

Collins Aerospace Indoor Volleyball League Rules

2026-2027

Changes are highlighted yellow

1. LEAGUES AND DIVISIONS

- 1.1 There are two sessions in each season. The Fall session generally occurs in the few months leading up to Winter Break and the Spring session generally takes place in the months following Winter Break. This can vary by year based on demand.
- 1.2 Play generally occurs on Wednesday and Thursday nights between 6pm and 10pm. However, this can vary by year based on demand for the league.
- 1.3 Divisions are broken down based on each team's self-assessment of skill. Returning teams should adjust their skill rating based on their win percentage from the previous session (see rule 7.2 for required rating adjustments). For new teams, the following is some guidance (not hard rules) for selecting your team's rating.

Offense:

- 9-10 Run a consistent offense (5/1, 6/2) efficiently
- 7-8 Positions are changed for most rotations
- 5-6 Uses 1 or 2 players for consistent setting
- 3-4 Will sometimes swap to put better players in key positions
- 1-2 No position changes; play the ball if it comes to you

Rallies:

- 9-10 Consistent strong attack with a hard hit
- 7-8 Sometimes have a good attack planned that works out
- 5-6 Regular three touches with occasional hard hit
- 3-4 Tries to use two or three touches
- 1-2 Just get it over the net

Blocking:

- 9-10 Consistent/Strong
- 7-8 Usually
- 5-6 Sometimes
- 3-4 Occasionally
- 1-2 Nope

Serving:

- 9-10 Hard/Jump Serves
- 7-8 Consistently Overhand Serves
- 5-6 Occasional overhand serve
- 1-4 Underhand Serves

Your Team's Skill Level will be the average of the four categories (One to Ten).

- 1.4 There are no rules around gender for any of the divisions. Therefore, there are no dedicated Coed/Open/Men's/Women's divisions. Any team may have any number of players of any gender on their team, provided they abide by the rules set forth in Section 3 & 4.

2. FEES & REGISTRATION

- 2.1 There is a \$5 registration fee per person per team. This fee will be paid at time of online registration.
- 2.2 [reserved]
- 2.3 To register in the Rec Center leagues, you either need to be a member of the Rec Center or obtain a Guest Pass to play on league nights.
- a. Standard Rec Center Membership: This is the standard monthly membership setup with the Rec Center that allows access to the entire facility during normal business hours. See the Rec Center website for standard rec center membership fees at:
<https://collinsaerospacereccenter.com/membership/#rates>
 - b. Rec Center Guest Passes: Guest passes (currently \$8) are allowed in lieu of a standard rec center membership; however it should be noted that a guest pass is only good for a single night of play. A new guest pass would need to be purchased for every night a player wishes to participate in the league. Additionally, to obtain a guest pass you must be sponsored by a Rec Center member or Collins Employee.
- 2.4 There are no substitution or replacement player fees. However, all participants must have either a Guest Pass, or a Standard Rec Center Membership to participate. Additionally, substitution or replacement players must meet player eligibility rules in Section 3.
- 2.5 There must be a minimum of 6 players registered on a team roster.
- 2.6 A team is not considered to be signed up in the league until the team has a full roster (i.e. minimum 6 people) and everyone has paid their registration fee. If the league is over capacity, priority will be given to teams on a first come first serve bases according to time/date of registration fee payment.
- 2.7 Special scheduling requests must be made prior to the close of team registration and the posting of schedules. Efforts will be made to accommodate scheduling requests but there will be no guarantees.
- a. Scheduling requests can be made in the team registration comments (not player registration comments) or by emailing the league coordinator.

3. PLAYERS

- 3.1 Any person 18 years of age or older who is either a Collins Aerospace employee or their spouse, retired employee or their spouse, contract personnel or their spouse, or Recreation Center member, is eligible to play in the Collins Aerospace Volleyball Leagues.

