

**CARY PARKS, RECREATION & CULTURAL RESOURCES DEPARTMENT
2019 VOLLEYBALL RULES**

I. League Administration

- A. The league shall be administered by the Sports Division of the Cary Parks, Recreation & Cultural Resources Department (CPRCR).
- B. The Cary Parks, Recreation & Cultural Resources Department reserves the right to make any changes they deem necessary.

**USAV RULES WILL BE USED WITH THE FOLLOWING
INTERPRETATIONS AND/OR MODIFICATIONS.**

II. Eligibility

- A. Players must be 18 years old as of January 1, 2019.
- B. Rosters and participant fees are due no later than 5 p.m. Monday, August 19.
- C. Deadline for final roster changes is **Sunday, September 22**. All additional players must pay the non-resident fee, if applicable, and add his/her name to the team roster **prior** to participating in a game or practice.
- D. A participant may not play on two different coed, men's or women's teams. This means, for example, that you cannot play on a Men's Open and Men's A team. Violation of this rule may result in forfeiture of all matches in which that individual participated and suspension from the league for up to a year.
- E. When adding or changing players on the roster, waiver forms must be accepted on-line and payment of any applicable non resident fees is required. The player cannot participate until the waiver form is accepted on-line. It is the responsibility of the team captain to ensure that all of the team's players are eligible.
- F. Use of players not listed on a team roster may result in forfeiture of the match(es) in which the player participates and possible player and/or captain suspension of up to a year. Protests on eligibility can be made at CPRCR office. A protest involving rule interpretation must be made at the court in accordance with the USAV rules. The protesting team also must file an official written protest no later than 5 p.m. the next business day following the protested match. There is a \$25.00 fee for all protests.
- G. There will be no uniform requirement for any leagues.
- H. All team members are required to know the rules of the game and abide by them.
- I. The head coach and playing team captain are responsible for discipline and proper conduct of team members.
- J. The playing captain is the only player who may address the referees and shall be the spokesperson of his/her team.

III. COED PLAYING RULES

- A. Teams may start or continue a match with a minimum of 2 players of each gender. A fifth or sixth player arriving late may take the vacant spot upon their arrival provided the four male or four female limit is not exceeded.
- B. When the ball is played more than once by a team, there are no mandatory requirements for male or female to play the ball.
- C. In Coed play direct substitutions may only be made male for male, female for female.
- D. Substitutions will be unlimited to the number of times a player may enter a game. All substitutions must be made before the ball is blown into play.
- E. Teams may elect to use a rotation substitution pattern rather than direct substitution. Both direct substitution and rotation substitution may not be used in the same game.
- F. If a team uses the rotation substitution pattern, a male may substitute for a female and vice versa. If the rotation substitution pattern is used, a player must be rotated out and another rotated in for each rotation (except as described in "G" below). The position on the floor where the substitution is implemented must remain the same for the entire game. Players arriving late may not be added to the rotation pattern until the start of the next game. At no time may there be fewer than two of each gender on the court. (Teams with only two women or two men present may not use the rotation substitution method.)
- G. A team may also use a rotation substitution pattern for only one gender. For example, if a team has three women, they can rotate those three through the two positions on the floor held by women, while the four men remain on the floor without being rotated out. All other restrictions on the rotation substitution pattern as listed in "A" through "F" above hold, except that the gender not being substituted for is skipped when they pass the position on the court at which the rotation substitution is taking place for the other gender. Because direct and rotation substitution may not be used in the same game, any team substituting only one gender in a rotation pattern may not substitute at all for the other gender.

IV. MEN'S AND WOMEN'S PLAYING RULES

- A. Teams must have at least four players to start a game. A fifth or sixth player arriving late may enter the game upon their arrival.
- B. If the rotation substitution pattern is used, a player must be rotated out and another rotated in at the same point in the rotation each rotation. The position on the floor where the substitution is made must remain the same for the entire game.
- C. Substitutions will be unlimited to the number of times a player may enter a game. All substitutions must be made before the ball is blown into play.

V. MISCELLANEOUS MODIFICATIONS AND CLARIFICATIONS

- A. When a team starting with four players adds a fifth during the game, that fifth player must enter in the #5 position, between the person who started the game in the service position (#1) and the person who started the game in the front left position (#4). When a team playing with five adds a sixth, that sixth player must go in the #6 position, between the person who started the game in the service position (#1), and the person that started the game in the back left (#5).
- B. The ball may touch the net while crossing it (including on a serve). The service becomes a fault if the ball touches the antenna or other external object(s).
- C. You may NOT spike or block the ball on an opponent's serve.
 - 1. Back line players cannot participate in a block or a spike unless they leave the ground behind the ten-foot line.
Coed exception: When only one male player is in the front row at service, one male back-row player may be forward of the attack line for the purpose of blocking. The remaining back-row player must be behind the attack line until the ball has been contacted by the blocker(s) or has been hit in such a manner that no block is possible.
 - 2. A block does not count as a hit.
- D. Reaching over the net is permitted during:
 - 1. A follow through of a hit.
 - 2. A block.

However, you may not take a play away from your opponent.
EXAMPLE: When an opponent is setting the ball.
- D. Teams are allowed two time-outs per game at 30 seconds per time-out. It is the players' option to leave the court during time-outs.
- F. The ball must be clearly a legal hit. Illegal hits occur:
 - 1. When the ball rests in the arms or hands of a player.
 - 2. When a ball is hit below the waist with an upward swing with hands apart.
- G. The ceilings in all gyms are considered playable if the ball contacts it above the playing area and stays on the same side. Cranked up basketball goals are considered playable if the ball doesn't cross the net before or after contact with the goal. (exception: backboards).
- H. Backboard Play - If the ball is bumped up and touches the backboard which takes away the second and/or third hit, and a legal player is in position to play the ball, a replay will be called.
- I. Any contact with the net by a player not involved in the action of playing the ball will be called a fault.

- J. The ball may touch any part of the body.
- K. Scoring Rules
- Best two of three games.
 - First two games are rally scoring to 25 points, with a 27 point cap.
 - Third game, if necessary, is rally scoring to 15 points with a 17 point cap.
- L. There will not be a court switch in the middle of the third game.
- M. To begin the match, a coin toss will be used to determine who serves first in the first game and another coin flip, if necessary, will be used to determine who serves first in the third game.
- N. Grace Periods:
1. First match of the night: A five minute grace period is in effect for the first game. If a team is not able to play after five minutes, they forfeit the first game. An additional fifteen minutes are allowed before the second game (and therefore the match) is forfeited.
 2. All subsequent matches: Game time is forfeit time for the first game of the match. If a team is not able to play after fifteen minutes, they forfeit the second game (and therefore the match).
- O. Game time for the third match of the night will be no later than 5 minutes after the conclusion of the second match. Exception: If the third match is the first match of the night for one of the teams it will start at the scheduled time.**
- P. Jewelry: USAV Rules apply. Flat wedding bands are acceptable.
- Q. Teams must fill out a score sheet each match with a list of all players attending that night's play. Only those players attending that night should be on the list. Players arriving late should see the official to add their name to the list. Failure to abide by this rule could result in forfeiture of matches involved.
- R. A player may not contact the net.
- S. A player is allowed to go under the net (over the mid-court line) as long as neither of their feet crosses completely over that line or they do not interfere with opponent's ability to play.

FOR A RULEBOOK VISIT usavolleyball.org