

Orange County Department of Environment, Agriculture, Parks, and Recreation
Adult Co-Rec Volleyball
League Rules & Regulations

REGISTRATION

Registration is to be completed by the designated team captain. At the time of registration, each team must submit a team registration form, player waivers for at least four (4) players, and program fee of \$130. The team registration form must identify team captain and contact information, team name, and a preliminary roster of at least four (4) players. No refunds will be made for league fees for any circumstances.

All participants are required to sign a waiver form before participating in league play. A player's name, age, and telephone number will be required during league sign-in. All participants must be 16 years of age or older.

TEAM CAPTAIN RESPONSIBILITY

It is the Team Captain's responsibility to be the primary link between league management and the team. He/she will be responsible for obtaining pertinent league information, notifying players of changes, and maintaining control over team members in all circumstances including court disputes.

It is the responsibility of the team captain to contact the Orange County Weather Hotline at 919.245.2669 to determine the status of matches in case of inclement weather.

ALL RULES WILL BE GOVERNED BY USVBA RULES EXCEPT FOR THE LOCAL RULES STATED BELOW.

Please note that Covid-19 protocol measures are still in place for Orange County, and face masks are required inside the facility for the 2022 Volleyball season

ROSTERS

All players must be at least 16 years of age.

Players are required to check in with staff upon arrival

Any player who is listed on the roster must play three (3) Sundays to be eligible for the playoffs and championship game. A player may be added to replace an injured player with the consent of the league coordinator or designee only.

If a player is present for a match and the match is subsequently cancelled due to a forfeit, the player still gets credit for attending the match and may use that match towards being able to play the required three (3) Sundays for playoffs/championship.

Any team playing with an ineligible player(s) will automatically forfeit the game in which the infraction(s) occurred.

At all times, a team must field a minimum of four (4) eligible players on the court and maximum of six (6). Teams may play in the following ratios:

- 4 players – no more than 3 males on the court (at least 1 female)
- 5 players – no more than 3 males on the court (at least 2 females)
- 6 players – no more than 4 males on the court (at least 2 females)

Teams may not hold out players in order to play with fewer than six (6) players. (This is a 6-on-6 league.)

A team may consist of up to twelve (12) players.

Roster will be final by a team's third (3rd) weekend (6th match) of the season, after which, no player may be added.

All Captains are responsible on the first match to submit his/her entire roster.

EQUIPMENT

Net height shall be set at 7'11^{5/8"}. Its height is measured from the center of the playing court.

MATCH RULES FORMAT

Matches will be played every Sunday afternoon at the Orange County Department of Environment, Agriculture, Parks, and Recreation Central Recreation Center. Matches will be scheduled between 9:00 a.m. and 5:00 p.m.

Starting the match – A coin flip will decide side and serve for the first and third games of each match. The team listed first on the schedule will call the flip.

Scoring – A rally is the sequence of playing actions from the moment of the service hit by the server until the ball is out of play. A completed rally is the sequence of playing actions that result in the award of a point.

If the serving team wins a rally, it scores a point and continues to serve.

If the receiving team wins a rally, it scores a point and it must serve next.

Using the rally scoring system, a team must win two out of three games. The winner of games one and two is the team that scores twenty-five (25) points and is ahead by two (2) or the first team to thirty (30) points. In the case of a 1-1 tie, the deciding set is played to fifteen (15) points. For the deciding set, the team does not have to be ahead by two (2).

Substitutions – Substitutions will be unlimited to the number of times a player may enter a game. A player must re-enter in the same place in the rotation each time throughout the game.

A team may use the rotation system prior to the start of each game and must continue the rotation throughout the game. Players must rotate in and out in the same order.

Playing Rules – At the start of the game, the serving team will signal readiness to play and give a verbal or visible signal to start.

Double hits, lifts, carries, and throws are illegal and will be called as such.

Players may not block or spike a serve.

Players cannot touch the net during play.

Players may not go completely under the net and play the ball. A player may touch the opponent's court with a foot, provided that some part of the penetrating foot remains in contact with the centerline and does not interfere with play.

Net serve scoring is legal; meaning any ball that is served and makes contact with the net, falling inbounds in the opposing court is a legal serve and should be played by the receiving team.

Playing areas shall be changed at the end of each game.

The ball may be played from the net.

