



VOLLEYBALL RULES and REGULATIONS

LEAGUE RULES:

-FEES:

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

Team rosters must be submitted to the Tiki before the first scheduled game. Teams may add to their rosters for the first three (3) weeks of play.

-FORMAT:

All leagues will consist of ten (10) matches of three (3) sets

-Spring 1 – Double header matches for five (5) weeks.

-Spring 2 -- Double header matches for five (5) weeks.

-Summer 1 – Double header matches for five (5) weeks.

-Summer 2 -- Double header matches for five (5) Weeks

-Fall – Double header matches for five (5) weeks.

-SCHEDULES:

Schedules will be posted online at www.indysportspark.com and on TeamSnap Tournaments App no later than two (2) days prior to the league start date. ISP will notify team managers by TeamSnap Tournaments App if there are any changes to the schedules. The team manager is responsible for giving game time to team members. ISP reserves the right to make schedule changes as necessary to complete the leagues. Schedule requests are considered, but not guaranteed.

-RAINOUTS:

Rainouts are not determined until 4:30 pm or later, please do not check until after 4:30 p.m. for rainout information. If a rainout occurs it will immediately be posted on our website at www.indysportspark.com, Facebook, and Team Snap Tournaments App.

Rainouts will be rescheduled throughout the season and/or more weeks may be added to the season. If there are multiple rainouts it is possible that the make up(s) will be on a Saturday or another week night.

-MANAGERS RESPONSIBILITIES:

-Download the free TeamSnap app and follow their team

-Notify their team members of any information given to them by ISP, including revised schedules

-Attend all league meetings

-Relay park policies and regulations to their team members

-Submit completed roster to Tiki before first game. Roster changes can be made through week three (3)

-Distribute awards to team members

-Verify scores in TeamSnap before leaving facility

-LEAGUE CLASSIFICATION:

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. ISP has the right to combine leagues if there are not enough teams to field an individual league.

-LEAGUE STANDINGS:

Standings will be posted online at www.indysportspark.com and on TeamSnap Tournaments App. Team managers are to verify scores in TeamSnap before leaving the facility. Forfeits will be entered as: 5-0, 5-0, and 5-0.

The best win/loss record determines the league winner. In case of tie:

- A. Head-to-head competition
- B. Win-loss ratio for sets

-AWARDS:

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) All awards not picked up within three (3) 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.

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 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 FORFEIT.

RULES OF PLAY

-SERVE/SIDE:

-Before the first game, both team managers play paper, rock, scissors.. The winner 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.

-For the second game, the loser receives the first choice of options.

-For the 3rd game, if a team has lost both of the first 2 games that team has choice of serve or side, if the games are split paper, rock, scissors will be used again to determine which team has the choice.

- MATCHES:

-One (1) match equals three (3) sets or 60 min. of play. Teams must play all three (3) sets if time hasn't expired.

-All three (3) sets are rally scoring.

-For the first two (2) sets, a set is won by the team that first scores 25 points-win by 2 pts with a cap of 30. The third set is a race to 15 points.

-A match is won when a team wins *two-out-of-three sets*.

-PLAYER POSITIONS AND ROTATION:

At the moment the ball is contacted by the server, each team must be within its own court.

When the receiving team has gained the right to serve, that team's players must rotate one position clockwise.

-COED SIXES LEAGUES:

- Teams must start with at least four (4) players. The maximum number of players is six (6).
- A team may play with any number of women, but no more than four (4) men on the court.
- 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.
- You may NOT attack a serve at any point. This means you may not jump up & attack a serve one or 2 handed. You may jump & pop the ball up on your own side, but the ball may not cross the net. If the ball crosses the net the other team will be awarded a point.
- Blocking does not constitute a team contact, and any player may make the first contact of the ball after the block.
- A player may not cross the plane above the net to contact the ball at any time. A player may cross the center line below the net as long as they do not interfere with the opposing team's play.
- Players may not touch the net under any circumstances, hair in the net does not qualify as a touch.

-COED QUAD LEAGUES:

- Teams are made up of four (4) players. A team can play with any number of women, but there can be no more than Three (3) males on the court at any time.
- Players may play any position on the court but must rotate the serve.
- Play follows rules similar to sixes with the addition that there will be no open handed tips or dinks. A player must attack the ball. In cases that the ball is tight to the net a player may use a closed fist or knuckles to pop it over.
- Quad leagues are self regulated. A team is expected to make fair calls on their own. In a case that 2 teams do not agree on the call the point will be replayed.

- SUBSTITUTIONS:

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

- A legal contact is a touch of the ball by any part of the player's body.
- 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.
- On a hard return a player is allowed a double hit as long as it is one fluid motion, this is only acceptable on the first hit on the side.

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.

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.

--Second ejection - Fourteen (14) days suspension from all league and tournament play with any team at the park.

--Third ejection - Thirty (30) days suspension from all league and tournament play with any team at the park.

*Notice of the above suspensions will be given to the manager of the team.

-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.

-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.

FIGHTING WILL NOT BE TOLERATED! Any fighting in a game will result in a suspension from the park as stated above.

A player will be ejected if he/she is found with alcohol brought from outside the park. The game will not be forfeited, but his/her spot will be an automatic point.

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 Tiki. 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 UPHOLD.**

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

Any protest must be announced verbally to the referee when the contested action occurs and BEFORE the next serve.

If a protest occurs, the referee must inform the Park Director and he will rule on the protest immediately.

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 for 2023.