# Oxford Township Parks & Recreation Adult Volleyball League Rules

## **ROSTER INFORMATION:**

- 1. Team managers will collect their team sponsor fee and individual player's fees and turn them into the Oxford Township Parks & Recreation office, before the deadline. We will not accept individual's player's fees on-site, after Week 1.
- 2. Managers are responsible for knowing the contents of all rules and regulations, informing his team of all rules and regulations, and are expected to help all teams proper enforcement of said rules and regulations. Team managers are responsible for player and spectator control. Managers are also responsible for informing their players of all important league information and changes.
- 3. Players must be 18 years old by the league starting date. High school seniors are not eligible to play until after graduation.
- 4. Penalty for submitting fraudulent information is a one-year suspension from all Oxford Township Parks & Recreation activities. The offending team will forfeit all games the player participated in, and the manager and team will be placed on a one-year probation.
- 5. Each team will consist of a minimum of (6) six players. All (6) players' names and signatures must be on the team roster as well as any subs. The roster along with all team fees must be turned into the Parks & Recreation office by the appointed league deadline. NO player additions allowed after the set date, which is given to the manager at the managers meeting.
- 6. Players may appear on one team roster only but may sub for another team within their division, except in the playoffs. Only rostered players can play with a team during pot season play.

## **GENERAL RULES**:

- 1. The Oxford Township Parks & Recreation Commission reserves the right to judge on any rule, situation, or circumstances, not expressly covered in these rules.
- 2. Due to the nature of the game, players run the risk of injury and should be aware of that prior to participation. The Oxford Township Parks & Recreation Commission, and the Oxford Community Schools, the sponsors, or the managers are not responsible for player injury in or resulting from participation in this program.
- 3. Smoking, chewing tobacco or consumption of alcohol within school grounds will not be tolerated. Violation will bring individual and team indefinite suspensions.
- 4. Teams playing the first match of the night should arrive at the gym 15 minutes early in order to give plenty of time to set up the nets and warm up prior to game time. Teams playing the last match of the night on each court will take down the nets for that court.

- 5. All games will be played in the Oxford Elementary School Gym, 105 Pontiac St.
- 6. All players are to park on the north side parking lot and enter the building through the side entrance. In the winter, please wipe your feet off at the door or wear boots to keep water and salt off the gym floor.
- 7. Except for the gym and lobby, all areas are off limits to players and spectators. Under no circumstances are balls to be bounced, bumped or thrown except in the gym.
- 8. Spectators of any kind are welcome to watch the league. The spectator areas will be in each of the 4 corners of the gym. We are encouraging spectators to not be directly along the backside of the courts to reduce their chances of getting hit with the ball. There is plenty of room in each corner of the gym for people to watch and still be out of the way of the players. As in watching any sport there is always a chance of injury to any spectator, please pass this along to spectators you have coming to watch. Any children that are in attendance will need to be supervised and seated. All spectators must remain in the gym, anyone caught wandering the school will be asked to leave. The site supervisor has full authority to ask anyone to leave if they are not cooperating.
- 9. League schedules will not be altered for any reason other than facility unavailability.
- 10. Proper footwear is required. Balls are provided for by the Parks & Recreation Department, but substitute balls may be used in both teams agree.
- 11. If Oxford Area Schools are closed or cancelled due to inclement weather games will be made up at the end of the regular season.

## **LEAGUE RULES:**

Games will be governed by United States Volleyball Rules, with the exception of the modifications that follow.

- 1. Forfeit Rule. The 6:15 game will be given a five-minute grace period to field 4 eligible players to start, as soon as 4 eligible players are there play must begin. After five minutes the team will forfeit the first game. After another ten minutes if a team cannot field a team they will forfeit their remaining games. For the 7:30 and 8:45pm games, if a team doesn't have 4 eligible players by the scheduled starting time they will forfeit the first game of the match. If after 10 minute from the originally scheduled starting time the team still doesn't have 4 eligible players and the opposing team has 4 players ready to take the floor the match will be forfeited. **Match time limit is from the scheduled start time.**
- 2. Teams must start promptly at the designated start time, as the match time starts at game time. Warm-ups are allowed before the scheduled starting time only if time exists.
- 3. A coin toss will be done at the beginning of each match to determine who will serve first. Serve will then alternate between teams to start each game there after.
- 4. Teams will switch sides after each game.

- 5. Servers time limit: The server must contact the ball within eight seconds after they are set to serve.
- 6. Nets serves ARE allowed.
- 7. Setting the serve will be allowed in both upper and lower leagues.
- 8. Ball hitting the ceiling: A ball shall remain in play if it contacts the ceiling above the team in possession of the ball at that time. The ball is out of play if it makes contact above the opponents playing area or above the team's playing area and crosses the plane of the net into the opponent's court.
- 9. Ball hitting the wall: A ball shall be considered dead and out of bounds if it contacts any wall or the part of ceiling that drops down to divide the two courts in the middle of the gym. Point will be awarded to the opposing team.
- 10. Ball hitting any basketball apparatus: A ball shall be considered dead and it will be a judgment call whether the ball was playable and will be a re-play or if it was going out in which case it will be a dead ball and a point will be awarded to the opposing team.
- 11. Any ball crossing over the middle line between courts will be considered a dead ball out of play and point awarded appropriately.
- 12. Teams will be permitted one (1) 30 second time out per game. No time outs may be used in the last ten minutes of the match.
- 13. Matches time limit is 70 minutes. There will be no speed round, teams will have 70 minutes to complete there match, after that time the match will end and all scores will be final. Site supervisor will give teams notice when there is 10 minutes to go in the match. If time expires before the max score has been reached, games can be won by 1 point. If the score is tied when the timer goes off, teams will play one more point, the winner of that point will be the winner of the game.
- 14. Rotation will be open and unlimited. Teams playing with five players will not be penalized.
- 15. Any person associated with this program that uses or threatens to use violence during this program will be suspended automatically from all Oxford Township Parks & Recreation Commission sponsored activities. This can include abusive language. The site supervisor does have the authority to suspend any person from the area for violation of any rules and regulations of the program and/or of the park. Any person who is suspended indefinitely from the program who wishes to be reinstated must appeal, in writing, to the Director of Parks and Recreation.
- 16. Should any player or person be ejected before, during or after a match, they must leave both the immediate playing area and spectator area for the remainder of the match. The site supervisor may also order ejected players, spectators or managers from the entire building area. Ejected player or managers have two minutes to be "out of sight, out of sound". Failure to do so will result in a forfeiture of the games. Players or managers ejected shall be automatically ineligible to play in at least the next 2 regularly scheduled matches in which that team plays. Depending on the severity of the incident, a suspension can be shortened or lengthened up to and including

