



# Town of Farragut

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## 2008 Farragut Volleyball Rules

### General Information

1. **2008 FIVB /USA VOLLEYBALL RULES** prevail with exceptions by league, which will be stated below.
2. **ELIGIBILITY:** Captains are responsible for the eligibility of their players. Requirements include: • Must be on official roster. • If questioned, must be able to verify identity (picture i.d.).
3. **ROSTERS:** • A team roster must be submitted prior to the first game (can be brought to the first game). • A maximum of 15 players will be permitted. • Changes or additions will be allowed up to the start of the second game. \* **Recreational League** rosters are open for the entire season. Players can be added at any time, as long as they are not on another roster. All other roster rules apply. • Captains will be expected to notify the Athletic Coordinator of any changes made by presenting a new roster by email, fax or at the game. • **ALL PLAYERS MUST SIGN A WAIVER PRIOR TO PLAYING IN ANY GAME.** • Waivers are available online or can be obtained from the official.
4. **TEAMS:** • A team consists of 6 players, with a minimum of two women. • A team may start a game with a minimum of 4 players, of which at least 2 must be females. • Other players (from roster) can be added at anytime during play. • Players may not switch from one team to another and can not be listed on more than one roster in each league. • Full teams may play in only one league. \* **Open League** teams consist of 4 players, with a minimum of two players to begin a game. Players can be any combination of gender.
5. **GAME SUSPENSIONS:** The decision to start/continue/end play during a weather event is the responsibility of the official. If lightening is in the vicinity of the park, then play will be suspended up to 20 minutes. If play can resume after 20 minutes, the evening's schedule will continue. Otherwise games will have to be made up at a later date.
6. **GAME CANCELLATIONS:** Cancelled games will be announced on the sports info-line, which can be reached by dialing 865-966-2420. The first message will be the general field closure announcement and will give all necessary information for that day.
7. **MAKE-UP GAMES:** There will be one week at the end of the regularly scheduled season for make-up games (unless other circumstances prevent this week from being used). If this week is not needed, then the tournament will begin that week. Otherwise, the post-season tournament date is set and will not be altered for make-up games. If other dates are needed, games may be rescheduled for any night or time in order to complete the league schedule. (Ex.: game rained out on Monday will be made up at the end of season make-up week, if this date is already scheduled it will be made up on another day of the following week. If this game is rained out, then the game will be cancelled). Every effort will be made to reschedule at a time that is conducive to every team's schedule.

## Playing Rules and Regulations

1. **LEAGUE:** The league schedule will be a round robin format, consisting of 6 games with a post-season single elimination tournament.
2. **LEAGUE CHAMPION:** Determined by (1) overall record, (2) head-to-head competition, (3) points allowed (in that order). Team certificates will be awarded to league champions and individual prizes will be awarded to the champion of the tournament.
3. **GAME BALLS:** Game balls are provided by the Town of Farragut
4. **GAME TIME:** There will be a ten minute grace time from the scheduled start of the first match. If a team does not arrive by this time then the entire match will be forfeited. After the first match then scheduled game time is forfeit time (may end up starting up to ten minutes late due to the first match starting time). The official will keep and announce the official start time.
5. **TIMING & SCORING:**
  - League matches are scheduled on one hour increments, generally 6:00, 7:00, 8:00 & 9:00 p.m.
  - An official match will consist of 3 games.
  - Games will be played to 25 points using rally scoring.
  - Teams must win by two points, unless time expires (1 hour), then the next point wins.

*NOTE:* If unforeseen circumstances, such as rain, occur then the game will be made up and resumed at the point from which it was stopped.
6. **COIN TOSS & SIDE CHANGE:**
  - Each match will begin with the captain from each team meeting with the official to discuss any details and to toss a coin to determine the serving team and the side of the net to be defended.
  - Teams will switch sides of the court between each game and after the 13<sup>th</sup> point of the third game.
  - Players must stay in the same rotation and position when switching during the third game.
7. **TIME – OUTS:** Each team is allowed one thirty second time-out per game. Time-outs may be requested anytime the ball is dead.
8. **ROTATION:** On the change of the serve, all players, on the serving team, must rotate one position clockwise. This includes the first side-out awarded. \* **Open League** team members do not need to rotate positions on the court. They must rotate service.
9. **SUBSTITUTION:** A player may be substituted any time a rotation occurs. The substituted player is to begin at the service position and complete one full rotation before coming out of the game.
10. **SERVICE:**
  - The server must wait for the referee's signal before serving the ball.
  - A service executed before the whistle is cancelled and repeated.
  - Only one toss or release of the ball is allowed.
  - The server can serve anywhere along the back line, but must not touch the line.
  - Side out is declared when a served ball hits the net and does not pass over.
  - A ball that contacts the net and continues over constitutes a legal serve.
  - A receiving player may not *spike* (contacting a ball entirely above the net and sending it to the other side) or *block* (reaching higher than the top of the net) a serve.
  - The team that serves first in game one will receive the serve in game two and serve first in game three.
11. **NUMBER OF HITS:**
  - A team is allowed 3 contacts with the ball when attempting to return the ball to their opponent's court.
  - A block **does not count** as a hit.
  - In the coed league, if a team uses 3 hits, **at least one hit must be made by a female.**
12. **ATTACK HITS:**
  - All actions directing the ball toward the opponent, except a serve or block, are considered attack hits.
  - Restrictions include:**
    - A back-row player may complete an attack hit at any height from behind the front zone (front zone is the area from the net & ten feet back from the net and will be marked on the boundary lines).