- 3.2 All players must be registered on an official team roster for the current 12-week session before being allowed to play.
- 3.3 A minimum of four players is required to start a match.
- A team that does not have enough players or refuses to take the court by 10 minutes after the hour (or 10 minutes after the half hour, for games scheduled on the half hour) forfeits the first game.
 - Game 2 is forfeit 5 minutes after game 1 has been forfeit. (at X:15 pm for games on the hour and X:45pm for games on the half hour).
 - Game 3 is forfeit 5 minutes after game 2 has been forfeit. (at X:20 pm for games on the hour and X:50pm for games on the half hour).
 - Games may be played with less than four players, but the results will not affect forfeits.
- 3.4 Players are allowed to substitute for other teams during the regular season.
- 3.5 A player cannot:
- Be on more than two team rosters in a single 12-week session.
 - Be on more than four team rosters throughout the entire indoor season (fall and spring sessions combined)
- Note: A player can be on more than one team per night, however no special treatment will be given if conflicts arise in game scheduling.
- 3.6 Tournament Eligibility
- Each player must be on the team's roster for which they play in the tournament.
 - Each player must play at least two matches during the regular season, for the team they are listed on, in order to be eligible for tournament play with that team.
 - If a player who meets rules 3.6a and 3.6b is added to a team's roster in order to play in the tournament, it counts as a registration for that player. (See rule 3.5)
 - An exception to Rules 3.6a, and 3.6b can be made with the agreement of the opposing team captain.
Note: If a team is seeking an exception, they must get approval from the opposing team captain for every match they play in the tournament.
- 3.7 Any infractions of these rules will mean an immediate forfeiture of any games in which an ineligible player has played.

4. SUBSTITUTE PLAYERS

- 4.1 Players registered for the current session and are on the roster of a team are allowed to substitute play on any team for that same session, and do not need to be added to that team's roster in which they are subbing.
- 4.2 If a substitute player is not registered with a Team, the Rec Center may charge a guess pass for use of the facilities, and would need to sign a waiver, both of which are done at the Rec Center front desk.

- 4.3 There are no substitute players allowed during tournament play unless granted an exception. (See Rule 3.6d)

5. GAME TIMES

- 5.1 The digital clock on the west wall of the gym will serve as the official clock for all games played in the Collins Aerospace Recreation Center.
- 5.2 Each match is scheduled for an hour, including warm-up, and time for tie-breakers (if needed).
- 5.3 Up to five minutes of warm-up will be allowed before the first game.
- 5.4 All three games will be used for team standings.
- 5.5 Each team is allowed one 30-second time-out per game.
- 5.6 Clear the court immediately following a match to allow the next scheduled teams to warm-up.

NOTE: If a team starts late, they are still expected to honor the scheduled end-by time so that the follow-on games are not delayed.

- a. For games scheduled to start on the hour, play should start by 5 minutes after the hour. For those games, time is up 2 minutes prior to the hour. For example, a 6pm game should start by 6:05pm and end by 6:58pm.
- b. For games scheduled to start on the half hour, play should start by 5 minutes after the half hour. For those games, time is up 2 minutes prior to the half hour. For example, a 6:30pm game should start by 6:35pm and end by 7:28pm.
- c. Without buzzers, it is incumbent on the league participants to watch the clock. If you are playing and see time has run out, please relinquish the court. If you are waiting, please courteously request that the teams give up the court. See Rule 6.4 to handle the situation where a team is not ahead when time is up.
- d. Teams will have no time limits regarding duration of games, however team captains must record win/loss for all 3 games played. (If game 3 is not played at all, captains should determine game 3 win/loss by coin toss)

6. SCORING

- 6.1 Before the match, the captain of the first team listed on the schedule (or the higher ranked team in the tournament) chooses the right to serve/receive the service or the side of the court on which to start. The other captain makes the remaining choice. The team that starts serving the first game will also start serving the third game. The other team will start serving the second game. Teams will swap sides of the court after each game.

- 6.2 A match will consist of three games. Each game is to 25 points, with a minimum two-point advantage (no scoring cap), except for tie-breaker rule. Rally scoring will be used for all scoring situations. (A point is scored for the team that wins a rally, regardless of which team served.)
- 6.3 Scoring when time has expired.
 - a. When time has expired, the team which is ahead is the winner, regardless if a team has reached 25 points. (even if there is only a one-point difference).
 - b. If the teams are tied when time expires, normal play will continue until one team is ahead. (Since a point is scored on every serve, this should take only the next serve-the exception being a redo.)
- 6.4 The captain of the winning team must record the score of the match on the volleyball website. It is the responsibility of the other captain to check the scores for discrepancies.
- 6.5 Final regular season standings will be determined in the following order:
 - a. Match Record
 - b. Game Record
 - c. Head to Head Record.
 - d. Coin Toss

7. PLACEMENT RULES FOR DIVISION WINNERS FROM THE PREVIOUS YEAR

- 7.1 A returning team is defined as at least 4 players or more than 50% (whichever is greater) of a team's roster returning from the previous season. (Note: this definition will be in affect the entire season and not just during the team registration period.)
- 7.2 A returning team that ends the previous session with a winning percentage of 90% or higher must increase the team skill level by 2. If the winning percentage is 80% or higher, the team must increase their skill level by 1. If the returning team fails to properly increase the skill level, the team may not eligible for regular season or tournament awards in the same division this season.

