

2016 Coed Volleyball League

RULEBOOK



SAN RAMON PARKS & COMMUNITY SERVICES

Creating Community through People, Parks, Partnerships & Programs

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GENERAL INFORMATION

The Objectives of the City of San Ramon's Adult Coed Volleyball Leagues shall be to promote and conduct a positive leisure time activity, which encourages fitness, healthy competition, and an atmosphere of fun and fellowship.

A. Team Information

1. A team may have a maximum of fifteen (15) players on its roster.
2. On court teams shall be composed of six (6) players with a minimum of four (4) to begin play. Minimum number of women on the court is two (2), maximum number of men is three (3). *Note: If a team has less than 6 players, empty spots DO NOT have to be frozen.
3. All Players must be 18 years or older. Any player believed to be under the age of 18 may be carded by city staff at any time. Players should have an ID with them that shows their birth date at all times. Any player found to be underage will be ejected from the game. The team with the underage player will not forfeit the game, but will receive a warning. If the team gets caught with an underage player after receiving a warning, that team will forfeit their game.
4. Players may only play on one (1) team per league. Player must be officially dropped by one team before another team may pick up that player. The first team a player plays for has the right to that player until such time as the player is dropped by the first team. The league director must approve all add/drop forms before being official. Adds and drops can be done using the add/drop form.
5. Players listed on high school, JR College, college/university, or semi-pro roster during the current season shall not be eligible.
6. Players may play on another team in another league; however, they may only play down one level (i.e. A "B" player may only play down to "C", not to "D" or beginning levels).
7. Teams can have only 1 player who is on the roster for a higher division (i.e B to C) team on the court at any given time
8. Teams may add/drop players through the sixth week of games. After the sixth week all rosters are frozen. The League Director must approve any other changes.
9. Tournament Play Stipulations: Any player who plays in the playoff tournament must have been added to the roster by the sixth week of play. In addition, said player must have played at least two regular season matches with the respective team.

**** All players must check in before every game. IDs may be checked if it is believed that player is playing under a false name.**

B. Match Play

1. At the designated start time (time listed on the schedule), teams will be given approximately 10 minutes of official warm up time (Official warm up consists of hitting, serving, and coin toss). If a team does not have enough players to start after the official warm up time has elapsed, they will forfeit the 1st game. If, ten minutes after that, they still do not have enough players, the team will forfeit the 2nd game and the match. If a team shows up 10 minutes after the scheduled time, they will NOT be given additional time to warm up.
2. A match will be a best three game series.
3. Games are rally score to 25, must win by two, with a 27-point cap.*
4. The third game of any match will be rally score to 15, must win by two with a 17-point cap.*
"Rally Score" means teams are awarded points whether they are serving or not.
*Except playoffs – must win by two

C. Team Standings

1. The match win-loss record of each team will determine league standings.

2. Top 4 teams will receive spot in Playoffs. More teams may be added depending on the number of teams in the league.
3. If teams are tied with identical match win-loss records after completing the schedule, the team awarded the higher final league standing will be the team:
 - A. Match play head to head competition; or
 - B. Game Point System against tied teams; or
 - C. MATCH PLAY AGAINST DIVISIONAL TEAMS; or
 - D. GAME POINT SYSTEM AGAINST DIVISIONAL TEAMS; or
 - E. Game Point System against all teams; or
 - F. Point differential between tied teams; or
 - G. By draw.

*Any team with a “tarnished” record in a tie will be thrown out of consideration.
A tarnished record is a team that has a forfeit on their record.

Game Point System

3 points	Win in 2 games
2 points	Win in 3 games
1 point	Lose in 3 games
0 point	Lose in 2 games

- D. Injuries and Accidents
 1. All injuries or accidents incurred during the course of an official game by players, spectators, and/or officials shall be reported to the League Director on an Accident Report Form.
 2. Injuries incurred during the course of an official game by players, officials and/or spectators shall not be the liability of the City of San Ramon Parks and Community Services Department, San Ramon Valley Unified School District, their officers, and employees and any organization co-sponsoring of participating in the program.
 3. The City of San Ramon Parks and Community Services Department does not carry medical liability insurance for its participants.

