



City of Victorville Community Services Department
Recreation Services Division
14973 Joshua Street - Victorville, CA 92394 245-5551

COED VOLLEYBALL BY-LAWS

PURPOSE:

The purpose of the Coed Volleyball League is to provide the residents of Victorville an opportunity to play a recreational type of league in a controlled, safe environment.

GOVERNING RULES:

The City of Victorville Coed Volleyball League is governed by the current USVBA rules, except as specified herein. NOTE - The Recreation Division reserves the right to make any changes deemed necessary to insure the safety of the participants and/or the operation of the league.

GAME:

- a. Each match will consist of the best two out of three games (match). The first two games will be Rally Scoring to 25 points, win by 2 points. The third game, if necessary, will be Rally Scoring to 15, win by 2.
- b. For the first game only, there will be a 10 minute grace period. Play is 6 players against 6 players. Each team must have at least one male on the court, but males may not outnumber females. A team without 4 players present will forfeit that game 15-0. The next game will be forfeited 15 minutes later 15-0 if the same team still does not have a minimum of 4 players present.
- c. Each team will be allowed 2 time-outs per game. Each time out shall not exceed one minute. The rest period between each game of a match shall be no more than three minutes.

SUBSTITUTIONS:

Substitutions are made from the approved roster only. New players must fill out a Player Add/Drop Form prior to the advertised deadline (see "ROSTERS"). Each team is permitted only one substitution request during the same dead ball, except when substituting to correct for a minimum number of players situation. The position of the substitution shall be that of the player replaced without change in the order of service. (The ratio of male-to-female players must be maintained at all times except when there are more females than males in the line-up.)

STANDINGS:

Standings will be listed using the win/loss method. The best win/loss record will determine the league champion. In the event of a tie for 1st place, head to head record first, if still tied, then points against head to head, if still tied, points against entire league.

ROSTERS:

Rosters are limited to ten players, unless approved by the Recreation Division. Rosters must be turned in before the first league game is played. Teams may add or drop players at any time during the first-half of the season. After the last game of the first-half, **NO ADDITIONAL** players may be added without approval from the Recreation Division. All adds and drops must be done on an Add/Delete Form and turned in to the Recreation Division Office or gym attendant **BEFORE** a new player participates.

POSTPONEMENTS:

The only postponement will be those made by the Recreation Division. If a team cannot make a match for any reason, they will forfeit that match.

WARM-UPS:

Warm-ups will be only allowed prior to the game start time if a team is early and the court is available.

“HONOR SYSTEM” – FOULS:

When a foul occurs, the team not committing the foul is given the serve and/or the point. If a double foul (members of both teams make a simultaneous foul) occurs, the point is replayed. The “Honor System” works best if both teams remember to call their own fouls diligently.

FOULS:

- The server is out of the service area before the ball is contacted.
- The serve touches the net.
- Any player is illegally positioned on the service.
- A player serves out of order. If a player is discovered to have served out of order before the opposing team serves, all points are disallowed and the opposing team is given the serve.
- The server fails to hit the ball clearly with the hand, fist, or arm.
- A player does not clearly hit the ball (the ball may not visibly come to rest at the time it is contacted by the player). This includes a ball that rebounds off the body or torso.
- One plays the ball successively, unless the first play was a block or a simultaneous hit with an opponent. In the case of a simultaneous hit with a teammate, the first hit counts as one hit.
- A team plays the ball more than three times before sending it to the opponent’s court. This does not include the block.
- A server unnecessarily delays putting the ball in play.
- A player touches the net, reaches over the net (except to follow through on a hit or to block a return), has his/her foot or hand completely across the center line, or interferes with opponents under the net while the ball is in play.
- A player delays the game in any unnecessary manner.
- A player blocks or spikes the serve.

PROTESTS:

All protests must be resolved immediately BEFORE the next serve. Judgment calls are not grounds for protest (i.e., line calls, ball handling, etc.). You are reminded that this is a recreational league and that, at any time, both teams can agree to REPLAY the point.

ROTATION:

The team that receives the ball for the service shall immediately rotate clockwise.

MISCELLANEOUS:

- a. All players play at their own risk.
- b. To reduce forfeits, a team may play with 4 or 5 players with a minimum of at least 2 females. A team may borrow players from the opposing team to reach a minimum of 4 players, with the approval of the opposing manager. Upon arrival of late players, they will be inserted into the line-up and borrowed players returned to their teams.
- c. No one/two hand slam dunks, carries or throws.
- d. **SERVING THE BALL:** A serve may be underhand or overhand. No blocking or attacking of a served ball. All serves must be bumped. At the time of the serve, all players must be in their

respective positions. The server must stand behind the rear boundary line and between the side boundary lines. A ball that is served or returned that lands on the boundary line is considered to be in bounds. Each team member must serve in turn, with the server continuing the serve until "side out" is reached. When the serve is awarded to a team, that team shall rotate clockwise one position. The first server for each team is the right back player. Thereafter, the right front player rotates to the serving area. A served ball is a service fault and becomes dead when the ball does not legally cross the net, such as when the ball touches the net or touches the ceiling or any other obstruction.

- e. No jewelry will be worn that is considered hazardous by staff.
- f. Teams may substitute freely at any position on the court, but a rotation must still be followed.
- g. Alcohol and food are not allowed in the gym. Smoking is not allowed.
- h. Each team is allowed three hits not including the block. (A player that blocks the ball may hit it again for the first hit.) If two or more hits are taken, a female player must have taken at least one of those hits, in any order.
- i. A player may reach over the net when following through on his or her spike; but no contact with the net may be made.
- j. A player may run outside his or her own court to play a live ball.
- k. A ball striking the ceiling or an overhead obstruction above a playable area shall remain in play provided the ball contacts the ceiling or obstruction on the side of the net extended that is occupied by the team that last played the ball, and the ball is legally played by the same team.
- l. A ball crossing and contacting the net, other than when served, shall remain in play provided contact is within or above the vertical tape markers and entirely within the net boundaries. Recovering a ball hit into or out of the net shall be permitted.
- m. A net foul occurs while the ball is in play and a player contacts any part of the net including net cables or net antennas. It is not a foul when the force of a hit ball by an opponent pushes the net into the player.
- n. A reminder that this is strictly a recreational league intended for the participants to enjoy friendly competition, while getting a little exercise. At any time the Recreation Division may revise these rules in order to comply with this philosophy. Have fun!!!