permanent suspension. If an incident occurs during the final regularly scheduled game, the suspension will apply to make-up games or post-season playoffs. All cases are subject to review by League Director, Parks & Recreation Director and the Parks & Recreation Commission Suspension Committee to determine the length of the suspension. Suspension may also occur through the playoffs and carry over to the following season. Threats to any Oxford Township employees will not be tolerated.

- 17. Protests are permitted in regards to rule interpretations only (not on judgement), and must comply with the following procedure:
  - a. Managers wishing to protest an official's rule interpretation must state such intention verbally to one of the officials or the league supervisor before the first dead ball following the rule interpretation in question.
  - b. After the game has ended, the manager must complete proper protest forms before leaving the gym, and pay \$20 protest fee at the Parks and Recreation Department office before 5:00 p.m. the following business day.
  - c. Upon receiving the protest, the recreation programmer will adjudicate the matter, and inform all necessary parties of ruling.
  - d. Protest fees may not be returned to managers if ruling is found in favor of game or league officials.
- 18. Each team will play every other team (in their division) in at least one match during the league play.
- 19. If a player or players are late for a match, they may enter at the end of the play.
- 20. The site supervisor makes the final decision on site regarding all calls made.
- 21. Players may sub for more than one team as long as they are not officially rostered on a team. A sub must choose to either be on the upper or lower sub list. A separate list will be kept for the upper and lower leagues. Any non-resident sub must pay the \$10 non-resident fee and register with the parks and recreation office. This is a onetime per season fee. The sub list may not be used during the playoffs. **Deadline to add players to your roster is week six of league play.**

## **STANDINGS**

Both divisions will play 5 games in a match. Four games to 21 and the fifth will be played 15. Each game must be won by (2) points unless time runs out, (cap of 23). Games that end at the time limit will be considered final and the team that is in the lead at that time, even if only by 1 point, shall receive the win for that game. If a game is tied at the end of regulation one more point will be played to determine a winner.

The regular season winner will be determined by the team with the best winning percentage. If there are any other questions how the Regular season champion are determined please look under playoffs #4. \*Any registered team not represented at the mandatory managers meeting will be given 1 match (3 games for upper and 5 games for lower) automatic forfeit in the league standings.

## **PLAYOFFS:**

- 1. Playoffs will involve the top four teams of the league in each division.
- 2. Playoffs will be single match elimination.
- 3. Playoffs will consist of the best 3 out of 5 games, played to 21. Each game must be won by (2) points or first to the (27) point cap.
- 4. For all playoff games this season there will be no time limit. Games will be played until the teams complete their games. Based on the above regulations for playoff matches. We will reevaluate this rule of running late becomes an issue.
- 5. Tie-breaker criteria for regular season/playoff purposes is:
  - a. Team with the lesser number of forfeits.
  - b. Winning percentage
  - c. Head to head competition.
  - d. Difference in points scored in head to head competition.
  - e. Difference in points scored.
  - f. Head to head record with top teams in league. (Compare records against first place, second place, etc).

## **AWARDS**

1. T-Shirts will be awarded to the regular season and playoff champions.

## **CO-REC**:

- 1. A full team consist of (6) six players. A team must have a minimum of four (4) players to start or continue play. A full Co-Rec team consist of (6) six players (three men and three women. A Co-Rec team may play with more females than males.
- 2. If there are two women and one man in the front row, then one man from the back row can move up to the net to block. He cannot hit.
- 3. A woman must play the ball once if there is more than one contact to return the ball.
- 4. Line-ups must be arranged male-female.

## **DELINQUENT TEAM INFORMATION**

- 1. Delinquent teams are those that forfeit out of the league and those that fail to meet their total financial obligations with the Parks & Recreation Commission (i.e.... teams that owe money for player fees.
- 2. Delinquent teams will not be allowed to register as a returning team.

## **BLOOD BORNE PATHOGENS RULE:**

- 1. As soon as the official can see, or has their attention called to a player who is bleeding, they are to stop the contest as soon as possible.
- 2. Any player that is bleeding must leave the game at that point. The team that the player participates on will be responsible for cleaning up the court if necessary.
- 3. The injured player must have the wound cleaned up, bleeding stopped and the wound properly covered before being allowed to re-enter the game.
- 4. \*\*\*TEAMS MUST PROVIDE THEIR OWN FIRST AID SUPPLIES DISINFECTANT, GAUZE, BAND-AIDS, TAPE, ICE PACKS ETC.\*\*\*
- 5. The injured player may only re-enter the game as a substitute.

#### **AMERICANS WITH DISABILITIES ACT:**

1. In order to comply with Americans with Disabilities Act (ADA) the Parks & Recreation Commission, reserves the right to add or modify playing rules to accommodate players with disabilities. Rule changes/additions are effective as soon as the appropriate team managers are notified.

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