

PEACHTREE CITY RECREATION AND SPECIAL EVENTS

FALL 2022 VOLLEYBALL LEAGUE

RULES AND REGULATIONS

No changes made at Captain's Meeting

1. Acceptance.

- a. Playing in any league sponsored by the City of Peachtree City constitutes acceptance of the rules of the facility, the rules of the sport of basketball, and the local rules that have been adopted at the captain's meeting.
- b. This recreation program—and all recreation programs offered by the city—are designed for the benefit and enjoyment of all participants.
- c. Safety is a paramount priority for all City programs.
- d. To protect the interests of all participants and stakeholders, the Recreation Department reserves the right to deny participation in any league or game to any team or individual who does not meet their responsibilities. This could include, but is not limited to, teams that repeatedly forfeit and players with repeated or flagrant conduct violations.

2. League Rules.

- a. League play will primarily be governed by the current United States Volleyball Association (USVA) rules. There are some exceptions to the USVA rules listed in this rules document. Finally, for any rule or regulation not covered by USVA rules or these rules, the Athletics Coordinator will decide how to interpret the situation.
- b. Officials for league games will be provided by agreement with the Atlanta Area Volleyball Association (AAVA).
- c. Shoes. Players must have appropriate basketball shoes that are free of dirt or debris in order to play. This is a facility rule to protect the court.
- d. Blood Rule. Any player who suffers an injury resulting in bleeding must leave the game until the bleeding stops.
- e. No player will be allowed to play who is in violation of sections 2(c) or 2(d).
- f. Game Ball. The Recreation Department provides a volleyball for each game.
- g. Net Height. The net height in the league is 8 feet, which is the standard height for co-rec play.
- h. Length of Match. A regulation match shall consist of three games to 25 points using rally scoring, where the first to 25 points wins.
- i. Timeouts. Teams receive one (1) thirty (30) second timeout in each game of the match.
Penalty (Excess Timeout). Requesting an excess timeout will result in the opposing team receiving a point and the serve.
- j. Starting Time. A team must have four (4) legal players described in section 3 at the match start time to begin play. There is no grace period for any of the matches, but see the procedure in section 2(k) for each game.

- k. Game Forfeit. A team that is not ready or does not have four (4) legal players at the starting time of a game shall forfeit that game with a score of 0-25. The first game of the match begins at the match start time. The second game begins ten (10) minutes after the match start time. If neither team can field a team, the game shall be a double forfeit, scored as 0-0.
 - l. Match Forfeit. A team that forfeits both the first and second game under section 2(k) shall forfeit the entire match as three (3) games scored 0-25. A team that forfeits a match three (3) times shall be removed from the league. A team that is removed under this rule will have all of their game scores changed to 0-25.
 - m. Coin Toss. A coin toss will be used before the first game of a match to determine who serves or which side a team will play on. It will also be used to determine who serves in the third game. After each game, teams will switch sides.
 - n. USVA Rules. Any first ball may be played with multiple contacts as long as it is one attempt. Attacking a served ball while it is above the net is prohibited.
 - o. Net Contact. Contact with the net by a player between the antennae, during the action of playing the ball, is a fault. The action of playing the ball includes (among others) take-off, hit (or attempt) and landing. Players may touch the post, ropes, or any other object outside the antennae, including the net itself, provided that it does not interfere with play. When the ball is driven into the net, causing it to touch an opponent, no fault is committed.
 - p. Dead Ball. A ball is considered dead when it strikes the basketball equipment, curtain, or bleachers. A ball is still playable if it strikes any part of the ceiling and remains on the side of the team that last played it.
 - q. Co-Rec Rules. General co-rec rules are explained in sections 2(r) through 2(u).
 - r. Number and Positioning of Players. Teams can play with as few as four (4) players and as many as six (6) players. There can be no more than three (3) male players on the court at any time. Male and female players shall be placed in an alternating rotation as much as possible.
 - s. Substitutions. When substituting, a male player can only substitute for a female player if there were less than three (3) male players on the court; in other words, as described in section 2(r), there can never be more than three (3) male players per team on the court at any given time.
 - t. Position at Service. When only one (1) male player is in the front line at service, one (1) male back line player may be forward of the attack line for the purpose of blocking.
 - u. Multiple Hits. If a ball is struck by a team more than once on the same side, then a female player must be at least one of the hits.
Penalty. A violation of this section is a fault, which will result in the opposing team receiving a point and the serve.
3. Player Eligibility.
- a. Age Requirement. Players on any team in the league must be at least sixteen (16) years old. Players that are under eighteen (18) years old must have the permission of a parent or guardian to play.
 - b. Residency Requirement. Players on a team listed as “in-county” must be residents of Fayette County.

