



## ADULT VOLLEYBALL LEAGUE RULES

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LEAGUE PLAY STARTS TUESDAY, NOVEMBER 1, 2011

REG. FEE \$380 (INCLUDES \$100 PERFORMANCE BOND)



Phone: 473-4330 Fax: 428-8513  
www.syracuse.ny.us/parks

## ADULT VOLLEYBALL LEAGUE RULES

*The League or the City of Syracuse will not be responsible for injuries or property damage to any team players, coaches, or other participants in the Syracuse City Recreation Volleyball League. There is no accident or injury insurance provided through the league. It is up to the teams or individual participants to provide their own medical and property insurance.*

The following are special By-Laws and rules governing the Recreation Volleyball League of the City of Syracuse. The official 2011-2012 USA Volleyball Rules will apply in any situation not covered herein.

### LEAGUE FEES

\$80.00	Registration Fee: non-refundable
\$200.00	School Use Fee: non-refundable
\$100.00	Performance Bond- Refundable if no games are forfeited or fines assessed.
<b>\$380.00</b>	<b>TOTAL</b>

### PRE-REGISTRATION

- A. All returning teams must pre-register to guarantee their return to the league.
- B. Pre- registration for RETURNING TEAMS ONLY will be due **Friday September 9, 2011** at the Main Office (412 Spencer St. Syracuse, NY 13204).
- C. \$380.00 MONEY ORDER OR CORPORATE CHECK, payable to "Recreation Volleyball League."
- D. Roster deadline: **Friday September 23, 2011.**
- E. All rosters must be TYPED.

### REGISTRATION

- A. All new teams must register by **Friday September 23, 2011 by 4:00pm** at the Main Office (412 Spencer St. Syracuse, NY 13204).
- B. \$380.00 MONEY ORDER OR CORPORATE CHECK, payable to "Recreation Volleyball League" and roster are due on this day.

**ABSOLUTELY NO TEAM MAY REGISTER WITHOUT PAYMENT OR ROSTER.**

## REFUND POLICY

- A. Teams who officially drop from the league will receive refunds based on the following schedule:

Date Drop By	Refund Total
Friday September 30	Full Refund
Friday October 7	\$200.00
After October 7	No Refund

- B. The League will **NOT** make partial refunds to teams that play less than 12 regular season games.
- C. **Teams who omit or submit incorrect or illegible information concerning the night they cannot play and subsequently drop from the league after registration will automatically forfeit their entire performance bond.**
- D. Performance bond will be returned **ONLY** to teams who have not forfeited 2 or more games or have fines assessed. Refunds are mailed back to listed manager after the final game of the playoffs has been played.

## OFFICIALS FEES

\$16.00 CASH ONLY

- A. Scorekeepers do not provide change, so please have the exact amount.
- B. No team will be allowed to play the scheduled game if they fail to pay fees (exact amounts) to the scorekeepers before the grace period.
- C. In case of Forfeit, the forfeiting team is responsible for the **FULL** fee which is paid to the referee through the Recreation Office, not by the team at the forfeit. The money is taken out of the forfeiting team's performance bond.

## PLAYER ELIGIBILITY

- A. **RESIDENCY:** All players must be one of the following:
1. A Resident of Onondaga County.
  2. An employee of a business based in Onondaga County.
  3. A student of an acknowledged school or college in Onondaga County.
  4. A Serviceman/woman serving in the Syracuse Area.
- B. **AGE:** All players must be 17 years of age or older.
- C. All players can only play on **ONE** team.

## ROSTER

- A. A **TYPED** roster must be submitted by September 23, 2011.
- B. Maximum number of players allowed is 20.
- C. Manager's and Captain's addresses **MUST** be typed. They must be different addresses, emails and phone numbers.
- D. **No changes in player roster may be made after January 6, 2012.**

- E. Roster adds must be submitted in writing to the Athletic Department 24 hours before the day of the match. Adds/Drops can be made by mail, email, fax and walk-ins.
- F. Players are allowed to change teams one time only. A release from the original team must be signed by the team manager and submitted to the Athletic Department.
- G. Anyone playing on two different teams in the league, without properly being released will be suspended from the League and the match he/she participated in illegally could be forfeited.
- H. Use of ineligible players could result in the match in which he/she participated to be forfeited. This violation will also subject the player and team Manager to indefinite suspension from the League. Opposing team may question the eligibility of players. Offending team is also subject to be fined up to \$100.00. When the situation arises, protests are to be made at the match and also in writing to the Athletic Department within 48 hours of said game (see Protests).
- I. Once submitted on your original roster, managers cannot be changed EXCEPT by written notification with original manager's signature or by direction of the Board of Directors via the appeal process.

