

WATERING HOLE VOLLEYBALL RULES

1. SPONSOR FEE:

\$40.00 per team

SPONSOR FEE INCLUDES:

1 st Place (per division)	\$40 Gift Card or T-shirts
2 nd Place (per division)	\$25 Gift Card

All teams receive \$15 gift card if they pay in full by week 5.

2. COURT FEE:

\$20.00 per match, regardless of the number of players participating.

3. FORFEITS:

If a team forfeits a match in any given season, the team must pay a \$20.00 forfeit fee.

4. AGE REQUIREMENTS:

Any player under 18 must be accompanied by his/her legal guardian or obtain prior consent from the volleyball director to participate.

5. INJURY WAIVER:

All players, including subs, are required to sign an injury waiver before participation. It is the responsibility of the team captain to be sure all players comply. The captain's signature on the waiver indicates his/her agreement to this responsibility. Final decision as to the legality of all players and to their right to participate lies with the volleyball director.

6. CONDUCT:

Excessive verbal abuse and/or poor sportsmanship on the court or toward the opposing team, spectators, or referee may result in point/side out or expulsion from the match, with possible suspension from future league play. Anyone refusing to leave the court area within 60 seconds of being requested to do so will be subject to team forfeiture of the match along with player suspension.

7. INJURY:

No blood on the court is allowed. If there is a sign of any open cut, the player must leave the court immediately to cover all exposed open wounds and wash away any visible blood. Play will continue. The player may re-enter in the same position when ready.

8. CARRY- INS:

Under state and local ordinances, carry in beverages and food of any type will not be permitted on the premises.



9. UNDERAGE DRINKING:

Underage drinkers will be subject to suspension and possible expulsion from league play. Legal action will be taken.

10. CHAMPIONSHIPS:

Total number of game wins will decide the championship in each division. In the event of a tie, the following criteria (in this order) will be used to determine the winner: head-to-head competition during the season, total points scored in head-to-head competition and best 2 out of 3 play-off match.

11. RULES:

Other than our own “house rules”, all volleyball games will be governed under the rules of the National Federation of High School Volleyball.

12. HOUSE RULES:

SERVE: Let serving will be allowed. If the serve hits the net, goes over and stays in, it is a live ball. One foot will be allowed in the court during the serve. Using the cement for serve approach is allowed. Only underhand serves are allowed in Division 3 play.

Blocking or jumping to attack the serve is not permitted, which includes spiking or swinging with the intent to spike on the serve. A player may stand flat-footed and swing at or drive the ball if any part of the ball is below the top of the net. A player doing this must be behind the 10 ft. line. A player may leave his/her feet in attempt to get to the served ball with the obvious attempt to bump the ball or otherwise get the ball in the air for further play on his/her side.

NET: A player may cross approximately ½ of his/her body under the net but may not interfere with the opposing team. The play will be whistled dead if the player makes contact with an opposing player or causes an opposing player to alter his/her course of play on the ball. A player on either side of the net may have a foot over the imaginary center line directly under the net unless contact is made. The call and final decision rests with the referee.

GAME SUBSTITUTIONS: If a team has more than 6 players, they have 2 options for rotating in players. Players may rotate in on a side out, before the serve, one position to the left of the server. The other option is for 1 player to rotate in for a specific player, with a maximum of substitutions at 3 per game. Late arriving players may enter at any dead ball, provided that there are less than 6 players on the court at the time and that the entering player assumes the position that is directly to the left of the server. A player leaving temporarily due to injury or for bathroom usage, may come back into the game in the same position as he/she left.



SCORING: ALL GAMES WILL BE PLAYED WITH RALLY SCORING. Games 1 and 2 will be played to 25 points, (win by 2), with a cap of 27 points. If the first 2 games are completed under 30 minutes from the coin toss, game 3 will be played to 25 points, capped at 25. If the first 2 games take longer than 30 minutes to complete, game 3 will be played to 15 with the cap at 15 points. The final game (i.e. 10:00 games) on all nights will be played to 25, capped at 25.

LATE ARRIVAL: If a team does not have enough legal players at the scheduled start time, a grace period of 5 minutes from the scheduled start time will be given before the first game is forfeited. After 10 minutes the second game will be forfeited, with the match being forfeited after 15 minutes. Lateness due to the weather conditions and/or other emergencies will be given consideration. Final determination will rest with the volleyball director on duty.

TIMEOUTS: One 30 second timeout is allowed per game per team. One minute is allowed between games of a match.

DEAD BALL AREAS: Any ball played on concrete/tile or any ball played where the player's momentum carries him/her onto the concrete/tile constitutes a dead ball. All side nets and walls are dead ball areas. No contact with the side net until after the ball has been played. Players must stay in control and not dive into side nets. Incidental contact will not be called. This rule has been changed for player safety. Balls are considered dead if they hit objects or the ceiling above the bleachers and rebound back onto the court or hit objects attached to walls. Balls hitting objects attached to the ceiling are alive. Balls hitting the ceiling/objects on the ceiling and rebounding onto the offensive side are live and in play. If the ball rebounds onto the defensive side, it is dead and point is awarded. A ball hitting the net poles results in a dead ball. A player may touch the referee stand in the course of play but may not use a stand to play from.

COED TEAMS: In coed leagues, any line up of male/female is allowed. There will be a maximum of 2 men on the court when there is only 1 woman and a maximum of 3 men when there are 2 women. If there are 3 hits on a volley on one side, one must have been made by a woman. 2 men can hit the ball over on a volley. If a man and a woman hit the ball simultaneously, it will count as a female hit.

SUBSTITUTIONS: No player may substitute on another team in the same division during the season. Only 1 player on an upper division team will be allowed to play on a lower division team on the same night unless the player/team has obtained prior permission from the volleyball director to do so. Failure to comply will result in forfeiture for all teams involved. An upper division player who does sub on a lower division team may not sub on any other team on that night for the rest of the season. THE IDEA IS NO ROVING SUBS!!!!!!



13. RESCHEDULING:

Rescheduling of a match is permissible with 48 hour notice and approval of the volleyball director. Any deviation from the rule will be approved only in cases of an emergency.

14. DIVISIONAL RULES:

DIVISION 1 & 2A: National Federation rules except there will be NO touching of the net during play. Double contacts are legal on all first balls over the net.
(Above the waist only.) Double hits are NOT legal on 2nd or 3rd contacts.

DIVISION 2: (includes green & gold). Same as 1 & 2A except when hand setting, a minimal amount of double contact will be allowed on the 2nd or 3rd hit.

DIVISION 2B: Semi-recreational league. Obvious throws and carries will be called.

DIVISION 3: Recreational league. Slapping the ball is allowed, but throwing will be called. Double fisted hits and slaps are allowed. Underhand slaps are allowed but underhanded catches and lifts will be called. Only underhand serves will be allowed.

Updated: July 2017

