

## CITY OF EDINA RULES

Play will be governed by rules of the Minnesota Recreation and Park Association with the following local league rule exceptions:

A. Teams may carry an unlimited number of players on their rosters, however; only the 12 names that appear on the front page of the roster form are eligible to participate in MRPA post-season tournament play. Those teams who choose to roster more than 12 players may add names to the back of the official roster form. Only five players are required to begin a match, although six constitutes a normal team. Three men and two women are considered a legal team in the Edina Co-Rec league play. Less than five players results in forfeit at the beginning of the game. All rosters must be submitted to the league director before their first league game.

B. Individuals may participate on only one team.

C. If a team cannot show up for its scheduled games, they must inform the Park and Recreation Department and the other team manager of intent to forfeit. VIOLATION OF THIS RULE WILL SUBJECT THE GUILTY TEAM TO FORFEIT THEIR \$100 DEPOSIT.

D. No smoking anywhere in the schools!

E. Players must wear gym shoes, no street shoes.

F. Unlimited substitutions will be allowed as long as done according to rulebook.

G. Spiking is permitted in all leagues. Spiking with the fist or heel of the hand is permitted.

H. (Co Rec only) If the ball is hit more than once on a side, one hit has to be made by a woman.

I. (Co Rec only) at no time shall the number of men or women in the game exceed three. (Three men and two women or, vice versa, constitute a legal team in Edina Co-Rec league play).

J. (Co Rec only). Men and women shall be positioned alternately on the court.

K. (Co Rec only). One backcourt player may also block when there is only one male player in the front line position.

L. The serve must be received with a bump pass with the exception of the Co-Rec Officiated League. The Officiated League may receive the serve with a legal over hand reception.

#### A. Matches - Rally Scoring

" Matches shall consist of three games to 25 points; 27 point cap rule in effect for all games. A team must win by 2 points up until the 26th point. If tied, the first team to reach 27 will constitute the game winner. Rally Scoring. In rally scoring, if a team fails to serve properly, return the ball, or commits any other fault, their opponent wins the rally and scores a point, even if that team did not serve that point. In Rally scoring, a point is scored every time the ball is served. The results of winning a rally are: If the serving teams wins the rally, they score a point and continue to serve. If the receiving team wins the rally, they will score a point plus gain the serve.

" The time limit to complete each match is 55 minutes. If the time limit expires before the third game has ended, the team ahead at this time will be awarded the point for the game. If time expires before the second game has ended each team will receive 1/2 point for the third game.

B. Each match will have four points available one point for winning each match (possible three points) and one point for the team with the most over-all points scored for the match.

NOTE: If a double forfeit occurs, there will be zero points awarded.

C. If five players are not present within 5 minutes of the scheduled match time a forfeit of the first match would result. If five players are not present after 5 more minutes, the second game would be forfeited, and, after 5 more minutes, if 5 players are not present, the match would be forfeited.

#### Court and Service

Toss of coin between captains will determine choice of court and service. Server of first match also serves the third game.

#### Protests

A. No protest! Settle disputes before next serve or replay serve.

B. Each manager should carry a copy of the rules.