### GAME TIME/ SCHEDULING

- A. **SATURDAY GAMES:** Teams may have to occasionally play some regular season games on Saturdays. Make-up games are also scheduled on Saturdays.
- B. **MATCH TIMES:** Matches will be scheduled after school programs are done. If there is a school game in progress, please be patient and wait until they are finished.
- C. **SCHEDULE:** League schedule is subject to changes by the Recreation Office.

### CANCELLATIONS

- \*\*A. **SNOW DAYS:** *Games are no longer automatically cancelled if the school is closed.* Game cancellations will be determined by the Athletic Department office by 4:00pm. If you are in doubt, call the main office (473-4330 ext. 3002) between **4:00pm and 5:00pm** to verify the status of your game.

CANCELLATIONS WILL BE ANNOUNCED ON THE WEBSITE AS WELL.

### GAME DAY GUIDELINES

- A. Prior to game time, each Team Manager will insure that all eligible players are entered in the book. At this time the \$16.00 officials fee will be paid. Late participants must check in with the official scorekeeper.
- B. **MANAGERS:** All players must know the playing rules and abide by them. Team Managers are responsible for enlightening members.
- C. **BALLS:** Each team will furnish their own practice balls. The game ball will not be used by teams to warm up.
- D. **CHILDREN:** Children must remain seated on bleachers and be accompanied by a non-playing parent or guardian. Any time a game is delayed because of children on the court, the offending team will be issued a "Yellow Card." For any further delays, a "Red Card" should be issued.
- E. **FIRST AID:** The League does NOT furnish First Aid materials or Cold Packs. We suggest that each Team Manager or Captain supply their own teams First Aid supplies and cold packs.

## PLAYING RULES

- A. **GAME TIME:** A regulation Match will take no longer than 1 hour.
- *Exception-* when one of the teams A) don't have enough players B) one team hasn't paid or filled out the score sheet and clock is started for a 5 minute grace period. **SEE C.**
  - When time is up the score will stand as is unless tied, game is over.
  - If ball is in play when horn sounds, teams should continue to play the live ball or be put at a disadvantage.
  - If the score is tied, the Referee will enforce a one point advantage rule. If time expires before a third game begins, then a "sudden death" (1st point wins) will be played.
1. Teams playing in last match will be allowed to use court for 45 minutes past their scheduled starting times if their match ends early. Due to insurance restrictions, only League members in uniform are allowed to participate.
  2. Maximum interval of two (2) minutes allowed between games of a match.
- B. **REGULATION MATCH:** A regulation match will consist of the best of three (3) games. If 3rd game is not needed, it will NOT be played.
- C. **GRACE PERIOD:** Grace period is 5 minutes for ALL matches. Any time run off the grace period is deducted from the 1 hour of the match time regardless of which team caused a portion of the grace period to be used.
- D. **PLAYERS:** Under No Circumstances may a team play with less than five (5) players (3- women, 2 men or 3 men). In order to have a League Match there must be a minimum of three (3) women on the court at all times. The only exception to this rule will be combination of 4 women and 1 or 2 men to prevent forfeiture. Teams must play with 6 players if they are available, except in the case of injury (still must have 3 women). 6th player may enter game as soon as available in normal rotation. Team member must be dressed and on the court. Service rotation and court alignment must be alternative male-female. If 4 women are playing, 1 male must align between 2 females.
- E. **SERVICE RULE LET BALL RULE:** The let serve shall be allowed, and play shall continue provided net contact is entirely within the net.
- F. Any player in the attack zone and above the net who hits a served ball directly back to the opponents is guilty of an attack or block. This is true even if the served ball has completely crossed the net. Interpret as you would a back row spiker or blocker. It is legal to serve from the backcourt area.
- G. **DEAD BALL:** A dead ball must be rolled back to opponent. Anyone throwing ball anywhere should expect to receive a red card.
- H. Walls and Bleachers are out of bounds.
- I. **ROTATIONS:** Continual rotation is to be used (must play all the way around).
- J. **SUBSTITUTIONS:** Unlimited substitutions is in effect (enter at service area)- as many as team wants (USA Volleyball).
- K. **LEGAL CONTACT:** The ball can now legally contact any part of the body during rally. You can legally kick the ball (except to serve or if unsportsmanlike).
- L. **RALLY SCORING:** The best of three (3) games will win the match. Each non-deciding game will be won by the team that first scores 25 points within a minimum two-point advantage (no scoring cap). If there is a deciding game it will be won by the team that first scores 15 points with a minimum two-point advantage (no scoring cap). Point will be scored on each rally. If receiving team wins the rally, they score a point and gain the