- E. Alcoholic Beverages

Consumption of any type of alcoholic beverage is not permitted in any San Ramon Valley Unified School District Facility, including the parking lot.

- F. Rescheduling Games

The City of San Ramon Parks and Community Services Department shall reserve the right to reschedule any game due to emergencies and/or problematic issues that arise.

- G. Protest

No protest will be allowed. Decisions by the officials and League Director will be final. Protesting of an ineligible player must occur when the ineligible player is discovered

 1. Protests will be accepted for consideration only on an infraction of the playing rules or on player eligibility.
 2. Umpire's judgment calls do not constitute grounds for protests.
 3. Protests will be accepted for consideration if submitted in the following manner:
 - a) A verbal protest must be filed with the referee and opposing manager at the time of the infraction of the rule(s). The scorekeeper will be responsible for noting it in the book, when and where the protest took place. This must take place between the time of the infraction and the next serve. Protests regarding ineligible players need to be made before the end of the match.

b) A typed or legibly printed written protest and a \$25.00 protest fee (a check, not cash) must be filed at the City of San Ramon Parks and Community Services Department, 12501 Alcosta Blvd., San Ramon, CA 94583, within twenty-four(24) hours or next working day from the time of the protested game.

4. If the protest is found to be valid, the game will be played over at the point at which the infraction occurred. The League Director shall decide the re-play date and time. In the case of an ineligible player, the game will continue until identity can be established. In some cases, a forfeit may be called after discovery that an illegal player participated.

5. If the protest is found invalid, the protest fee will not be refunded.

The Program Manager of Adult Sports, the league director, the official in charge, and scorekeeper, will consider protests. Both rules and conduct violations will be considered.

6. Protest filed after the time limit has expired will not be accepted.

7. Highly technical protests and those which could have no effect on the final result of the game will not be accepted.

8. The manager or team captain is the only person who may protest an umpire's call.

9. League director may settle protest at game site.

H. Forfeit

a. If a double forfeit occurs, both teams will receive a loss.

b. If a forfeit has been declared, practice games may be played for the remainder of the playing time. Refs are not permitted to officiate practice games.

c. Teams are encouraged to add additional players to their roster to prevent forfeits. The city has no control over team forfeits.

I. Player Code of Conduct

All players, managers, coaches, and spectators shall abide by the Department's Player Code of Conduct. It will be the manager's responsibility to see that all the players on his team are made aware of and abide by the Code of Conduct of termination of team's participation in league may result.

1. No player shall at any time physically abuse (touch, shove or strike) or verbally threaten an official, another player, spectator or league Director.

2. No Player shall refuse to abide by the official's decision.

3. No player shall challenge an official's decision in any manner, with the exception being the manager of captain, as stated in the rules.

4. No player shall display unusual tactics, direct profane or derogatory remarks toward an official, another player, spectator or league director.

J. Penalties

Officials will immediately suspend any participant from play found to be in violation of any or all the above listed offenses for a minimum of one match and placed on probation for the remainder of the season, with the possibility of assault charges being filed. All suspensions will be reported to the league director.

Any team found guilty of badgering officials will be removed from the league, with the possibility of being banned from further participation in the City of San Ramon Parks and Community Services Department leagues.

Any team found guilty of playing under the influence of alcoholic beverages or drugs will be removed from the league, with the possibility of being banned from further participation in the City of San Ramon Parks and Community Services leagues.

Physical assaults by any player on an official, spectator, another player or league director may result in suspension of the entire team from the league for the remainder of the season.

Any player placed on probation for the remainder of the season and reported again for violating the Code of Conduct will be suspended for the remainder of the season with the possibility of being placed on probation the following season. Further infractions would result in permanent expulsion from the City of San Ramon Parks and Community Services Department leagues.

HOUSE RULES updated 5/25/16

The City of San Ramon's Adult Coed Volleyball League shall be governed by the current U.S.A. Volleyball Rules. Exceptions specified under House Rules.

