

ST. LOUIS PARK RULES

The following rules, regulations and policies are intended to clarify, or in some cases amend, the 2006 MSHSL Volleyball Rules. Local rules, regulations and policies will supersede MSHSL rules in the governance of St. Louis Park Volleyball.

* Denotes change from last year's rules

I. Eligibility

A. Age: Players in all divisions of adult competition must have completed their freshman year of high school to be eligible.

B. Classifications and Divisions:

*1. Men's and Women's Recreation Teams: All players must live or work full time (at least 35 hours per week in St. Louis Park as of September 1, 2004. Exceptions: Teams may add up to 3 non-residents.

2. Co-Rec Teams: Same eligibility as recreational teams (see above). Exceptions: The spouse of a co-rec player who works full time in St. Louis Park may be added to the roster of the same team.

3. Non-Resident Teams: Some teams which do not meet eligibility guidelines may be allowed to play if a league has an odd number of teams. The Parks and Recreation Department reserves the right to accept registrations based on the overall benefit to the balance of a league or to the City's Volleyball program in general.

D. Playing on More Than One team: Players may play on one team in each division for which they are eligible (Recreational and Co-Rec). No player is allowed to participate on more than one team in the same division.

E. Team Rosters: Each player must sign a team roster prior to participating in league competition.

Teams failing to meet this requirement will be allowed to participate that evening, but the game will be called a forfeit should you win.

F. Verification: Recreational players claiming residence in St. Louis Park must, at a minimum, be able to produce a valid Minnesota Driver's License or I.D. card; Recreational players claiming to be employed in St. Louis Park must be able to produce (with reasonable notice) a company check stub to verify their employment.

G. Eligibility Protests: Protests regarding the eligibility of a player participating in league competition must be brought to the attention of the referee before the end of the game. At the time of the protest, the referee must get the name and signature(s) of the player(s) in question. (Refusal to sign assumes ineligibility and will result in immediate ejection.) A written protest, accompanied by a \$25 eligibility protest fee, must be filed with the Parks and Recreation Department within 48 hours. The team initiating the protest must be prepared to establish the valid eligibility of each team member at the time the protest is filed. If protests are found to be valid, the fee will be refunded.

H. Penalties: Any team (other than a Non-Resident team) found using ineligible players during the regular season will: (1) forfeit all games played to that point; (2) forfeit any claim to league championship, trophies and awards; and (3) forfeit eligibility for post season playoffs. In addition, the team manager and the ineligible player will receive a one-year suspension from the adult volleyball program.

II. GAME RULES: All rules apply to both officiated and non-officiated leagues unless otherwise noted. In non-officiated, if the team captains do not agree on a call the point must be replayed.

*A. Match: A match (5 minute warmup - 55 minute match) will consist of three games to 25 points, rally scoring (27 point cap). If there is a conflict with time, the third game will only count if one team has at least 15 points. Match length is 55 minutes. A team does not have to win by two points. Games may not end in a tie.

B. Number of Players: Six players comprise a team, depending on the league. The right back player is the server. Following the referee signal, the ball is served immediately. The team which receives the ball for service shall rotate one position clockwise before serving. You may have 12 players on your roster, but no game shall begin with less than four players.

C. Substitutions: Can only be made for the middle-back position (except for injury).

D. A flip of the coin shall decide who serves in the first game: after that, the losing team shall get first serve in the next game.

E. The ball may be hit no more than three times before returning it to the other side. Simultaneous contact by opponents does NOT count as one of the three hits.

F. Back line players may not advance to the front line to block or spike. Exception: in CO-REC play one back court player may also block when there is only one male playing in the front line position.

G. Blocking or spiking a served ball is prohibited.

H. Players may have successive contacts of the ball during blocking and during a single attempt to play the ball when receiving an hard driven spike, provided there is no finger action used during the effort

I. Playing the Ball: The ball can contact any number of parts of the body down to and including the foot providing such contacts are simultaneous and that the ball rebounds immediately and cleanly after such contact.

J. In returning a ball, a player may follow through over the net providing the first contact with the ball is on the player's own side of the net.

K. Players in the act of blocking may reach across the net, but may not contact the ball there until an opponent has hit the ball to return it.

L. When only part of the ball crosses the net and is then contacted by an opponent, it is considered as having crossed the net. Any ball legally contacted by the blocker(s) on the opponent's side of the net may be considered to have legally crossed the net.

M. A ball striking the ceiling or an overhead obstruction above a playable area shall remain in play provided the ball contacts the ceiling or obstruction on the side of the net occupied by the team that last played the ball, and is legally played by the same team.

N. A ball hitting a basketball rim or backboard within 6' of the court will be (the official's judgment) a replay or side out/point (depends on the ball trajectory).

O. A player may touch the wall when making a play on the ball. If (in the official's judgment) the contact with the wall was dangerous or the player gained an advantage by the contact, then the contact of the wall will be considered illegal.

P. A player may not have his/her foot completely on the opponent's side of the center line.

*Q. Loss of serve is awarded anytime a player makes contact with the net.

*R. It is legal for a served ball to touch the net. The receiving team must play the ball if the serve touches the net and it appears that it will remain in-bounds.