- M. **LET SERVE:** The let serve shall be allowed, and play shall continue provided net contact is entirely within the net antennas.
- N. **SCOREKEEPERS:** To avoid confusion NO ONE is allowed in the area of the scorer except substitutes. Scorers and Timers have the authority to call games at any time due to harassment and intimidation from any teams. Swearing and foul language WILL NOT be tolerated from the benches. Any team reported for any above infractions can be placed on probation or suspended.
- O. **NO EATING/DRINKING/SMOKING IN ANY FACILITY.** Any team found violating these rules will be subject to fine or suspension.
- P. **TIME OUTS:** A team is allowed two (2) time outs per game. The length of a time out will be 1 minute and is granted by the Referee only when ball is dead.
- Q. **NO JEWELRY.** If rings cannot be removed, they MUST be taped.

**VIOLATORS NO NOT HAVE TO BE WARNED PRIOR TO BEING EJECTED FROM THE GAME.**

**PLAYOFFS**

- A. **TIE-BREAKERS:** Teams tied for 1st place or 5th & 6th place will play a single tie-breaker game (flip for home). Ties for 2nd through 5th are decided by scores between tied teams.
- B. Players must actually play in at least three (3) regular season games to be eligible for post season playoffs. Forfeits DO NOT count towards games played (for either team). Players can play on only ONE volleyball team (even if they are in separate divisions).

**STANDINGS**

- A. **STANDINGS:** If a team notices incorrect standings they should contact the Main Office- Athletic Department (473-4330 ext. 3002) and leave a message as soon as possible to avoid confusion. Teams should not base game strategy on published standings due to occasional inaccuracies.
- B. Standings will be published weekly on the website ([www.syracuse.ny.us/parks](http://www.syracuse.ny.us/parks)). They will be sent out every few weeks in the mail.

**FORFEITS**

A team is subject to forfeit a game for any of the following infractions:

1. Using an ineligible player. A player can only play on one (1) team in the Recreation League.
2. Failure to field a team of at least Five (5) eligible players within five minutes of the scheduled game time. Grace period is 5 minutes. Teams must be dressed and at the site. After 5 minute grace period, team loses the last (tie-breaking) game. This will allow 2 full games to be played (if no forfeit). If after 15 minutes (including 5 minute grace period) team still does not have 5 players, then the entire MATCH is declared a forfeit.
3. In case of forfeit, the forfeiting team is responsible for the FULL fee which is paid to the Referees through the Recreation Office from money on deposit in their performance bond, not by teams at the forfeit. Teams will not harass referees when a forfeit is declared, or risk suspension from the League.
4. Two forfeits will result in a team being dropped from the League unless forfeit fund is replenished within 48 hours of last forfeited game. Teams that are dropped from the League or don't finish the season, forfeit all league fees to the league treasury.

5. No game is officially forfeited until the expiration of the grace period and declared a forfeit by a game official or department official. Winning team does not have to be physically present at the game site if prior notification that a forfeit will occur, has been given by the Athletic Department.

## MAKE-UP GAMES

- A. Games called off due to weather will be rescheduled by the Athletic Department office.
- B. Teams will be notified of the time and site by email or mail.
- C. The Athletic Department will do its best to reschedule games on league night but **reserves the right to reschedule games on Saturday mornings.**

## PROTEST PROCEDURE

- A. Only officially lodged protests will be considered by the board for action on any issues that could effect the reversal of decisions by the umpires that could affect the outcome of the game.
- B. Whenever a protest arises during the game, the Manager or Captain of the protesting team should IMMEDIATELY notify the referee and their opponents that the game is being continued under PROTEST and a note should be made at that particular point in the official book with the umpires' signature. ALL protests must be in the Athletic Department in writing within 24 hours with a \$25.00 MONEY ORDER. if protest is found invalid, fee is placed in treasury. If protest is valid, fee is returned.
- C. Protests based on alleged misinterpretations or application of the playing rules should be accepted for consideration and decision.
- D. Any rule protests made after these actions, may not be valid.
- E. Ineligible player (roster) must be protested before or during the game (not after).
- F. Use of ineligible players could result in the game in which he/she participated forfeited. This violation will also subject team to indefinitely suspension PER PLAYER from ALL recreation activities and leagues. ONLY opposing team may lodge a protest.
- H. A formal protest should contain the following information:
  1. Date, time and place of the game.
  2. Names of the Referees and scorekeepers.
  3. The rule and section of the official rules or local league adopted general rule under which the protest is being filed.
  4. All essential facts involved in the matter of protest.
  5. Copy of the book or League rule.
- I. The decision made on a protested game may result in:
  1. The protest is found invalid and game score stands as played.
  2. Protest is valid, games resumes at point of protest as a suspended game.
- J. Highly technical protests and those which did not have any effect on the final result should be discouraged or disallowed.
- K. Teams who fail to list both Manager and Captain with correct, legible addresses and phone numbers will not receive and consideration in case of miscommunication that results in a forfeit, a disadvantage, or a lost refund check for the offending team.