Note: This rule does not apply to a team in the power division since the team is unable to move to a higher division.
- 7.3 Volleyball League Coordinators have the right to revoke Rule 7.2 in the following cases:
 - a. Byes are present in two adjacent divisions in the same league.
 - b. Match and/or game records from the previous season show the top teams in a division are competitive with each other.

8. USAV RULES

Note: The following rules in this section are found in the USAV rules however they are being specifically listed for reference due to some past confusion by league members.

- 8.1 Unless superseded by the rules in Section 9 of this document, the league will adhere to the latest version of the USAV Rules which can be found here: <https://usavolleyball.org/resources-for-officials/rulebooks-and-interpretations/>.
- 8.2 (USAV Rule 11.3.1) A player may not touch the net between the antenna, unless the net is driven into them by the ball. Outside of the antenna, players may touch the net, but using the net for support is a fault.
- 8.3 (USAV Rule 11.2) Center line rules:
- a. A player may cross the center line, however it cannot interfere with play and some part of the penetrating foot/feet must be on or above the center line.
 - b. Any other part of the body may penetrate the center line so long as it does not interfere with play. (Note: Together with the above, a player could have their entire body on the opponent's side except for part of their feet above the center line and not be at fault, so long as they didn't interfere with play.)
 - c. A player may enter an opponent's court after play is complete. (e.g. A spiked ball that touches the floor followed by the hitter crossing the line is not a fault.)
 - d. A player may enter the opponent's free zone so long as it does not interfere with play.
- 8.4 (USAV Rule 14.3) In blocking, the player may place his/her hands and arms beyond the net, provided that this action does not interfere with the opponent's play. Thus, it is not permitted to touch the ball beyond the net until an opponent has executed an attack hit.
- a. Blocking the ball beyond the net above the opponent's team area shall be permitted, provided:
 - I. The block is made after the opponent has hit the ball in such a manner that the ball would clearly cross the net if not touched by a player, and no member of the attacking teams is in a position to make a play on the ball.
 - II. The ball is falling near the net, and no member of the attacking team could make a play on the ball.
- 8.5 (USAV Rule 9.1) The team is entitled to a maximum of three hits (in addition to blocking), for returning the ball. If more are used, the team commits the fault of "Four Hits"
- a. (USAV Rule 9.1.1) A player may not hit the ball two times consecutively, except in cases of Rule 9.2.3, 14.2, and 14.4.2)
 - I. (USAV Rule 9.2.3.2) at the first hit of the team, the ball may contact various parts of the body consecutively, provided that the contacts occur during one action.
 - II. (USAV Rule 14.2) Consecutive contacts with the ball may occur by one or more blockers, provided that the contacts are made during one time.
 - III. (USAV Rule 14.4.2) The first hit after the block may be executed by any player, including the one who has touched the ball during the block.
 - b. (USAV Rule 9.1.2.1) When two or more players touch the ball simultaneously, it is counted as one hit. Any player may play the ball next if the simultaneous hit is not the third team hit.
- 8.6 (USAV Rule 8.3) A ball which hits a line is in bounds.

