

# Brushy Creek Indoor Volleyball Rules

## General

1. This league is for participants ages eighteen (18) and over.
2. General game rules are based on USAV rules.
  - a. No liberos
  - b. Defensive Specialists (DS) are allowed
3. Net height
  - a. Men and Coed: 7' 11<sup>5</sup>/<sub>8</sub>"
  - b. Women: 7' 4<sup>1</sup>/<sub>8</sub>"
4. Any official size volleyball is playable.
5. Match times: Warm-ups will start at the scheduled game time. Five (5) minute warm-up. Fifty (50) minutes for best of 3 sets.
6. While games are going on, spectators must remain in the gym bleachers or lobby area; the rest of the building and all league equipment are off limits.
7. The team captain is responsible for all team members' behavior and disseminating all rules, schedules, and information to them.
8. Unsportsmanlike conduct towards staff, other players, or referees will NOT be tolerated. Violations may result in temporary/permanent suspension from the volleyball league at the discretion of the Adult League Specialists.
  - a. No player, teammate, coach and/or team attendant shall act in an unsporting manner while on or near the court before, during, or after a contest.
    - i. Unsporting conduct includes, but is not limited to: disconcertion, attempting to influence the decision of a referee, disrespectfully addressing a referee, questioning a referee's judgment, showing disgust with referees' decisions, disrespectfully addressing, baiting, or taunting anyone involved in the contest, making any excessive requests designed to disrupt the contest, and using profane/vulgar language.
9. League fees entitle participants to an eight (8) game season; an optional bonus season-ending tournament may occur at the end of the season for select teams if time/space permits (typically the top 2-6 teams).
10. The Adult League Specialists will make the final decision on all rules and league issues.

## Number of Games

- Matches shall consist of the best two (2) out of three (3) games.
- Rally scoring will be used with the first two games going to twenty five (25) (win by two (2) capped at twenty seven (27)), and the third game to fifteen (15) (win by two (2) capped at seventeen (17)).
- During the third deciding game, teams will switch sides of the court when the first team reaches eight (8) points.
  - a. In the third deciding game, the coin toss will be called by the captain who did not win the first game toss.

## Roster and Players

Rosters are frozen after the third week of games. Please accommodate for early game start time, injuries, and possible loss of players.

- Max of twelve (12) players per team. Players and subs cannot play on multiple teams within the same division

Matches may start with at least two (2) players; late arriving players can participate right away at the next dead ball.

- If three (3) or fewer players are present, all are considered front-row players. With less than six (6) players present, the captain must designate how the team's front and back row player formations will be played.

### **Ghost Rule**

If a team has five (5) players or fewer, the "GHOST" (non-existing player) will start the match in position six (6).

- When the "ghost" rotates into position one to serve, the team forfeits their serve, and the other team takes possession of the ball to serve.
- The rotational order of the six-player lineup must be maintained, including when the "ghost" rotates into the front row (positions 2, 3, 4). Thus, only 2 players could attack in the front row when the "ghost" occupies the front row rotations (positions 2, 3, 4). This process repeats itself for the duration of the match or until the sixth player arrives to play.
  - a) When the sixth player arrives, a substitution is immediately made to sub-out the "ghost" for the active player, regardless of rotation.

### **Co-ed Team Ratio**

Team ratios of men to women can be 3 men to 3 women, 3 men to 2 women, or 2 men to 1 woman.

- *3 men to 1 woman is NOT allowed.*
- Equal gender rotation should be followed when possible
- No more than four (4) men may be on the playing court simultaneously. This will result in a forfeiture of the match.

### **During the Game**

- Interference caused by a ball coming from the other court is at the referee's discretion.
- Two (2) time-outs per team per game will be allowed at thirty (30) seconds each.

### **Playoffs**

- An optional bonus season-ending tournament may occur at the end of the season for select teams if time/space permits (typically the top 2-6 teams).
- A player must play one (1) game during the regular season to be eligible to play in the playoffs/tournament.

### **Forfeiture**

- If the team has only one player at the scheduled match time, the forfeiture time is five (5) minutes for the match.
- Playing of anyone not on the official team roster.

**\*These rules may be revised/or altered at any time at the discretion of the Adult League Specialists.\***