## PLAYER CONDUCT

- A. **DRINKING:** Any team allowing players to drink during the games or spectators to drink in the bench area will be subject to suspension and/or forfeiture of game or ejection from the league. There are NO alcoholic beverages allowed in the FACILITIES.
- B. **TRASH:** If there are trash cans at your gym, please use them. If not, please take your litter with you. All teams are required to clean up their bench areas and any mess left in the parking lots after their games. **Any trash left behind will result in a loss of your forfeit bond as well as a loss for every game played that night.** In order to stay in the league, teams must replenish their forfeit bond.
- C. **UNSPORTSMANLIKE CONDUCT:**
1. Unsportsmanlike actions by a team or a team member may result in ejection or suspension. Unsportsmanlike actions include and verbal or physical abuse directed at any player, a fan, or referee (i.e.: swearing, fighting, intimidation).
  2. Players DO NOT have to be issued a warning by the referees prior to being ejected from the game. The referees are requested to be more diligent and emphasize enforcement of this rule.
- D. **PLAYER PROBATION:** Any player who is (A) Ejected from a game, (B) Receives a red card or, ( C) Accumulates 2 yellow cards (not necessarily in the same game) is automatically placed on probation for the rest of the season. Any further unsportsmanlike actions by player will subject player to immediate expulsion from the League. Some instances of flagrant unsportsmanlike conduct may result in the immediate expulsion instead of probation.
- E. **TEAM PROBATION:** Any team that (A) Accumulates 3 yellow cards, (B) Receives a red card or, ( C) Has 2 instances of player ejections (not necessarily in the same game) is automatically placed on probation for the rest of the season. Any further unsportsmanlike actions by players, coaches, fans will subject team to immediate expulsion from the League. Some instances of flagrant unsportsmanlike conduct may result in the immediate expulsion instead of probation. Any team is subject to be expelled from the League for unsportsmanlike conduct may no be readmitted the following season.
- F. **HARASSMENT:** Officials have the authority to call a match at any time due to harassment or intimidation from teams.
- G. **SPECTATORS:** Teams are responsible for their spectators. Unsportsmanlike actions by spectators can subject team to penalty.
- H. **FANS:** Teams are responsible for their spectators. Unsportsmanlike actions by spectators can subject teams to penalty.
- I. **PROFANITY:** No profanity allowed or risk immediate ejection.
- J. **PARKING:** Please park legally. Do not park on the grass.

## SUSPENSIONS/FINES

- A. Any player ejected from a volleyball game is **AUTOMATICALLY SUSPENDED FOR ONE (1) GAME** and placed on probation for the remainder of the season. That suspension must be served on their next scheduled game that their team actually plays. Any player who participated in the next game after they are ejected from the previous game is ineligible and subject to indefinite suspension from the League. Forfeits, snow days and any other cancellations **DO NOT COUNT** as games sat out.

- B. **NOTICES OF THESE SUSPENSIONS WILL BE MAILED OR EMAILED TO LEAGUES ONLY WHEN FEASIBLE. TEAMS ARE RESPONSIBLE FOR ENFORCING THESE SUSPENSIONS EVEN IF THEY DO NOT RECEIVE A WRITTEN NOTICE.**
- C. Displays of flagrant unsportsmanlike behavior will subject players to longer suspension.
- D. The City Recreation League is requesting the Referees to contact the City Rec. Athletic Department and report any incidents that result in a player being ejected and the circumstances pertaining to said ejections.

## UNIFORM RULE

The referees are requested to enforce the City Recreation uniform rule. Violating teams will be subject to a penalty from the City League. League games will be observed by League Representatives for flagrant violations.

- A. Players should not be allowed to enter the game with a uniform shirt.
- B. Coaches are not required to wear uniform shirts.
- C. Referees have the right to disallow any questionable garments.
- D. **UNIFORM RESTRICTIONS:**
  - 1. **Jerseys-** The color of the main body of the jersey must match the other players. The team name MUST match.
  - 2. **Undershirts-** NO RESTRICTIONS on color or style.
  - 3. **Pants-** NO RESTRICTIONS on pants, shorts & sweat pants. Team may wear ANY color or style.
  - 4. **Shoes-** All purpose shoes or sneakers are permitted.

## ROSTER

**All rosters must be typed. NO EXCEPTIONS.**

You can find a roster you can fill out on our website at:  
[www.syracuse.ny.us/parks](http://www.syracuse.ny.us/parks)