Scope of This Document**

This Rulebook and Registration Information booklet is intended to give all participants a broad overview of how the league operates and explain most rules and procedures that govern the league. This document is not intended to cover every last detail, such as dates and times of Preseason and Postseason parties, schedules for each team, and various other procedural and administrative items. Many additional details for the league will be disseminated via e-mail and on the Club website, so please check both frequently. If you have a SPAM filter on your e-mail, please add [patrick@madisonssc.com](mailto:patrick@madisonssc.com) to your list of safe senders to ensure you receive all e-mails pertaining to the league. This is the only e-mail address from which e-mails regarding the league will come.

## **Code of Conduct**

The Madison Sports and Social Club does not tolerate discrimination, racism, sexual harassment, unwelcome sexual advances, violence, threats, or any other type of behavior that may in any way make any member feel uncomfortable or threaten his or her health and well-being. We expect all members to treat each other with respect and abide by common rules of decency and good sportsmanship.

Team names must not be offensive toward any race, nationality, gender, or any other group of individuals. They must also not contain profanity. Please use tact and common sense when choosing a team name. MSSC reserves the right to reject any team name it finds offensive. You will be asked to supply a new name in the event your team name is deemed inappropriate.

During play, all participants must refrain from taunting, name-calling, put-downs, intimidation, and violence toward teammates and opponents. Everyone makes mistakes, and we will not tolerate criticism or intimidation of any of our members due to differences in skill level or any other factor. Coaching, tips, and helpful hints are welcome, provided they are relayed in a constructive and friendly manner.

All members are encouraged to report offensive behavior to the Club President, Patrick Fosdick, via e-mail at [patrick@madisonssc.com](mailto:patrick@madisonssc.com). All reports will be kept anonymous and taken seriously, and appropriate action will be taken if deemed necessary, including, but not limited to warnings, suspension and removal of the offending individual from the league.

## Registration Information

- Registration is only available on our website (<http://www.madisonssc.com>).
- Teams will be accepted on first paid, first enrolled basis. Teams who register and pay in good order will be enrolled in the league as their full payment is received. If necessary, a cutoff date for registration will be announced on the Club website and Facebook group.
- The Team Captain has the option to divide up the team fee amongst his or her team members using TeamPayer. This service allows the Captain to assign an amount to each player, who will then receive an e-mail from the captain requesting the amount. Any amounts not paid in full by the second week of the season may be charged to the Captain's credit card at any time.

## Prizes

Prizes will be awarded for the top teams in the leagues, including Champions t-shirts for the winners, along with cash prizes or gift cards. The number of prizes awarded will depend on the size of the league.

## Team Shirts

MSSC provides t-shirts for each player who pays the registration fee and completes the Waiver. Colors are assigned on a first requested, first awarded basis. You may choose any color other than orange, which is the MSSC staff shirt color. Returning teams may keep the same color they wore in the previous session if they wish.

## Rules and Regulations

### 1. General Rules

- A. All games in the league shall be governed by the rules outlined herein
- B. This is a co-ed recreational league. All players are expected to show good sportsmanship and act appropriately toward team members and opponents at all times
- C. Players must respect the authority of the referees to regulate the game and abide by their decisions. Referees have the authority to eject players from the game for detrimental conduct. All decisions of the referees are final. Any situations not specifically covered in the rules are up to the discretion of the referee or a representative of MSSC
- D. Rules are subject to change and clarification by MSSC. Any rule changes or clarifications will be communicated to all registered participants via e-mail
- E. Teams may warm up prior to their matches in areas outside the court boundaries if space allows. Any team warming up who interferes with an active game will forfeit the right to warm up for the remainder of the evening. This situation will largely be referee discretion

### 2. Team Size, Rosters, Subs, Forfeits, etc.

- A. A standard team will consist of six players on the court for each team, at least two of whom must be female. Teams may play with as few as four players, including two females. If a

team is not able to field four players (including at least two females), they will forfeit unless the opponent agrees to let them play shorthanded.

- B. If a player leaves a match for any reason and no substitute is available, the game may proceed as long as there are still at least four players present (including at least 2 females)
- C. If a team is not ready to play at five minutes past the scheduled start time, a forfeit may be declared by the referee.

### **3. Equipment**

- A. All equipment will be provided by MSSC and the facilities where games are held. MSSC supplies balls, but a ball brought by either team may be used if both teams agree to use it

### **4. The Court and General Game Play**

- A. The court will consist of one standard volleyball court, measuring approximately 60 feet in length by 30 feet in width. The net will generally be at men's height unless any given facility's equipment does not allow it
- B. All games will begin with a rock-paper-scissors duel between the two captains and overseen by the referee. The winner of the rock-paper-scissors duel may choose to serve first or chooses the side of the court on which his or her team will begin the match
- C. Players may only play a ball on their side of the net, whether the ball is within the court boundaries or outside. Example: A player may not cross the center line out of bounds and play a ball on the opponent's side of the court, even if hitting it back to their side of the court
- D. Any ball that hits the court boundary line is considered in bounds
- E. The referee may stop play if a ball from another match comes on to the court and poses a safety risk to players or otherwise interferes with game play. A ball that comes onto the court, does not interfere with the play, and is immediately removed will not stop play. These situations are referee discretion, as every occurrence is different.
- F. After the completion of each game, the teams will switch sides
- G. The team that loses the previous game will serve to begin the next game

