



PARK & VOLLEYBALL RULES & REGULATIONS

I. PARK RULES:

1. No pets are allowed in the park.
2. NO ALCOHOL may be brought into the complex. Any player caught with an alcohol can or bottle will be automatically ejected from the game and facility. Anyone providing alcohol to minors is subject to prosecution and will be suspended from the complex.
3. NO COOLERS or outside food or drinks can be brought into park. Any player/person caught with a cooler in the park will be ejected from the game/park. One (1) water jug is allowed per team.
4. There is a \$3.00 non-refundable admission charge for adults age 13 to 64. Admission charge applies to spectators and players.
5. **NO REFUNDS FOR RAINOUTS OR EJECTIONS.**
6. Anyone found vandalizing the park and/or its property will be fully prosecuted and banned from the park.
7. No tobacco products of any kind allowed on the playing surface.
8. No profanity, no fighting, throwing balls, or any type of severe offense...this will result in a team forfeit.
9. No jewelry may be worn during the game.
10. There is a \$30.00 Service Charge for all returned checks.
11. ISP is not responsible for lost or stolen items. This applies to anywhere inside or outside the facility including parking lot.
12. ISP reserves the right to escort/expel any person(s) in violation of, but not limited to, the above stated rules.
13. Patrons are subject to inspection of person, parcels, bags, containers, vehicles and/or clothing capable of concealing prohibited items. Guests may refuse inspection; however, management reserves the right to refuse entry.

II. PARK TEAM/LEAGUE RULES:

-FEES:

ALL ENTRY FEES MUST BE PAID IN FULL PRIOR TO THE FIRST SCHEDULED GAME.

-FORMAT:

All leagues will consist of 10 games:

SPRING – One or two games per week on the assigned night for eight to ten weeks.

SUMMER – One or two games per week on the assigned night for either eight to ten weeks.

FALL – Double headers for five weeks.

-SCHEDULES:

Schedules will be posted online at www.indysportspark.com and on TeamSnap Tournaments App. ISP will notify team managers by e-mail and TeamSnap Tournaments App if there are any changes to the schedules. The team manager is responsible for giving game times to team members. ISP reserves the right to make schedule changes as necessary to complete the leagues. **ISP does not accept scheduling requests.**

-RAINOUTS:

Team managers please do not call the park until after 4:30 p.m. for rainout information. Rainout information will be immediately posted on our website at www.indysportspark.com, Facebook, Instagram, and Team Snap Tournaments App. Rainout information will also be available after 4:30 pm at (317) 784-7447. Players should contact their Team Manager for rainout information. We ask that only the Team Manager call the office for rainout information.

Rainouts will be rescheduled throughout the season. If more than one rainout per session, it is possible that the make up will be on a Saturday, without prior notice. ISP reserves the right to reschedule games anytime during the week or on weekends. **IT IS THE MANAGER'S RESPONSIBILITY TO PICK UP A REVISED SCHEDULE AND DISTRIBUTE IT TO THEIR PLAYERS. ISP WILL NOT RESCHEDULE GAMES FOR ANY TEAM THAT CANNOT MAKE IT ON THE MAKE-UP DATE.**

-MANAGERS RESPONSIBILITIES:

1. Should notify their team members of any information given to them by ISP.
2. Attend all team meetings.
3. Relay park policies and regulations to their team members.

4. Submit completed roster to Volleyball Director. Make roster changes through week 3.
5. Distribute awards to team members
6. Initial umpire scorecards after game to verify score.

-LEAGUE CLASSIFICATION:

1. If a team wins the comp and rec divisions, the team can only receive awards for the comp. league. The team has to have a .500 record or under in the comp. league in order to win the rec. league.
2. ISP has the right to combine leagues if there are not enough teams to field an individual league. Rules will be decided by the majority division.

-LEAGUE STANDINGS:

Standings will be posted online at www.indysportspark.com and on TeamSnap Tournaments App. Team managers are to sign off on the nightly scorecard.

The best win/loss record determines the winner. In case of tie for first place:

- A. Head-to-head competition
- B. Playoff for first if still tied

In case of a tie for second or third place:

- A. Head-to-head competition
- B. Amount of games won

-AWARDS:

1. Awards will be given to the league winners. The first place team will receive individual awards for each person that has signed the roster up to a limit of eight (8) for a six-person team and one extra for two, three or four person teams. All awards not picked up within three weeks of completion of league play will remain the property of Indianapolis Sports Park, Inc. Awards will not be presented to a team that does not compete on the last scheduled date of play.
2. FIRST PLACE TEAM: Individual awards. Additional awards may be purchased. Sponsor plaques are available on request.

III. PARTICIPATION RULES

MANAGERS AND PLAYERS MUST AGREE TO ABIDE BY THE RULES AND REGULATIONS OF INDIANAPOLIS SPORTS PARK AS A CONDITION OF PARTICIPATION. REPEATED VIOLATORS WILL BE INDEFINITELY SUSPENDED FROM ALL PARTICIPATION AT ISP.

-INSURANCE:

Players, managers and spectators are NOT protected by medical or liability insurance while on Indianapolis Sports Park property. Players, managers and spectators are encouraged to purchase insurance either independently or through the USSSA team insurance plan. Contact USSSA or Park Office for insurance details. ISP is not responsible for any damage to personal property (including vehicles) or for lost or stolen items while at the complex.

-ROSTERS:

Every player participating at Indianapolis Sports Park, including managers and coaches, must completely fill out the roster waiver form. Every player participating at Indianapolis Sports Park, including managers and coaches must agree to and sign the following injury waiver, which appears on the official roster. In addition, any injured player remaining in a game, despite being injured, assumes all liability for any additional injury or damage that may result.