- 8.7 (USAV Rule 13.3.4 and 14.5) Any contact made above the net and in front of the 10 foot line on the serve is considered illegal unless the ball is still played in the receiver's court; typically these contacts include a Spike, Tip or Block.
- 8.8 (USAV Rule 8.4.2) Obstructions over/around the court:
- a. Ceiling contacts above and returning to the side they were played from remain in play. Those that contact the opposing side and return or that contact any part of the ceiling and continue to the opposing side are out of play. (USAV Rule 8.4.2 b iii)
 - b. If objects closer than 2m (6' 6") from the boundary and lower than 4.6m (15') interfere with play, a replay shall be called. (USAV Rule 8.4.2 a & 8.4.2 c)
 - I. Note that the washers hanging from the ceiling at the Rec Center are within this area and a ball hitting them should be called as a replay.
 - II. Note also at the Rec Center, basketball hoops, air vents and such are all outside this zone, so a ball striking any of these objects is out of play.
 - III. Note: Objects that hang from the ceiling (such as the basketball supports) are not considered part of the ceiling, so contact to these objects causes a dead ball and end of play.
- 8.9 (USAV Rule 7.4) At the moment the ball is hit by the server, each team must be positioned within its own court.
- 8.10 Noteworthy New USAV Rules (as per the 2025-2027 USAV Rule Book):
- a. (USAV Rule 9.2.3.2) at the first hit of the team, the ball may contact various parts of the body consecutively, provided that the contacts occur during one action. At the second hit of the team, the ball may contact various parts of the body consecutively, provided that the contacts occur during one action, and the ball is next touched by a teammate.
 - b. (USAV Rule 12.5.3) Any player of the serving team is forbidden to raise their hands above the head during service, until the ball has passed beyond the net. The 1st referee may warn a team through the game captain, if he/ she suspects that the team is deliberately screening.
 - c. (USAV Rule 17.1.1) Each team has the right to designate from the list of players on the score sheet (roster) up to two specialized defensive players called Liberos. A team may designate zero, one, or two Liberos for each set

9. LEAGUE RULES SUPERSEDING USAV RULES

- 9.1 The server must wait for the other team to be prepared and announce the serve prior to serving. If the opposing team is not prepared to receive the serve, they can request a re-serve.
- 9.2 The libero position will be allowed in the Collins Aerospace league, with the following caveats:
- a. No special colored jersey will be required; however, before the match is to begin, the team must announce they will be using the special defensive player positions, and clearly identify the libero player\players to the opposing team:

10. OTHER

- 10.1 This is recreational volleyball. Have a good time, but not at the expense of others.
- 10.2 It is the responsibility of the teams playing the first of the night to set up the nets by the scheduled warm up time. Teams playing the last match of the night are responsible for taking down the nets after they are finished.
- 10.3 No smoking in the building at any time.
- 10.4 No drinks or food in the gym.

In the past, Collins Aerospace's volleyball league participants developed a bad reputation that put our ability to rent gyms at risk. As a result, we lost one of the gyms we were renting and had to limit the number of teams that could participate. In order to ensure we have the good standing necessary to secure facilities, we MUST enforce the following rules:

- a. Do not wear your gym shoes to the game (during the winter months), the floors get slippery and dangerous. Black soled shoes are not allowed. Please use towels to dry your feet when provided.
 - b. You do not have to be a member of the Rec Center to play in the volleyball league. Non-members of the Rec Center, who have league play at the Rec Center, are allowed to use the court, lounge, and restrooms on league nights. If players or their guests are found in any other area, the player will not be allowed to play the rest of the season. All Guest must "sign in" at the front desk.
 - c. Children are not allowed to leave the gym unless accompanied by an adult (including trips to the bathrooms and water fountain). Violators of this policy will be asked to leave immediately and may not be allowed to play the rest of the season. Please keep small children where they cannot be injured by spikes, hard serves, or players running to save a ball. Note: We suggest to parents that they bring a water bottle and items to keep children occupied, and also to take children to the bathroom between games.
 - d. At the Rec Center, children under the age of 7 are not permitted on the sidelines to watch while unattended. They need to use our Rec Room (babysitting room) which is open from 4:00pm to 7:45pm, Monday thru Thursday, and costs \$2.25. Children 7 - 11 years of age are allowed to spectate while attended by another parent or guardian and behaving and not utilizing any facility equipment.
- 10.5 Standings are available at the volleyball website: <http://www.rockwellcollinsclubs.com/leagues-ia/volleyball>.
 - 10.6 Cancellation Information (Due to Weather, etc): Cancellations will be announced by a pre-recorded phone message at 295-8888 (x58888), Category 4. Cancellations made prior to 4:30 PM on game night will be communicated to the captain's via e-mail and also be announced on the volleyball website: <http://www.rockwellcollinsclubs.com/leagues-ia/volleyball>.

Questions, comments, or suggestions should be directed to:

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