

SHAKOPEE WOMENS VOLLEYBALL
CLASS D & REC LEAGUE RULES AND REGULATIONS
October 2013

Dates & Times

1. Games played Wednesday at the East Jr. High School. **League runs November 6 – March 19 (17 weeks)**
2. There will be no volleyball on November 27, December 25 & January 1.
3. Schedules will be sent via email before your first match. You will be contacted with what time your first match will be. Number of games will be dependent on the number of teams in the league. Currently the game times are 6:30/7:30/8:30 pm.
An end of the season single elimination playoff will be held. Game times may be slightly different that regular season play. Tournament should take 2 weeks.

FEE PAYMENTS:

City Team Activity Fee: \$210 Due by November 13th

Make (1) check payable to City of Shakopee

IF roster and team fees are not paid by this date, teams will not play and forfeit all games until fees are paid in full. NO EXCEPTIONS.

NEW NONRESIDENT: NO MORE NON-RESIDENT FEES FOR ADULT LEAGUES.

TEAM ROSTERS

Official team rosters must be completed and submitted by the team managers. It must be completely filled out and turned in to the Park and Recreation Office by 4:30 PM on the day of your third game (November 13).

This is an adult activity. Players must be 18 or over and post high school.
Rosters are limited to 20 players.
Players may play or be rostered on one team only.

CHILDREN

Volleyball is an ADULT activity. **Please do not bring children**
There is not adequate space for children to be at the gym while you are playing.
Please make other arrangements than bringing them along.

MANAGERS' DUTIES

1. Make sure you have a full team and at least one reserve for every game.
2. The manager is responsible for the behavior of all players on their team while playing and for the entire time the team is in the facility. Abusive language, improper drinking, litter and other irresponsible acts will not be tolerated.
3. Any schedule information, changes or other league information will be sent to you. Make sure we have your current address for the current season and next year. It is your responsibility to pass the information to your players.
4. Know the rules. Tell your players the rules. This will help the game run smoothly and help your team concentrate on playing.

SPORTSMANSHIP

The Shakopee Parks and Recreation Department is interested in ensuring that a high level of sportsmanship be maintained in the sports programs directed by the City. Remember that leagues are available to help you enjoy your leisure time. Your "fun" should not be at the expense of others. Check your language that will be offensive to others. Respect people and the facility.

TIE BREAKING PROCEDURES

The procedure for breaking ties in the standings will be:

1. Results of games between teams that are tied.
2. Flip of Coin.

PLAYING RULES

Class D & Rec Volleyball will be self-officiated this year. During play, team players will do their best to make all judgment calls. It is imperative when carries/illegal hits/in the net occurs, players call the infraction. Rule interpretations may be discussed between officials & team managers. If disagreements persist regarding a play, the point should be played over.