### **5. Officials**

- A. All games will be officiated by an impartial referee supplied by MSSC. The referee governs all game playing issues and has authority for final rulings

### **6. Serving**

- A. All players must wait for the referee's score announcement or other signal before serving and must serve within ten seconds of the signal. The referee has discretion to award a point to the opponent if a player takes too long to serve
- B. Players must be behind the end line when they make contact with the ball on a serve
- C. Jump serves are not permitted due to the recreational structure of the league. A player may serve overhand or underhand
- D. A serve that hits the net but still goes over is a live ball and should be played by the receiving team

- E. Players may rotate in at any position provided it is always the same position. For example, some teams prefer to rotate in at outside hitter opposite the service position to warm up before serving. When players rotate in, there still must be at least two females on the court
- F. Players are allowed to set a serve
- G. Players may not block or otherwise "attack" a serve as it crosses the net. There is no specific definition of attacking a serve, although a player should attempt an upward hit on the ball. This situation involves a high degree of referee discretion

## **7. Hitting, volleys, and returning a serve**

- A. There may be no more than three hits per side before the ball must cross back over the net. No player may hit the ball twice in a row – this includes balls that hit ceilings
- B. There are no gender restrictions on who must hit the ball before it crosses back over the net
- C. Players may not go under the net or hit the net other than by minimal incidental contact. Violation of this rule results in a point for the other team
- D. A team that hits an obstruction above the court of play (ceiling, basketball hoop, light, fan, etc.) can play the ball as long as it does not give that team an advantage in the referee's opinion. The simplest and most common definition of this rule is that if the ball hits the ceiling, it must be hit again by a player on that team before crossing the net
- E. Balls that hit the wall or bleachers are considered dead due to possible safety risks of attempting a play on the ball. Serves that hit a basketball hoop attached to the wall on either side of the court are considered dead. Balls that hit a basketball net with no visible change in trajectory are still live balls
- F. Kicking is not allowed. A kicked ball will result in a point for the opponent
- G. Standard rules apply in terms of illegal hits: lifts, carries, double hits, etc. will result in a point for the opponent
- H. Our leagues use the ten-foot line, provided the facility has it marked. No player in the back row may hit or attack in front of the ten-foot line. A player in the back row must start behind the ten-foot line when spiking or attacking the ball

## **8. Scoring**

- A. Each match will consist of three games, with the winner of two of the three games getting the victory. All three games may be played if time permits. Scores from all three games will count for tiebreaker purposes in the standings
- B. The league uses rally scoring - i.e. there are no side outs and a point is scored after every legal serve
- C. Games are played to 21 points, and a team must win by two points. There is a cap at 25 points however – the first team to 25 wins regardless of the score. If matches are running long, the referee has discretion to play the third game to 15 with a hard cap at 18

## **Miscellaneous Administrative Rules and Notes**

- MSSC encourages Free Agents (or players without a team) to register. Leagues almost always have capacity limits, so full teams will be placed first, followed by Free Agents in the order they registered

- Free Agents are welcome to form teams on their own or request to play with friends, otherwise they will be assigned to a team by MSSC
- Spectators are welcome and encouraged at the games
- Club management reserves the right to alter the setup of the league at any time before or during the season
- All players must complete waivers. This is done as a part of accepting the e-mail invite from the team captain prior to the beginning of the season. Teams in violation of roster and/or waiver policies are subject to forfeiting games at MSSC's discretion
- Following the regular season, an appropriate playoff structure will be established. In general, all teams make the playoffs with the following exceptions:
  - Any team forfeiting more than two regular season games may be left out of the playoffs at MSSC's discretion
  - If time or space constraints arise, teams may be left out of the playoffs to allow completion of the league in a timely and/or efficient manner. Depending on the reason for the exclusion, a team may be refunded for a missed playoff game
    - The bottom two teams in the regular season standings may play one final game against each other, but this game will not be a part of the playoff bracket
  - Any team determined to have exhibited extremely poor sportsmanship or other conduct detrimental to the league on a regular and consistent basis may be left out of the playoffs at MSSC's discretion. Refunds will NOT be issued to any teams under these circumstances, as this is a violation of our Code of Conduct
  - Any team who does not wish to participate in the playoffs may be excluded at the captain's request. There is no requirement to participate in the playoffs

## **End of the Game**

At the completion of the game, the score card will be submitted to MSSC as proof of the game's final score. All players are expected to shake hands and otherwise show good sportsmanship, regardless of the final score or any disagreements or situations that may have arisen during the game.

## **Results and Standings**

Results and standings will be posted on the Volleyball page of the MSSC website (<http://www.madisonssc.com>) following receipt of the official scores from each game.

## **Weather Cancellation Policy**

Games may be postponed or canceled due to dangerous weather. If facilities are closed any given day due to weather, our reservations are cancelled and we cannot play. **All cancellations will be e-mailed to all registered players and posted on the MSSC website.**

## **Good Sportsmanship**

The final section of the rules and regulations of the league will reiterate what was stated at the beginning of this document: The purpose of our volleyball league is first and foremost to have fun. Winning should always come second. All participants must realize that not all players will be on the same skill level, and that there may be vast differences in skill level between members of the same team or between two teams in the league. Boasting, bragging, taunting, verbally abusing, or otherwise putting down other players will not be tolerated. The referees and/or a representative of MSSC reserve the right to issue warnings, penalties, and ejections if any of the above-mentioned behavior becomes too severe. Winning may be important to you, but good sportsmanship must take priority over wins and losses.