Exception. If at least half of the players on a team's roster are Fayette County residents, then the remaining players will be treated as Fayette County residents for the purpose of being an "in-county" team.

- c. Other Exceptions to "In-County" Requirements. A team and each of its players will be treated as an "in-county" team with "in-county" players under section 3(b) without regard to the actual residency status of any of its players if the team is sponsored by a business located in Fayette County or a religious institution located in Fayette County.
- d. Identification Requirement. Players may be requested to show a valid form of identification at any time during the league in order to verify the requirements of sections 3(a) and 3(b).
- e. Roster Requirements. Teams shall only list players who are eligible under sections 3(a) and 3(b) on their rosters. Teams shall only play with the players listed on their rosters, except as provided in section 4(j).
Penalty (Ineligible Player). A team playing with an ineligible player shall forfeit any game the ineligible player played in.
Penalty (Player Has Not Played). A player must play in at least one (1) regular season game in order to be eligible for playoffs. Any player that does not meet this requirement shall be treated as an ineligible player.
- f. Roster Limitations. A team may not have more than twenty (20) eligible players on their roster.
- g. Roster Additions. Captains are responsible for sending invitations to their team online through CivicRec. Players may be added to the roster until the start of playoffs. For the purpose of this section, playoffs are considered to start immediately after a team's last regular season game.
- h. Protest Procedures. A team, official, or staff member can challenge the eligibility of any player on a team during the game. If challenged, the player must show proof of eligibility under section 3(d) and 3(e). A player who cannot show eligibility or does not cooperate with staff in determining their eligibility shall be considered an ineligible player subject to the penalties under section 3(e).
- i. Limitations on Protests. Teams may only protest up to three (3) players per game under section 3(h). This restriction does not apply to protests initiated by the officials or staff members.
- j. Borrowing Players. If a team is at risk of a forfeit as described in sections 2(j), 2(k), and 2(l), then the team may borrow a player subject to the restrictions described in sections 3(k), 3(l), and 3(m).
- k. Agreement Required. The opposing team must agree to the borrowed player playing on the borrowing team. If the opposing team has ever borrowed a player under section 3(j), they cannot object to that same player being borrowed later.
- l. Limitation on Number of Borrowed Players. A team may only borrow one (1) player under section 3(j). A team cannot borrow a player if they would otherwise be able to field a legal team under section 2(r).
- m. Limitation on Division. A borrowed player cannot play down a division. However, this rule does not prevent a player playing up a division.