1. Contact with the ball must be brief. The ball may be legally contacted by any part of the body, provided the ball is clearly rebounded.
2. It is permitted to penetrate into the opponent's space under the net, provided that this does not interfere with the opponent's play. *Penetration into the opponent's court beyond the center line: Encroachment into the opponent's court with any parts of the body is permitted, provided some part of the body remain either in contact with or directly above the center line, and there is no interference with the opponents. In addition, completely crossing the centerline with the foot, feet, or hands, or encroachment with other body parts, must not present a safety hazard to opponents.*
3. Inbound lines are considered part of the court.
4. Contact with the net by a player between the antennae, during the action of playing the ball is a fault. The action of playing the ball (among others) take off, hit (or attempting) and landing.
5. Balls may be played off of the net.
6. Spiking and blocking are permitted. However, **serve**s may not be blocked or spiked if the ball is above the vertical plane of the net.
7. Either male or female team member may hit the ball directly across the net. If the ball is contacted more than once, a woman must touch the ball.
8. Blocking – multiple contacts of the ball during a block shall be considered a single contact, although the ball may make multiple contacts with one or more players on the block. After such contact, the team is allowed three additional contacts to return the ball.
9. Under specific conditions a player may block a ball BEFORE it has broken the plane of the net:
 - A. After a player has attacked the ball, or in the first referee's judgement, intentionally directed the ball towards the opponent's playing area; or
 - B. After the opponents have completed their three hits; or
 - C. After the opponents have hit the ball in such a manner that the ball would, in the first referee judgement, clearly cross the net if not touched by a player, provided no member of the attacking team is in a position to make a legal play on the ball.
10. A man may switch to the front row to block when there are two women in the front row. However, when attacking he will be considered a back row player.
11. When only one male player is in the front row at service, one male back-row player may be forward of the attack line for the purpose of blocking. The remaining back-row players (male or female) must be behind the attack line until the ball has been contacted by the blocker(s) or has hit in such a manner that no block is possible. *Commentary: If a back-row player is not participating in a block, there is no restriction on both back-row male players being on the attack zone. No female back-row player may participate in a block.*
12. A back row player returning the ball to the opponent's side, while forward of the attack line, must contact the ball when at least part of the ball is below the level of the

- top of the net. This restriction does not apply if the back row player jumped from clearly behind the attack line.
13. There will be no time-outs for substitutions, except in the case of injury.
 14. Start of game: The serving team will be determined by a coin toss. The winner having the choice to serve, or choose side and receive serve. The team not serving first for the first game will serve first the second game. A coin toss will decide who has the first serve for the third game.
 15. Players must be in their starting positions before the serve, but can move about the court once the ball is served. It is illegal to serve out of order.
 16. Jump serves will not be allowed in the D-League.
 17. Let serves are live. (Ball contacts the net and rolls over)
 18. Each player will be allowed one service tossing error during their service rotation.
 - a. A re-serve will be granted by the official if the server:
 - i. Swings and misses the tossed ball
 - ii. Lets the tossed ball drop to the floor
 - iii. Catches a bad toss
 - iv. Tosses the ball, then lets it drop without swinging at it, but it touches the server as it drops to the floor.
 - b. A re-serve will NOT be granted if the server swings at the ball and the ball touches any part of their body before it touches the ground.
 19. The ball is considered:
 - a. OUT OF PLAY if it hits the volleyball pole, curtain divider, wall, side basketball hoops, flag, scoreboard, clock, bleachers, spectators, doors, table, chairs, drinking fountain, window, and/or any other obstruction to the sides of the court.
 - b. LIVE if it hits the rafters, lights, main basketball hoops and/or anything suspended from the ceiling above the court AS LONG as the ball falls back onto the same side of the court.
 20. Each team will have 2 time-outs per game for the 1st and 2nd game and one time-out for the 3rd game. Time-outs DO NOT roll over.
 21. Teams may rotate extra players in and out of the game as long as the point of rotation stays consistent throughout the entire game.



