

Collins Aerospace Indoor Volleyball League Rules

2018-2019

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 Winter session generally takes place in the few months after 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. The team should consider past performance to adjust their skill self-assessment. 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.

2. FEES & REGISTRATION

- 2.1 The league fee per team is \$120 plus sales tax. The league fee is a flat team fee, not dependent on the number of team members.
- a. Please note that while we strive to maintain a consistent fee structure, league costs and requests for prize amounts may cause this to change. That said, our fee has been \$120 for more than 10 years. We have been able to do this through careful budget balancing and allocation. When a change may impact the league participants, we generally seek feedback before altering budget allocation.
- 2.2 Collins Aerospace will be providing a \$5 subsidy fee for its employees, contractors, retirees, and their spouses (for a maximum subsidy amount of \$30 per team).
- a. Please note that this subsidy is at the discretion of Collins Aerospace and has varied from \$0 - \$10 per player (up to \$60).
- 2.3 There are no substitution or replacement player fees.
- 2.4 There must be a minimum of 6 players on a team roster.
- 2.5 A team is not considered to be signed up in the league until the team has a full roster and has paid the 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.

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 Collins Aerospace 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 session before being allowed to play.
- 3.3 A minimum of four players is required to start a match.
- a. 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.
 - b. 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).
 - c. 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).

d. 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 session
- Be on more than three team rosters throughout the entire indoor season

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

a. Each player must be on the team's roster for which they play in the tournament.

b. 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.

c. 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. (limit 3 registrations per season, see rule 3.5)

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

5. GAME TIMES

5.1 Each match is scheduled for an hour, including warm-up, and time for tie-breakers (if needed).

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.

5.2 Up to five minutes of warm-up will be allowed before the first game.

5.3 ~~There will be a seventeen minute time limit per game. Any unused minutes not used in the preceding games may be allotted to the limits of succeeding games.~~

NOTE: Rule 5.3 should have been removed as it has been replaced with approved rule 5.6d at the 2018 Captains Meeting.

- 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.

For gyms where official clocks are provided by the league, buzzers have been programmed to sound at the designated times. These must be adhered to as the official time. In cases where clocks have not been provided, the gym clock will serve as official time.

- 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 The ball may touch the net while crossing. "Let serves" count and play should continue.
- 6.4 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.)

- 6.5 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.
- 6.6 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. GENERAL RULES

- 8.1 Unless superseded by the rules of this document, the USAV "Rules of Play" will generally apply. The "Rules of Play" are considered to be Chapter 5 sections 12 – 19. These rules will be provided on the Collins Aerospace Volleyball League website.
- 8.2 The server must wait for the other team to be prepared and announce the serve.
- 8.3 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 my touch the net, but using the net for support is a fault.
- 8.4 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.

8.5 It is illegal to reach over the net, EXCEPT:

- a. When executing a follow-through (spike).
- b. When blocking a ball in the opponent's court which is being returned. (The blocker must not contact the ball until after the opponent who is attempting to return the ball makes contact.)
- c. When attempting to block over the net and failing to contact the ball as a result of a deceptive play by the opponents.

8.6 It is illegal to penetrate the opponent's space under the net, interfering with an opponent's play.

8.7 Three hits are allowed with no two consecutive hits by a player unless the first contact was a block (partially blocked ball does not count as a hit). When two or more teammates touch the ball simultaneously, any player may play the ball next if the simultaneous contact is not the third team hit.

8.8 For obstructions over/around the court, we will use USAV rules.

- 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.
- b. If objects closer than 3m (9' 10") from the boundary and lower than 7m (23') interfere with play, a replay shall be called.
 - 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.
 - 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.
 - 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 A ball striking the net and going over is still in play.

8.10 A ball which hits a line is in bounds.

8.11 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.

8.12 In accordance with USAV rules, 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 position, and clearly identify the libero player to the opposing team:
- b. Only one libero player may be used in a given game.

9. OTHER

- 9.1 This is recreational volleyball. Have a good time, but not at the expense of others.
- 9.2 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.
- 9.3 No smoking in the building at any time.
- 9.4 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:

- 9.5 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.
- 9.6 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.
- 9.7 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.
- 9.8 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.
- 9.9 Standings are available at the volleyball website: <http://collinsclubsandleagues.com/leagues-ia/volleyball>.
- 9.10 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://collinsclubsandleagues.com/leagues-ia/volleyball>.

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