

City of Anderson Parks and Recreation Department
Coed Volleyball Rules

ORGANIZATION

1. Each team must have a current roster on file with the Recreation Department.
2. Only a coach will be allowed to add or drop a player from the roster. Any such changes must be made by November 3rd---all rosters must be finalized by this date.
3. All players must sign the liability release form to be kept on file with the Recreation Department to be eligible.
4. Players that have turned 16 by September 1st will be allowed to play. These players must have the liability release form signed by a parent or guardian.
5. Players will not be allowed to change teams---once you have played a game with one team, you must complete the season with them.
6. Any change in coach or the address of the coach should be reported to the office. This will keep your team from missing important and timely notices.
7. Schedules will not be changed once they are completed unless the department makes a mistake. Any possible conflicts must be turned in with the team entry form.
8. Game time is forfeit time---no grace period for any game. If you do not have four legal players ready to play, the first game will be forfeited. If the needed player(s) arrives within fifteen minutes, the remaining games will be played. If not, the match will be forfeited.
9. You may play the entire match with four players if no others arrive.
10. The first team listed on the schedule will have the choice of court side of first serve. The serve will alternate for the second game. If the third game is necessary, a coin toss will determine serve.

GAME PLAY

1. The best two out of three games will constitute a match. The third game will not be played unless it is necessary to determine the winner.
2. The game will be over when one team reaches 25 points with a two point advantage. The rally scoring system will be used. If the serving team wins the rally, it scores a point and continues to serve. If the receiving team wins the rally, it scores a point and gains the right to serve. Players rotate one position clockwise before serving.
3. This is a coed league. It is highly recommended that it be 2 and 2 or 3 and 3. However, there must be at least 2 women on the court at all times and there may not be more men than women on the court at any time.
4. Each team member must serve in turn. The server will continue to serve until the other team wins a point.
5. Players should rotate in at the serving spot.
6. The server must serve from behind the line in the designated area. He/she must wait for the official's whistle to start and then proceed within 5 seconds

7. The ball does not have to clear the net on the serve. If a served ball touches the net, play will continue as long as it continues into the opponent's court.
8. It is not legal to block the serve.
9. The ball may be played out of the net.
10. The ball must be returned over the net after a maximum of three passes or hits, not counting the block.
11. A block does not count as one of a team's three hits. Example: A blocker may block the spike and then immediately hit the ball again.
12. The ball must break the plane of the net before the opposing team is allowed to play it.
13. A caught ball between spiker and blocker is a replay. This is a judgement call by the official.
14. A back row player can not (1) participate in or attempt a block; (2) return a ball which is completely above the top of the net while positioned on or in front of the spiking line.
15. Touching the net with any part of the body or your clothes while the ball is in play is a foul. However, no foul occurs when the ball is driven into the net causing the net to contact a player.
16. The ball may not be lifted, pushed, or thrown. It must be distinctly hit. The ball may not visibly come to rest even momentarily during any play. This includes receiving of a hard serve, spike, or block.
17. On a set, the ball must be hit with both hands at the same time---not with hands separate, which would make it two hits.
18. A ball hit twice in succession by the same player is a foul(exception:blocking) Two or more players contacting the ball at the same time is considered as one hit. Any of these players may then legally play the next hit.
19. Any part of the body above and including the waist may be used to play the ball. A guard, cast, or brace (even padded) is not permitted on the elbow, hand, finger, wrist, or forearm (except elastic wraps).
20. If a hit by one team causes the ball to strike the ceiling or overhead obstruction on their side of the net, it remains in play provided the ball is legally contacted next by a member of the same team.
21. When the ball rebounds from one part of a player's body to another in an attempt to block(within an arm's length of the net) or save a hard driven spike not already touched by a teammate, it is considered a legal multiple contact.
22. Adjacent courts are nonplayable surfaces and a player may not enter them to play a ball.
23. A foot on the middle line but not totally in the opponent's court is legal.
24. Each team is limited to two time-outs per game.
25. Ties will be broken by head-to-head record.

RULES OF CONDUCT

1. Unsportsmanlike conduct, bad attitude, disrespect, vulgarity, or profanity will not be tolerated at any time. This includes degrading remarks about any officials or other players during or after games as well as any attempts at physical contact.
2. One warning will be issued for unacceptable behavior. Further problems will be penalized by point/side out being awarded to the opposing team. The offending player or players may also be ejected.
3. Continued unsportsmanlike conduct will result in the match being forfeited.
4. Any incident that occurs will be reported to the office staff, which will investigate it thoroughly and take any necessary action.