

## **Roster Rules**

Each Player must sign the roster and waiver prior to their first match play. A team may be eliminated from the league if it is discovered that they have a player who has not signed the roster and/or waiver. There is a maximum of 12 and a minimum of 6 players allowed per team. All players must be at least 18 years of age. *Any underage player caught drinking will be prosecuted, and their team may be removed from the league.*

Rosters will be kept on file and may not be changed after the fifth week of play. Rosters will not be checked unless the opposing team has a dispute.

There is a minimum of 4 and a maximum of 6 players required to be on the court for each team to play a match. If playing with 5 or 6 players, there must be at least 2 females on the court at all times. If playing with 4 players, there must be at least 1 female on the court at all times.

It is allowed to "pick-up" a player during the regular season if your team needs an additional player for the match. However, that player must be over 18 and must sign a waiver form before the match begins. Only players listed on the roster will be allowed to play in the tournament at the end of the regular season.

## **Forfeit Rules**

A forfeit of the first game of the match will be called 5 minutes after the scheduled start time of the match. The second game will be called 10 minutes after the scheduled start time of the match.

If a team forfeits 2 or more times during the regular season, they may be prohibited from playing in the tournament, and possibly removed from the league, subject to coordinator discretion.

## **Rainouts**

Rainouts will not be called until game time, so please be at Kegler's Pub ready to play at your scheduled time. Game cancellations for severe weather will be posted on the Pheasant Lanes website and emails will be sent to team captains.

Make-up games will be posted on the bulletin board inside Kegler's Pub and on the Pheasant Lanes website. The 11<sup>th</sup> week of each session is designated as the make-up week. If make-ups are not necessary, the tournament will begin on the 11<sup>th</sup> week.

If during a match the weather makes it impossible to finish, any games that have been completed will count in the standings. For any games in progress, the score will be documented, and the team who is winning will be awarded the victory.

## **Playing Rules**

### **Serving**

Teams will "volley" to start the match. Whichever team wins the volley will have their choice of serve or side for the first game. Starting serves will be alternating, meaning the team that did not serve first during the first game will serve first to start the second game.

Service area is anywhere behind the back boundary line and the imaginary extension of the side boundary lines. "Let Serves" are allowed – if the ball hits the net on the serve and goes over, the ball is in play.

Rotation of extra players into the game should be done uniformly as to location and frequency.

Attacking or blocking a serve is not allowed.

## **Contacts**

Each team is allowed 3 contacts prior to returning the ball over the net. Blocking the ball does not constitute a contact.

If 2 players contact the ball simultaneously, it counts as 1 hit and either player may contact the ball for the next hit.

The ball must be contacted cleanly and not *held, lifted, pushed, carried, or thrown*. The ball cannot roll or rest on any part of the player's body. A player may contact the ball with any part of their body as long as the ball rebounds immediately and does not rest against the body.

If 2 opposing players contact the ball simultaneously and the ball remains in play, the team receiving the ball is entitled to 3 contacts. If during such a play the ball lands out of bounds it is the fault of the team on the opposite side.

If the ball hits any of the perimeter fences it is automatically out of play.

A player may not run into the other court to play a ball. If any part of a player's body crosses the boundary lines on the ground of the other court, the ball is automatically out of play. If you reach with your body across the plane, the ball is still in play.

The 10 foot line rule applies – any back row player may not cross the "line" to attack or block a ball. If you are playing in the back row, you cannot jump at the net.

If a ball touches a boundary line it is considered "in".

## **Net**

A player may cross the plane under the net but must not make contact with an opposing player. If contact is made, the team making the illegal contact loses the point.

If any part of the body touches the net during play, the team making the illegal contact loses the point. If a ball is hit into the net with such force as to cause the net to touch a player on the opposing team, there is no foul.

The ball may not be attacked from the opposing side until it breaks the plane at the top of the net. Blocking a ball which is on the opponent's side of the net is allowed.

A ball is still in play if it hits the net and goes over into the opponent's court, either on the serve or during the volley.

The ball must go over the net between the antennas to stay in play. If the ball hits the antennas at any time, it is considered out of bounds.

## **Score**

Matches are best 2 out of 3 games. Rally scoring will be used, which means a point is scored at the end of each volley regardless of which team served. Games are to 25 points; teams must win by 2 points. There is a 30 point cap. First team to 30 wins, without winning by 2 points.

If there is 15 minutes or less remaining in the time allotted for play and a third game is necessary, the third game will be rally scored to 15 points. The winning team does not need to win by 2 points.

Each team is allowed one time out per game for a length of one minute.

In order to keep track of league standings, the winning team's captain should record their team's win at the bar. If winning captain does not record their win, both teams will take a loss.

## **Other**

If teams cannot agree on a violation or line call, the point should be replayed.

Remember, we are here to have fun! Any players arguing or fighting will be asked to leave the premises.

### **No Smoking on the volleyball courts.**

Pheasant Lanes/Kegler's Pub is not responsible for any injuries that occur while using the volleyball facility in any manner. Players take full responsibility for any injuries, including bodily injury and/or damage to personal property.

**Children on the sand should be seated on a bench not in the sand. Children should not be digging holes or running around the court area. This is a danger to the children and to the players, kids will be told to leave the court area if they are becoming an issue.**