



COLUMBUS PARKS & RECREATION DEPARTMENT **VOLLEYBALL RULES**

SECTION 1 - REGISTRATION AND ROSTERS

- A. Registration is taken online, in person at Nexus Park, or by phone or email (parks@columbus.in.gov) using MasterCard or Visa. No registration will be accepted after the registration deadline.
- B. To register, a team roster must be submitted at the time of registration. Teams must sign a minimum of six (6) players to their roster and a maximum of ten (10). Changes may be made to the roster up to the third match. All names must have complete addresses, phone number and email address.
- C. All fees must be turned in at the time of registration.

SECTION 2 - ELIGIBILITY

- A. Participants in the Columbus Parks and Recreation Volleyball Leagues must be seniors in high school or older. Special circumstances must be cleared through the Parks and Recreation Department. High school athletes should check with their coaches for any IHSAA rules on eligibility.
- B. Players may participate on only one co-ed team per night.
- C. Teams discovered playing with ineligible players not listed on their roster must forfeit all games played up to that point, whether the ineligible players played in previous games or not.
- D. Upon request by a supervisor, players must furnish adequate I.D. to verify rosters. Lack of I.D. may result in player's ineligibility until furnished.

SECTION 3 - THE GAME

- A. Teams may play with no more than 6 players and no less than 4 players. (One man must start on a co-ed team or it will be a forfeit.) A team may start more than 3 women if they are lacking men, however, they may not start more than 3 men. Adjacent player positions must alternate between man and woman. (Exception: If playing with less than 6 players).
- B. The warm up and practice period will be 5 minutes prior to the scheduled game time. All matches will start on the hour or immediately after the previous match ends. Teams must start the match if they have 4 or more players. If a team does not have 4 or more players ready to play 5 minutes after the scheduled game time, the first game will be a forfeit. If a team is unable to field 4 players at 10 minutes after the hour, the second game will be a forfeit. If a team is still unable to field 4 players at 15 minutes after the

hour, that team will forfeit its third game. A maximum of three minutes' rest time between games.

- C. A coin flip will decide which team serves first. The team not serving has choice of sides. The team serving game #1 also serves game #3.
- D. Positions on court - Team members must be in a three front row, three back row alignment at the time the ball is served. (Exception: If playing with less than 6 players). As soon as the ball is hit, the players can move wherever they like, switching within the front and back row and between the two rows. Reminder: Player moving up from the back row may not spike or block. A team with players out of position on serve will have side out or point awarded to opponents.
- E. A player may not touch the net with any portion of the body. A player's foot must be completely over the center line to be a fault. As long as part of the foot is on the center line, it is not a fault. Any other part of the player's body that is in contact with the floor and that crosses the line is a fault. Any part of the player's body may be in the air below the net and beyond the center line without penalty unless it interferes with an opponent's legitimate effort to play the ball.
- F. Players shall not make successive contacts with the ball with the following exceptions:
 - a. If 2 or more players of the same team contact the ball at the same time, it is considered one play and players involved may participate in the next play.
 - b. If 2 or more players from opposing teams contact the ball at the same time above the net, this simultaneous contact shall not be considered as one of the 3 hits allowed to each team.
 - c. Successive plays of the ball by a player whose first play was an attempt to block shall be permitted. The second play shall be counted as the first of 3 hits allowed this player's team.
- G. A team shall not play the ball more than 3 times before it crosses the net except (A) when there is simultaneous contact by opponents, or (B) the first contact is an action to block when, in both (A) & (B), the team's next play is considered its first.
- H. The ball may be played with any part of the body above and including the waist.
- I. The court lines are a part of the playing area and are in play.
- J. A ball that contacts the ceiling or overhead obstruction shall remain in play provided (A) the ball hit the ceiling on the side of the net occupied by the team which played last, and (B) the ball is then legally played by the same team. The backboard and its supports will be considered out. If the ball comes in contact with the heating machine hanging from the ceiling, it will be considered in.
- K. Team time-outs may be called by either team while the ball is not in play. A time-out can be no longer than 30 seconds. Each team is allowed 2 time-outs per game.
- L. League standings will be based on total number of games won and lost. Team with best won/lost record will be declared league champion.
- M. The ball may touch the net when served.
- N. The serve may be received with a "set".
- O. Rally scoring will be used. Each game will be to 25 points.
- P. The net will be set to 7ft 11 5/8in.

SECTION 4 - SPECIAL RULES

- A. In Co-Recreation Leagues, if the ball is played more than once, it must be hit by a female player before crossing the net.
- B. The non-officiated leagues, teams must make their own calls, particularly in respect to net play. If there is a disagreement, the point shall be played over. The League Supervisor may be consulted on calls that involve rule interpretations.
- C. Serves may not be blocked or attacked. (All Leagues).