- A back-row player may also carry out an attack hit from the front zone if, at the moment of the contact, any part of the ball is below the top of the net.
13. **LEGAL & ILLEGAL HITS:**
- The following constitutes a **legal hit**: contacting the ball with the heels of the hand, fists or arms; a closed fist punching at the ball; the ball may touch any part of the body.
  - The following constitutes **illegal hits**:
    - ball visibly comes to rest on any part of the body or held ball
    - successive contacts by a single player, unless the first contact was a block
    - contact with the ball, below the shoulders in lifting motion and with palms up, shall be called for a carry
    - blocking/attacking the serve
14. **FAULTS:** The following will be considered faults and result in a side-out or point call:
- Player contact with the net - \* to prevent potential injury, a player may break the plane of the net by crossing under the net partially, but must not interfere with the opponent or come within two feet of them. \* A player may reach over the net to block an opponent's shot, but must not interfere with the opposing team's play.
  - Player breaking the plane of the net on an offensive move (ex. spike).
  - Team contacts ball four times in a row (unless first hit was a block) before returning it to the opponent's side.
  - Catching or throwing the ball.
  - Illegal hits (see # 13)
  - Ball out of bounds: The ball is considered out of bounds when it touches any surface, object or goes beyond the boundaries of the sand court (light pole, grass, etc.) and will result in a side-out.

### **Conduct and Protests**

1. **EJECTIONS:** Vulgarity and profanity will not be tolerated. Captains are in charge of their players' and fans' conduct. Players or fans ejected because of excessive profanity or misconduct are automatically suspended from the next team game (scheduled, rescheduled or tournament). Undue harassment of the official(s) before, during or after the game may result in the ejection of the individual(s) involved, from the game. Any player, coach or fan that is ejected from a game will be suspended from attendance/participation in his/her team's next game.  
*NOTE:* Players ejected from a game will leave the park complex immediately.
2. **REMOVAL FROM LEAGUE:** Any player or fan who strikes, attempts to strike or verbally threatens an official; who fights with another player or fan; who is ejected for unsportsmanlike behavior for the second time within one season, will be suspended for one calendar year.
3. **ALCOHOL:** Alcoholic beverages will not be allowed in Town of Farragut park facilities.

Consumption of alcoholic beverages by a team member during a game either on or off the court could result in an automatic ejection from the game. Players will not be permitted to play while under the influence of intoxicants or drugs. After the second ejection, a player could be suspended from league play. Town and state ordinance prohibits consumption of alcoholic beverages in Town parks.

4. **PROTESTS:** Protests will be made by the captain. The protesting captain must inform the official and the opposing team captain of the intent to protest the game at the time the protested event occurs and prior to the next live ball. Protests involving judgment calls will not be accepted. The captain will then need to file a formal, written protest with the Town of Farragut Leisure Services Department.

**A formal protest should contain the following information:**

- A. The league, date, time and court
- B. The name of the official
- C. The rule and section of the Official Rules or League Rules under which the protest is being made
- D. The decision and conditions surrounding the making of the decision
- E. All essential facts involved in the matter protested

The above information must be submitted within 48 hours after the protested game along with the protest fee of \$100.00 (cash only). If the protest is lost, the fee goes to the Department of Leisure Services.

### **Tournament**

All regular season rules remain the same except for the following:

1. Brackets will be determined by league seeding (see rule #2 under playing rules and regulations).
2. Tournament champion will receive individual awards.

### **Captain's Responsibilities**

Captains are responsible for the following:

- Completed roster, fees paid and waivers filed in a timely manner
- Acquiring team schedules (posted online or by calling Leisure Services department and requesting a copy)
- Informing team members of schedule changes
- Provision of current contact information to the Leisure Services Department
- Eligibility of team members
- Conduct of team players and spectators

### **Important Contacts**

- Town of Farragut Leisure Services Department: 865-966-7057
- Sports Info-line: 865-966-2420
- Town of Farragut website: [www.townoffarragut.org](http://www.townoffarragut.org)