1. Game is 25, up to FIVE games is a match using rally scoring. If a team fails to serve properly, return the ball, or commits any other fault, the opponent wins the rally and scores a point, even if that team did not serve that point. The results of winning the rally are: If the team wins the rally, they score a point and continue to serve. If the receiving team wins the rally, they will score a point plus gain the serve.
2. Each match has a 55 minute time limit. Please start your matches on time.
3. The ball may be contacted with any part of the body.
4. Serving:
 - a. The server must announce the score before serving, announcing their score first and then the other team's score.
 - b. Players may serve from anywhere along the back line. Players may start behind the back line as far as they wish.
 - c. Players must serve in turn. Serving out of turn will result in a side out.
 - d. Overhand serves are allowed in all leagues.
 - e. No jump serves are allowed in any league.
 - f. It is legal for the served ball to touch the net. The receiving team must play the ball in if the serve touches the net and appears that it will remain in bounds.
5. Each team is responsible for calling the lines, double hits and carries on their own sides.
6. Blocking or spiking the serve is not permitted. No setting the serve.
7. If the fifth game is not completed by the end of the 55 minutes, the score is where it stands, as long as one team is ahead by two. Games may not end in a tie.
8. A team must win by two (2) points up until the 26th point. If tied, the first team winning by one at the 27th point will constitute the game winner.
9. If the 4th or 5th game of the match has not been started, each team receives a ½ game win for unstarted game.
10. **Carrying the Ball** – A carry is when the ball comes to rest on any part of the body. Carries most often occur when the ball is "scooped" with an open palm. This is an illegal hit, and a point or side out is awarded to the opponent. **As a general rule, the underhand open palm hits should always be called by the manager as illegal.** Please teach your players to use the forearms.
11. **Hitting the Ball – When receiving the serve, the ball can be "bumped" with the forearms or closed hand(s). In Class D: Overhead bumps are legal if contact is made using forearms, closed hands(s) or the base of the palms (known as the 'beach bump'). In Rec League: overhead bumps are legal if contact is made using forearms or hands together. Both leagues: After the serve, any style of hitting is allowable (except underhand open palms) as long as the ball does not come to rest.**
12. **Spiking** – May be done with either a fist or an open hand; must be done with a distinctive slap/hit. No "catch and throw" or "slam dunks".
13. **10' Attack Line** – A back row player returning the ball to the opponent's side while on/in front of the 10 foot attack line may not contact the ball when the entire ball is above the top of the net.
14. **Blocking** – Only players who are in the front row at the time of serve are eligible to block. Back row players may not participate in a block or attempt a block. Blockers may reach over the net, but only on a ball directed over the net, or if the ball is near the net and no offensive play has a legitimate chance to play the ball.
15. The following are guidelines of "Playing the Ball" from the MRPA Guide & Rule Book.
 - a. **Maximum of Three Team Contacts** – Each team is allowed a maximum of three successive contacts of the ball in order to return the ball to the opponent's area.
 - b. **Contacted Ball** – A player who contacts the ball, or is contacted by the ball, shall be considered as having played the ball.
 - c. **Contact of Ball with the Body** – The ball may be hit with any part of the body.
 - d. **Simultaneous Contacts with the Body** – The ball can contact any number of parts of the body down to and including the knee providing such contacts are simultaneous and that the ball rebounds immediately and cleanly after such contact.
 - e. **Successive Contacts** – Players may have successive contacts of the ball during blocking and during a single attempt to make the first teams hit of a ball coming from the opponents, even if the ball is blocked, provided there is not finger action used during the effort and the ball is not held or

thrown. Any other player contacting the ball more than once, with whatever part of the body, without any other player having touched it between these contacts, will be considered as having committed a double hit. Such contacts are a fault.

- f. **Held Ball** – When the ball visibly comes to rest momentarily in the hands or arms of a player, it is considered as having been held. The ball must be hit in such a manner that it rebounds cleanly after contact with a player. Scooping, lifting, pushing or carrying the ball shall be considered to be a form of holding. A ball clearly hit with one or both hands from a position below the ball is considered a good play.
 - g. **Simultaneous Contacts by Opponents** – If two opposing players held the ball simultaneously, it is a double fault and the first direct a play-over.
 - i. If the ball is contacted simultaneously by opponents and is not held, play shall continue.
 - ii. After simultaneous contact by opponents, the team on whose side the ball falls shall have the right to play the ball three times.
 - iii. If, after simultaneous contact by opponents, the ball falls out of bounds, the team on the opposite side shall be deemed as having provided the impetus necessary to cause the ball to be out of bounds.
 - h. **Ball Played by Teammates** – When two players of the same team contact the ball simultaneously, this is considered as two team contacts and neither of the players may make the next play on the ball.
16. No protests will be allowed.

ADDITIONAL RULES

1. **A team may play with 4 players. There is no grace period. If you do not have four players you forfeit a game every five minutes. If you start at 6:35, your game still needs to be done by 7:25 – it does not go to 7:35.**
2. **The last 2 teams playing in each gym are responsible for putting the equipment away. Please make sure all balls, score equipment and other items get in the storage box.**
3. Winning teams of each game are responsible for writing down the number of games won on the scoresheet. Scoresheets will be kept by the storage room.
4. An extra copy of the schedule and rules will be kept in the box in the storage room.
5. **With 5 minutes left, the ref must announce the time remaining so both teams know how much time is left.**
6. If time runs out before the start of the 4th or 5th games, each game will be scored as 1/2 win for each team. For example, Team #1 won the first 3 games but time ran out before the start of the 4th game. Team #1 writes down 4 wins and Team #2 writes down 1 win.