The ball is playable when it passes inside the poles. If any part of the ball touches or goes over the poles, it is out of bounds.

A player may go outside the court to play a ball.

A player may retrieve a ball that has entered a non-playing area provided some part of the player's body is touching the playing surface when contact is made with the ball. After playing the ball, the player may enter any non-playing area except for an adjacent court where competition is scheduled or occurring.

When competition is occurring or scheduled on an adjacent court, it is a fault for a player to enter the adjacent court before, while, or after playing the ball.

Teams will be given a five (5) minute warm-up time prior to the first game in a match only.

Teams will be given two (2) minutes in between games.

A player may have more than one (1) toss attempt when serving.

Players have eight (8) seconds to serve.

A block contact is not counted as a team hit. The first hit after the block may be executed by any player, including the one who has touched the ball during the block.

Each team is allowed two (2) 30-second timeouts per match.

The ball may contact the rafters unless it crosses the plane of the net into the opponent's court.

A ball is out of play if it contacts the ceiling or over- head objects over non-playing areas.

A ball is out of play and a play over is directed if the ball comes to rest on an overhead object above the team's playing area and is still a playable ball.

TOURNAMENT

A double-elimination tournament will be played at the end of the season.

Ties in league standing will be broken based first on head-to-head play and then if the teams are still tied, a coin flip will determine the winner.

AWARDS/PRIZES

Regular Season Champion – Team gift certificate will be given to a local establishment (\$25)

Regular Season 2nd Place – Team gift certificate will be given to a local establishment (\$15)

Regular Season 3rd Place – Team gift certificate will be given to a local establishment (\$10)

Tournament Champion – Team gift certificate will be given to a local establishment (\$30)

Tournament Runner-up – Team gift certificate will be given to a local establishment (\$20)

FORFEITS

Should a team forfeit three (3) matches during the season; the team in question will be eliminated from playoff competition.

There will be a ten (10) minute grace period for match games as follows:

- No legal team by 10 minutes after, game 1 is forfeit.
- No legal team by 20 minutes after, game 2 is forfeit.
- No legal team by 30 minutes after, game 3 is forfeit.

If the minimum number of participants is not present for either team, at game time, a double forfeit will be declared. To obtain a win by forfeit, the required number of participants must be present and ready to play at the scheduled game time.

GENERAL RULES

No jewelry is allowed (i.e. chains, watches, earrings etc.)

Any schedule changes will not be made after the schedule has been printed. Games will not be rescheduled.

No game shall be arbitrarily postponed, except in the cases of extreme emergency as approved by the league coordinator or whereby the playing surface shall be considered unfit for play. On days when inclement weather or otherwise unforeseen circumstances may necessitate canceling games, a decision will be made when possible by 8:00 a.m. on the day of the scheduled game. A good faith effort will be made to notify captains of such a cancellation. However, captains and players should call the sports hotline for cancellation information at 919.245.2669.

No refunds will be made for league fees for any circumstances.

PLAYER CONDUCT

There is absolutely no fighting! Any player who fights will be suspended for a period of one (1) year from the date of suspension.

A physical or verbal threat to any league official or opposing player will result in an immediate suspension for the remainder of the season.

When a player is suspended or ejected from a league/game, that person is not permitted to be in the playing area (gymnasium) for the duration of the suspension/ejection. If that player does not vacate the premise in a timely manner or attempts to re-enter the playing area, officials/staff can award the opposing team with a win via a forfeit. Any team player or manager ejected from a game will not be allowed to participate in the next league game.

No smoking, drugs, or alcohol are allowed inside the playing area building.

No intoxicating beverages will be permitted on Orange County Department of Environment, Agriculture, Parks, and Recreation grounds before, during, or after a game. Any player seen drinking or suspected of being intoxicated directly before or during a game will be ejected. If the problem reoccurs, the player and/or team will be expelled from the league for a minimum of one (1) year.

Any undue delay of game may result in a forfeit of game by said team. It is the responsibility of the team captain and player representative to see that their team does not waste time going on or leaving the playing area.

All teams will make the playoffs unless otherwise decided.

Any game will be stopped if staff deems that the game is out of control, or the team captain is ineffective in controlling his/her team.

INSURANCE

The Orange County Department of Environment, Agriculture, Parks, and Recreation Department is not responsible and does not provide any insurance to any teams or individuals in the league.