S.A.N.C.R.A.

TEAM AND PLAYER CODE OF CONDUCT



The following “Team and Player Code of Conduct” has been adopted by all participating agencies within S.A.N.C.R.A. and will be strictly enforced. A suspension in one city will result in notification of all member cities and these cities may honor this suspension. This code of conduct applies to players, coaches, managers, and spectators.

- 1) **NO PERSON SHALL:** Be guilty of objectionable demonstrations of dissent at official’s decision.

MINIMUM PENALTY: Warning by the official.

MAXIMUM PENALTY: Removal from the game.

- 2) **NO PERSON SHALL:** Discuss with an official in any matter the decision reached by such official except the manager or captain.

MINIMUM PENALTY: Warning by the official.

MAXIMUM PENALTY: Removal from the game.

- 3) **NO PERSON SHALL:** Refuse to abide by an official’s decision. Officials are required to immediately suspend the player from further play and report such player to the League Director. Such player shall remain suspended until the League Director considers his/her case.

MINIMUM PENALTY: Placed on probation for the remainder of the season.

MAXIMUM PENALTY: Suspension for two (2) league games, and placed on probation for the remainder of the season

- 4) **NO PERSON SHALL:** Be guilty of an abusive verbal attack upon any player, official or spectator. Officials are required to immediately suspend player from further play and to report such player to the League Director. Player shall remain suspended until the League Director has considered his/her case.

MINIMUM PENALTY: Placed on probation for the remainder of the season.

MAXIMUM PENALTY: Suspension for one (1) calendar year and placed on probation upon returning to league action for one (1) season.

- 5) **NO PERSON SHALL:** Be guilty of gambling upon any play or the outcome of game with any spectator, player, or opponent. Officials are required to immediately suspend player from further play and report such person to the League Director. Player shall remain suspended until the League Director has considered his/her case.

MINIMUM PENALTY: Placed on probation for the remainder of the season.

MAXIMUM PENALTY: Suspension for the remainder of the season.

- 6) **NO PERSON SHALL:** Be guilty of using unnecessary rough tactics in the play of the game against the body or person of an opposing player. Officials are required to immediately suspend player from further play and report such player to the League

Director. Such player shall remain suspended until the League Director can consider his/her case.

MINIMUM PENALTY: Placed on probation for the remainder of the season.
MAXIMUM PENALTY: Suspension from two (2) league games and placed on probation for the remainder of the season.

- 7) NO PERSON SHALL: Appear upon the field of the play at any time intoxicated condition. Officials are required to immediately suspend player from play and report the same to the League Director for further consideration.

MINIMUM PENALTY: Suspension for two (2) league games and placed on probation for the remainder of the season.
MAXIMUM PENALTY: Suspension for remainder of the season.

- 8) NO PERSON SHALL: At any time lay a hand upon, shove, strike, harass, or threaten an official. Officials are required to immediately suspend player from further play and report such player to the League Director. Such player shall remain suspended until the League Director can consider his/her case.

MINIMUM PENALTY: Suspension from two (2) league games and placed on probation for one (1) calendar year.
MAXIMUM PENALTY: Suspension for life and/or assault charges filed.

- 9) NO PERSON SHALL: Be guilty of physical attack an aggressor upon any player, official or spectator. Officials are required to immediately suspend player from further play and report such player to the League Director.

MINIMUM PENALTY: Suspension from two (2) league games and placed on probation for the remainder of season.
MAXIMUM PENALTY: Suspension for life and/or assault charges filed.

SPECIAL NOTES:

1. Any person being placed on probation for the remainder of the season and reported again for violating the "Player Code of Conduct" will receive further disciplinary action.
2. Any person that is removed from a game and asked by an official to leave the park of school facility must do so immediately. Failure to do so will result in further disciplinary action.
3. All person ejected from a game will be subject to a minimum one (1) game suspension. Depending on the situation, the player may be suspended for more games. This decision will be made by the league administrators

Team Name: _____ Date: _____

Captain's Name: _____ Captains Signature: _____