BOUNDARY LINES

1. Any part of the ball touching a boundary line is in court. The ball is out of bounds when it touches any surface or object outside of the court.

NET PLAY AND CENTER LINE

1. It is not a fault if a player touches the net that is forced into them by a driven ball. Insignificant contact with the net is no longer a fault. A player who is not directly involved in the play may brush the net without being illegal. It is a fault if a blocker touches the net while jumping to block a player who is faking an attack.
2. Hair touching the net is not a fault. However, the ball touching hair as it goes out of bounds is a touch.
3. Players may touch or step on but not over the center line when the ball is in play. Also, if a player interferes with an opponent while on the opponent's side of the net, a point or a side out will be awarded.

OUT OF PLAY GUIDELINES

1. Managers should meet with teams before game to discuss

The ball is dead if

A BALL HITS THE BACKBOARD ON A SERVE

IF A BALL HITS THE BACKBOARD OR CEILING DURING PLAY AND GOES OVER THE NET

IF A BALL HITS THE ROPES DURING PLAY AND GOES OVER THE NET

The ball is playable if

IF A BALL HITS THE BACKBOARD OR CEILING DURING PLAY AND REMAINS ON YOUR
SIDE OF THE COURT

IF A BALL HITS THE ROPES DURING PLAY AND REMAINS ON YOUR SIDE OF THE NET

A re-serve should take place if

IF A BALL HITS THE ROPES AND OR THE BATTING CAGE ON A SERVE

BEHAVIOR

1. Unsportsmanlike behavior will not be tolerated. Each team member is responsible for his or her conduct. Respect yourself and others.
2. Casual profanity is prohibited.

LATE ARRIVAL AND FORFEITS

1. You may play with four (4) players.
2. A five minute warm-up/forfeit time is allowed before the match begins.
3. If a team is short players at the scheduled game time a five (5) minute grace period is allowed, if still short the first game is forfeited; if still short after ten (10) the match is forfeited.

EQUIPMENT AND APPAREL

1. Set up and take down the nets is the responsibility of the players.
2. The first teams scheduled are required to set up the equipment or a team may choose to handle this. The last teams playing need to put the equipment away. Equipment must be put back in proper storage room neatly.
3. Additional volleyballs/equipments are kept in the storage room in the blue storage box. Balls, Scoreboards, additional information sheets must be put back at the end of the night. Nets, poles are to be returned to the area marked in storage room.
4. Black soled running shoes that mark the floor may not be worn.
5. If snow or rainy conditions exist, please wear street shoes to the facility. Once inside, please change into your playing shoes before entering the gymnasium. Please do not wear your volleyball shoes outside.

FACILITY RULES

1. Beer, alcohol, wines or other controlled substances are not allowed on school grounds or on Shakopee Community Center grounds.
2. Smoking is not allowed on school grounds or on Shakopee Community Center grounds.
3. No coolers, outside food/beverage or glass shall be allowed in the gyms. Water bottles with closable tops are allowed.

INCLEMENT WEATHER

1. Please call the Program Information Line at 952-233-9502 after 4:30 PM to verify whether games are on as scheduled. Do not call the Parks and Recreation Office.
2. If school closes due to bad weather the gym is not available and volleyball is cancelled.

INSURANCE

1. Be aware that there are inherent risks to playing the game of volleyball. Injuries may occur due to collisions, with other players, running into a wall, etc. The City of Shakopee does not provide insurance for the participants in our leagues. Each player as a result of participation in the leagues assumes all liability and risk of injury. It is strongly suggested that each player obtain medical and liability insurance prior to participating in the league.

The Shakopee Parks and Recreation Department has the right to change or add rules for the betterment of all.