

Co-ed Volleyball League Rules

1. **Roster:** The limit will be 10 players. The team roster must be signed by each player before a player can participate. Team roster will be available to sign at the first night of league play. Additional players can be added to the team (10 total players per team) by signing the roster at the gym prior to participating. Additional players may not be added after the 4th night of regulation games. All players must be 18 years or older to participate. Individual players may not play in more than one Pasco Volleyball League.
 - Regular Coed: Players from one team may not sub for another team (automatic forfeit).
 - If a player plays for a team for which that player is not registered on their team roster, then that team may play the game, but must forfeit the win (except in Reverse Co-ed).
 - Reverse Coed: Players from one team may sub for another team during the regular season (does not constitute a forfeit), but not during tournament play.
2. **Male/Female Ratio:** the players on the court at game time must be coed (at least 1 man and 1 woman)
 - Can have 1 more men than women
 - Can have 2 more women than men in regular coed, only 1 more women than men in reverse coed
 - In reverse coed, excess women may play by the men's rules and count as a man
3. **Officiating:** Teams responsible for officiating must provide two individuals for officiating (a top official and scorekeeper, scorekeeper also can make calls). Two linesmen are also recommended. If the two officials fail to show for the scheduled match - their match that evening will be forfeited. If one official is present and a second official is present prior to the next game beginning, only the number of games with one official will be forfeited (i.e. if 2 games are played with one official, second official is present prior to 3rd game beginning, the officiating team will forfeit two games of their match that evening. Official must announce to playing teams - 5 minutes left in match.
4. **Unsportsmanlike Conduct:** If unsportsmanlike conduct is exhibited (the team captain will report behavior to the gym supervisor), as determined by the gym supervisor, the offending person or persons must leave the gym and buildings. If the problem persists, the match will be forfeited. Any further action will be at the discretion of the League Supervisor.
5. **Games:** A game is completed when:
 - Regular Coed: Single game to 25, win by one point. Rally scoring will be used.
 - Reverse Coed: Single game to 25, win by one point. Rally scoring will be used.
6. **Expired Time:** If time runs out, the team ahead wins. If the game is tied, play one more point for the game. If time runs out during the second game of a match and results in one win for each team, play one more point for the match.
7. **Serves:** A volley will determine who serves first (winner's choice), then the serve will rotate from game to game (or rock-paper-scissors, flipping coin, or any mutually agreed method). There will be no restrictions on overhand serves. The server may serve from any point along the back line. No penalty for letting a service toss drop. A player cannot block or spike a serve (must let part of ball drop below top of net before hitting back over).
8. **Service Order:** Players must serve in the same order throughout a game.
9. **Hitting Rules**
 - **Regular coed:** The 3 hit rule will be in effect: If there are 3 hits on a side, a female and a male have to have touched the ball. Men's net height is used (7' 11 5/8"). The ball may be played with any part of the body, bump only, absolutely no kicking.
 - **Reverse coed:** Men must hit using backrow attack rules (jump from behind 10' line) or put upward trajectory on the ball. Men are not allowed to block women's hits, but may block men's hits. Women's net height is used (7' 4 1/8"). The ball may be played with any part of the body, bump only, absolutely no kicking.
10. **Fours:** Everyone is eligible to hit and block. There are no requirements for positions at the time of the serve. Open hand finger tip dinks are not allowed. Going under the net is not a fault if the player does not interfere with the other team.
11. **Tournament Play**
 - **Regular coed:** No tournament play.
 - **Reverse coed:** Tournament play will include match-style play. Brackets will be based on total win/loss record from season.
12. All other USAV rules will apply (<http://www.usavolleyball.org/RulesOfficials/indoor.asp>).

13. **Children:** Children are not allowed in the gym, foyer or hallways. Please leave children at home.

14. **UNSPORTSMANLIKE CONDUCT AND PROFANITY**

- Any team member found guilty of unsportsmanlike conduct or being abusive toward a player, official, the gym supervisor, or any other person acting in an official capacity, will be subject to immediate suspension by the Recreation Department.
- Any player being removed from the game for causes other than physical fighting will be eligible for their team's next league game.
- If removed from two (2) games total at any time during the season, the offending player will be ineligible for further league play for the current season.
- A player being removed from the game because of physical fighting or flagrant violation of unsportsmanlike conduct shall be removed from the program and will be unable to participate for a period of at least one year.
- **Unsportsmanlike conduct rules apply to all players before, after and during all volleyball games/matches, and judgments may be handed down by gym supervisors or league directors. The league director reserves the right to impose an additional suspension in all cases that involve a player(s) violating league rules.**
- **Before any player is reinstated, they must write a letter to the league director explaining the circumstances under which they were suspended. This letter must also include an assurance that they will not violate league rules in the future.**

ADDITIONAL RULES & THINGS TO KEEP IN MIND WHILE OFFICIATING

- Watch the time closely, and give a 5-minute warning before the time expires.
- Indicate to players which clock and/or watch is being used as the game clock.
- Automatic dead ball if another court's ball comes into play at all.
- **NO** carries, pushing, catching or hesitating of the ball.
- Double hits ("continuation") on first contact (or ricochet from blocks) is legal assuming player isn't making two moves to play ball.
- Net Violations: Unintentional touching "brushing" of the net will not be called as long as it doesn't interfere with the play. If the net is touched during a play on the ball it will be called.
- You can't attack the ball at the net unless it is breaking the plane of the net, onto your side.
- You may penetrate over the net to block the third hit (must let opponent hit ball first) or an earlier hit which the referee judges will cross the net with no chance for another hit
- The ball has to leave your hand when serving -- it must be tossed.
- All players **must** be within court lines when a team is serving.
- Contacting the opponent's playing area with any part of the body except the hands or feet is a fault. Touching the opponents' area with a hand or foot is not a fault providing that some part of the encroaching hand or foot remains on or above the centerline.
- *Dead ball* A player steps into another court at any time during a play, the ball hits a wall, the ball hits the ceiling or a backboard and crosses the net, or the ball hits a backboard and the referee judges that the ball was not playable.
- *Continue play* The ball hits the ceiling or a backboard and does not cross the net.
- *Do over* A ball from another court enters court or the ball hits a backboard and the referee judges that the ball could have been played or would have legally crossed net.