



Adult Women's Volleyball League Rules

(Revised 11/29/22)

LEAGUE AUTHORITY

1. The Town of Berthoud Parks and Recreation, its staff, and its agents will not be responsible for any injuries or accidents by players or spectators, nor will they be responsible for lost or stolen items.
2. The Town of Berthoud Parks and Recreation reserves the right to cancel and reschedule games as is necessary to accommodate gym space, field space, other programs, and for inclement weather.
3. Team managers will be contacted with any cancellation and rescheduling information. It is the team manager's responsibility to notify all other team members.
4. The operation of this league will be fully governed by the policies and regulations set forth by the Town of Berthoud Parks and Recreation Department.
5. The Town of Berthoud Parks and Recreation Department reserves the right to forfeit any game or match in which an infraction of league rules has been committed.
6. The Town of Berthoud Parks and Recreation Commission reserves the right to remove any player from competition for directing harmful and abusive language or other inappropriate action towards officials, facility supervisors, Town of Berthoud Parks and Recreation Department staff, and/or individuals of the opposing teams. All Town of Berthoud Parks and Recreation Department personnel have the authority to evict players from the game and/or bench.
7. No alcohol beverages, tobacco or drugs will be allowed at any of the facilities the Town of Berthoud Parks and Recreation Department may use for its programs.
8. Teams must have the registration form and fee turned in by the registration deadline in order to be placed in the league. Failure to comply will result in being removed from the schedule.
9. Once the schedule is made, teams may ask to reschedule a game due to conflict. However, once the league games start, the schedule is final. The Town of Berthoud Parks and Recreation will TRY and accommodate your request however we might not be able to due to circumstances.

A. Rosters

1. All players must be 16 years or older. Players under 18 must have parent signature on the roster form in order to play.
2. **All players must be listed on the team roster to be eligible to participate.** To become eligible for participation, each player must sign the official team roster at the BRPD Office during regular office hours. Players become eligible immediately upon completion of this procedure.
3. Teams can begin a game with three through six players but no less than three players.
4. Additional players must be added to the roster before they play in a league game.
5. Players must have played in at least 3 matches in order to play in the tournament at the end of the year.
6. Eligibility problems will be addressed from time of discovery.

7. Players may only be signed up on one (1) team roster for the league. A player playing for more than one team will be declared as ineligible and could subject the team to forfeit games in which he or she has participated. **Rule 8 overrides this rule
8. Substitutes: **Teams may use a substitute from another team ONLY ONCE per season.**
9. "Forfeit Time" Rule
 - a. A team must have at least three players present at the scheduled match starting time, or the first game of the match will be forfeited. "Present" means on or near the court, in view of the referee.
 - b. A team must have three players present at ten minutes past the scheduled match starting time, or the second and third games of the match will be forfeited.
 - c. If a team has three players present at the scheduled match starting time, the first game of the match will begin. If, during the ten-minute grace period for the remainder of the match, a third player arrives, the second game of the match will begin. The forfeit time rule does not apply to teams waiting on a fourth player to arrive.
 - d. The referee will be the official timekeeper for the proposes of this rule.

B. Equipment

1. The Berthoud Parks and Recreation will provide game balls for each game.
2. Players should wear tennis shoes or gym shoes. Knee pads are optional but not required.

C. Playing Rules

1. The Adult Women's Volleyball league will adhere to the 2015 USA Volleyball Rules and regulations except for the following amendments.
2. All three games will count towards standings and utilize rally scoring to 25 points. The cap is 27 points; you do not need to win by 2 points. If we find that the first two games are consistently lasting over 40 minutes, we reserve the right to shorten the last game to 21 points with a cap of 23 points. A record of all games will be kept to help determine seeds for the tournament.
3. Substitutes
 - a. There will be only one-way to substitute, and that is when your team receives service and the right front rotates back to serve. The substitute may then enter the game and become the center back. The server who served the previous time will then come out of the game.
 - b. Only one substitute may be entered at a time, unless a player is injured or is unable to resume playing. An injured or incapacitated player may be substituted for, but the injured or incapacitated player must sit out the rest of the game.
 - c. Line-up cards are not required in adult volleyball. An honor system is used to maintain serving order.
4. Rally point scoring will be used in this league.
 - a. If a team fails to serve properly, return the ball or commits any other fault, the opponent wins the rally and scores a point. The consequences of winning the rally are:
 - i. If the serving team wins the rally, it scores a point and continues to serve
 - ii. If the receiving team wins the rally, it scores a point and gains the right to serve.
 - b. A game is won by the team who is the first to score 25 points and must have a two-point lead.
 - i. Before the start of the game, a coin toss between team captains will be held at the beginning of the match to determine which team will serve the third game. First serve will be determined by who is the visiting team.
5. The Serve

- a. The server may move freely within the service zone. At the moment of the service hit or takeoff for a jump service, the server must be completely in the service zone and not touching the court (end line included). After service, the player may step or land outside the zone including the court.
 - b. Before serving, the server must wait for the referee's signal to serve.
 - c. A service executed before the referee's whistle is cancelled and repeated.
 - d. Once the referee has whistled for service, the server has 5 seconds to execute a legal serve.
 - e. Service Toss
 - i. A re-serve shall be called when the server releases the ball for service, then catches it or drops it to the floor. The referee shall cancel the serve and direct a second and last attempt to serve. The server is allowed a new five seconds for the re-serve.
 - ii. Each player may have only one re-serve during their term of service
 - iii. After clearly being tossed or released, the ball shall be contacted with one hand or any part of one arm before it touches the playing surface.
 - f. Net Serve: A served ball that touches and crosses over the net fully inside the antennas is a live ball and shall remain in play.
6. A ball hitting the ceiling may be played if it remains on the attacking team's side of the net. A ball hitting the wall will be considered out of play, and a side out and point will result. Basketball standards are considered part of the ceiling if they are raised, and part of the wall if they are lowered.
 7. Teams shall switch court sides at the end of each game.
 8. Each team is allowed one 30 second time out per game. An official's time-out will be granted for injuries or other unintentional delays.
 9. It is recommended that all loose jewelry such as watches, rings, earrings and necklaces not be worn during games. Upon the referee's request, a player must remove such jewelry.
 10. Unsportsmanlike behavior may result in penalties being imposed upon the offending individual, including participants or spectators. Penalties may include banishment from further participant in BPRD activities.

11. REFEREE'S DECISIONS ARE FINAL

12. Records will be based on games won. League tie-breakers will be as follows:
 - a. Head to Head record
 - b. Points Allowed
 - c. Points Scored
 - d. Coin Flip
13. If a player contacts the net at any time a net violation will be enforced
14. Team Captains (or a team representative) from both teams are to sign the scoresheet after their match is complete to ensure accuracy in the match/game scoring.