4. Conduct of Players, Coaches, Managers, and Spectators.
 - a. Prohibited Products. No alcohol may be consumed before, during, or after a game while on city property. Any person found under the influence or found drinking will be asked to leave. No tobacco products are allowed in the gym. No food or drink are allowed in the gym.
 - b. Prohibited Conduct. No rowdy behavior, profanity, or display of unsportsmanlike conduct will be tolerated.
 - c. Unlawful Conduct. Any person who contacts another person in anger or who threatens to do bodily harm to another person may be subject to legal penalties in addition to penalties under these rules.
OCGA 16-5-23(h). Physical harm to a sports official or contact with a sports official of an insulting or provoking nature is an aggravated misdemeanor, punishable by up to a \$5,000 fine and 12 months imprisonment.
 - d. Ejection. Any person who commits an act prohibited in section 4(a), 4(b), or 4(c) or will be asked to leave. Refusal to leave can result in criminal trespass. Any ejection under section 4(c) shall be indefinite. All other ejections are for the remainder of the day. Ejections are considered to be “out of sight, out of mind”; the ejected person must actually leave the facility, not just sit on the bench.
 - e. Suspension. Any player ejected under section 4(d) will also be suspended for a minimum of one (1) game. Any player who has already been suspended who is ejected under section 4(d) will not be allowed to return to play for that season.
 - f. Team Responsibilities. Teams will be held responsible for their players, coaches, and managers. Teams will not be held responsible for their spectators.
Exception. If a team encourages a spectator to remain after they have been ejected or otherwise attempts to circumvent the rulings of an official or staff member, they may be held responsible for that act.
Penalty. A team that violates section 4(g) may forfeit their game.
 - g. Spectator Responsibilities. Any spectators who bring children to the facility must supervise their children at all times. Any children brought by players, coaches, or managers must also be supervised at all times by a non-participating adult.
 - h. Penalties Not Prescriptive. Any penalty described in sections 4(e), 4(f), and 4(g) is not fixed. In their sole discretion, the Athletics Coordinator may modify any penalty imposed by these rules.
5. Captain’s Responsibilities.
 - a. Rules. Captains agree to ensure their team complies with the league rules described in section 2.
 - b. Player Eligibility. Captains agree to ensure that their players are eligible and to complete any forms required as described in section 3.
 - c. Player’s Conduct. Captains agree to ensure their players behave in a sportsmanlike manner as described in section 4.
 - d. Scoresheets. Captains agree to ensure their players are properly listed on the scoresheet before they play in the game.
 - e. Facility Rules. Captains agree to ensure that they and their players abide by the rules of the facility and any City ordinances.

- f. Communication. The team captain is the only player authorized to talk with the officials. Officials may allow other players to ask questions, but this is entirely at their discretion.

6. Officials.

- a. Powers. Officials are authorized and required to enforce these rules. They have the power to order players, coaches, captains, or managers to do or refrain from doing any act that, in their judgment, is necessary to give force and effect to the rules and regulations of volleyball, these rules, and of the facility.
- b. Protests. Protests to the interpretation of the rules by the officials must be in writing and made within twenty-four (24) hours of the protested game.
- c. Format of Protests. A protest made under section 6(b) shall include, at a minimum, the date of the protested game; the location (court) of the protested game; the teams involved in the protested game; the rule that was violated; and any other relevant information necessary to give context to the protest.
- d. Limitations on Protests. No protest will be accepted on an official's judgment call.
- e. Protest Resolution. The Athletics Coordinator will rule on protests.
- f. Appeal. A team may appeal the Athletics Coordinator's decision under section 6(e) to a protest committee formed by a representative from each team not involved in the protest.
- g. Limitations on Appeals. An appeal of a protest under section 6(f) may not be made if the issue relates to health, safety, or any penalty under section 4(h).

7. Rankings.

- a. Win-Loss-Tie Record. Teams will first be ranked by their wins and losses. For this purpose, a tie under section 2(m) shall count for half the weight of a win.
- b. Forfeits. If teams are tied under section 7(a), the next criterion shall be the number of forfeits a team has had.
- c. Direct Head-to-Head. If teams are tied under section 7(b), the next criterion shall be the head-to-head record of the teams involved. If any team has not played another team, this step shall be skipped.
- d. Direct Point Differential. If teams are tied under section 7(c), the next criterion shall be the points differential (points scored – points allowed) in the head-to-head matchup. If any team has not played another team, this step shall be skipped.
- e. Overall Point Differential. If teams are tied under section 7(d), the next criterion shall be the points differential (points scored – points allowed) in all regular season games.
- f. Coin Toss. If teams are tied under section 7(e), the final criterion shall be a coin toss.
- g. Alternative Procedures. In the event that leagues are combined for playoffs or teams are moved for playoffs, the Athletics Coordinator may use a similar method to adjust the rankings between divisions.
- h. Playoff Procedures. Playoff games will amend section 2(h) by including a requirement that each game must be won by two (2) points.
- i. Championship Procedures. Championship games will first apply the amendment under section 7(h). Then, section 2(h) will be further amended by changing the

number of games in the match to five (5) games. The first four (4) games will be played to 25 points as normal. The fifth game, if needed, will be played to 15 points.