Teams can put up to eight (8) players on a roster for quads and up to twelve (12) players on a roster for sixes.

ALL ROSTERS/WAIVERS MUST BE TURNED IN PRIOR TO THE FIRST GAME OR GAME WILL BE RULED A FORFIET.

IV. PLAYING RULES

-COIN TOSS:

1. Before the first game, the referee conducts a coin toss in the presence of both team captains. The winner of the coin toss either chooses: (1) to select to serve or receive service of the first ball or (2) the side of the court on which to start the game.
2. For the second game, the loser of the coin toss receives the first choice of options.

- GAME TIMES:

1. One (1) match equals three (3) sets.
2. Teams must play all three (3) sets.

-TO WIN A MATCH:

1. The best *two-out-of-three-games-match* is won by the team that wins two games.
2. All three games are Rally Scoring.
3. For the first two games, a game is won by the team that first scores 25 points with a two-point advantage or until the cap is reached. The third game is to 15 points. (Cap = 30 points)

-PLAYERS POSITIONS AND ROTATION:

1. At the moment the ball is contacted by the server, each team must be within its own court.
2. Sixes Rotation: When the receiving team has gained the right to serve, that team's players must rotate one position clockwise.

COED LEAGUES:

1. Teams must start with at least four (4) players. The maximum number of players is six (6).

2. In Coed, the line-up must alternate male and female players. A team may play with any number of women, but no more than three men on the court. A team may play with more men than women, but an automatic side out will be awarded to the opponent at each missing woman's serving position. Players may change positions after the serve and may have two men, but no more than two men on the front row at any time to block. Only front row players may spike at the net.
3. Anytime the ball is hit more than once by a team, it must be hit by a woman before it is returned over the net. Each team is entitled to a maximum of three contacts to return the ball to the opponents. A player may not contact the ball two times consecutively except during or after blocking or at the team's first contact. Blocking does not constitute a team contact, and any player may make the first contact of the ball after the block.

- SUBSTITUTIONS:

Open substitution at serving position. Only players recorded on the roster may participate in the match.

1. For sixes: Unlimited substitutions are allowed as long as one player does not occupy more than one position in the service order during a single game. If a player subs in at a serve, they must remain on the court in the game until they rotate out at the next serving position.

- CHARACTERISTICS OF CONTACT:

1. A legal contact is a touch of the ball by any part of the ball by any part of the player's body. Although, a player is not allowed to serve by kicking the ball.
2. The ball must be contacted cleanly and not held, lifted, pushed, caught, carried or thrown. The ball cannot roll or come to rest on any part of a player's body. It can rebound in any direction.

DEFINITIONS:

- SERVICE: The service (or serve) is the act of putting the ball into play by the serving player in the service zone.

NET SERVES: The ball remains in play if on a serve it hits the net and goes over to the opponent's side.

- BALL IN PLAY: The ball is in play from the service contact until the ball is out of play.

- BALL OUT OF PLAY: The ball is out of play from the moment the ball lands or a fault is committed. The rally ends when a referee halts play or the ball is out of play.

- BALL IN (OR IN BOUNDS): A ball is in when its first contact with the ground is on the playing court or a boundary line.

- BALL OUT (OR OUT OF BOUNDS): The ball is out when: it's first contact with the ground is completely outside the playing court and it does not cause boundary lines to move; it completely crosses the net outside posts or under the net after the attacking team's third contact; or it touches an object out of play.

-EJECTION RULE:

The Volleyball Director and/or referees reserve the right to eject a player from a game or the complex at any time if deemed necessary.

1. Player or Manager ejected from a game for misconduct will be subject to the following penalties:
First ejection - One (1) game suspension from the next game with that team, either league or tournament play, at the park.
2. Second ejection - Fourteen (14) days suspension from all league and tournament play with any team at the park.
3. Third ejection - Thirty (30) days suspension from all league and tournament play with any team at the park.
Notice of the above suspensions will not be given to the player or manager.
4. If a suspended player participates in a game during suspension, the player will be suspended for one year and the team will forfeit that game. In addition, the team may be subject to a one-year suspension from league and/or tournament play at the park without a refund.
5. Any person making physical contact with the intent to bring harm to a referee, park employee, or Volleyball Director will be asked to leave the park and will be suspended for a period of one year from the time of the incident. In addition, if conditions warrant, criminal charges will be brought against said person.
6. **FIGHTING WILL NOT BE TOLERATED!** Any fighting in a game will result in a suspension from the park as stated above.
7. A player will be ejected if he/she is found with alcohol in a can or bottle. The game will not be forfeited, but his/her spot will be an automatic point.

V. PROTESTS

No "judgment" call can be protested. Protests are considered valid with regard to player eligibility and rule interpretations only. Protests concerning player eligibility must be made to the referee before the game has been completed. You must submit the name the player(s) in question with a \$50.00 protest fee per player protested. The protest will be ruled on by the Park Director. For protests involving ineligible player(s), the team in question must have a valid roster on file in the park office. Managers should also make sure team members have proof of positive identification with them at all times. **IF A PLAYER IS UNABLE TO PROVIDE POSITIVE IDENTIFICATION, ANY PROTEST AGAINST HIM/HER WILL BE AUTOMATICALLY UPHELD.**

For a valid rule interpretation protest, the following steps must be taken:

1. Any protest must be announced verbally to the referee when the contested action occurs and BEFORE the next serve.
2. If a protest occurs, the referee must inform the park director and he will rule on the protest immediately.
3. A \$50.00 fee must accompany the protest.

INDIANAPOLIS SPORTS PARK RESERVES THE RIGHT TO MAKE ALL RULINGS ON SITUATIONS THAT ARE NOT PARTICULARLY COVERED IN THESE RULES AND REGULATIONS.