*S. Insignificant contact with the net by a player not involved in the play is allowed.

T. **CO-REC PLAY:** All rules shall govern play for women and men on the same team with the following exceptions:

1. Serving order and position on the court must be an alternation of women and men as much as possible.

2. When the ball is played by more than one player on a team, one of these must be a woman. This also applies when there is a 4 or 5 player team.

3. There will no longer be a rule requiring overhand serves to be alternated with underhand serves in the Co-Rec D leagues.

4. If there is a 5 player team they can play with 3 men and 2 women or vice versa, but must alternate the line up male/female.

5. A four player team may not have more men than women on the court. Teams must play at least two women and two men, each team must have at LEAST four players on the court at all times during the match. Teams may play with more women than men. (eg. 3 women and 2 men, or 4 women and 2 men is legal)

6. When only one male is playing in the front line, one back court player may also block.

U. The referee will make the decision on any disputed calls. Any protest must be settled at the time it occurs.

V. Service Area: Is defined as the area behind the service line.

W. Any play that is considered a simultaneous hit by the official is considered one contact.

III. Conduct

A. Unsportsmanlike Conduct: Any player ejected from a game for unsportsmanlike conduct or for violating any other provisions of MSHSL or local rules will also be suspended from his/her next game. Any player receiving two such ejections will be suspended for the remainder of the season. Any player involved in fighting or intentionally causing physical harm will be suspended for one year from the adult volleyball program.

B. Abuse of Officials: Any player involved in physical or verbal abuse of an official or city staff member before, during or after a game will be suspended for one year or more from all Park and Recreation activities.

C. Manager's Responsibilities: The team manager, or any other individual acting in that capacity is required to provide referees and league officials with all pertinent information, including the name, address and phone number of any player ejected from a league game. Failure to comply with this requirement will result in the team's suspension.

D. Jewelry: Players are to use "good judgement" with regard to wearing jewelry during the game. The official may ask players to remove jewelry if s/he feels it is in the best interest of the player and others.

E. Clothing: St. Louis Park will allow headbands and bandanas but not hats. Hats or other clothing that could be a safety issue will be left to the judgment and discretion of the official. The decision of the official will be final.

IV. Miscellaneous

A. Forfeits: Five minutes from scheduled game time is forfeit time for the first game of the match. Each succeeding five minutes an additional game is forfeited until all four points are lost.

1. Excused Forfeits: If a team is aware in advance of its intent to forfeit a game, the team manager must notify the Parks and Recreation Department not later than noon on the day of the scheduled game. The forfeit will be charged to the team as a loss, but there will be no additional penalty assessed.

2. Unexcused Forfeits: If a team fails to provide prior notice of its intent to forfeit, the team will be charged with a loss and will be required to pay a forfeit fee of \$25 prior to the next scheduled match. Any team which forfeits two matches during the season without prior notification will be suspended for the remainder of the season with no refund for any portion of their league entry fee.

3. Vouchers: Teams subjected to a forfeit by their scheduled opponent will receive a credit voucher at the end of the season for a \$20 reduction in future registration or program fees.

B. Inclement Weather: In the event of threatening weather, the team manager is to call the "Weather line" (952-924-2567) no earlier than two hours prior to the scheduled game time to find out if games have been canceled. A pre-recorded message will be updated every hour beginning at 4:00 p.m. It is possible that games scheduled for later in the evening will be played in spite of earlier cancellations.

C. Official No-shows: If the official fails to show up for a scheduled game, both teams must agree on the selection of a volunteer replacement. If either manager does not agree, the game will be rescheduled. Call The Parks and Recreation department immediately reporting the lack

of official and the game score, or to report that the game was not played.

D. League Championships: Team standings will be determined by considering the total number of games won, lost and tied. All ties for league championships will be decided by the win/loss record of games between the tied teams. If there is still a tie, a playoff game may be scheduled or both teams will be declared league champion.

F. Future Leagues: Final league standings may determine league composition in future seasons. League champions may be required to move up one classification and last place teams may be required to move down one classification.

G. Appeal Process: The Parks and Recreation Department is responsible for the enforcement and interpretation of these local rules, regulations and policies. Any appeal or request for clarification should first be brought to the attention of the head referee. If the matter in question requires further consideration, it should then be brought to the attention of the Program Manager. The final resolution of any appeal of these rules, regulations and policies will be made by the Director of Parks and Recreation.

V. General Provisions

A. Adult volleyball league games are played in School District gyms or on Municipal Park property, and all City ordinances regarding conduct and use of public parks will be enforced. In particular, volleyball league participants should be aware of the following provisions:

1. Beverages: No beverages other than water are allowed in school gyms.
2. Smoking: Smoking in the school is prohibited.
3. Alcohol: No alcoholic beverages, including 3.2 beer, may be displayed, dispensed or consumed on school or park property.

B. DO NOT ENTER THE GYM UNTIL THE PREVIOUS GROUP HAS COMPLETED IT'S ACTIVITY. Report "late start" problems to the Recreation office the next day and the situation will be corrected. Failure to follow this procedure can result in your team losing a game night.

C. Teams are responsible to help set up and take down the volleyball standards/nets during practices and games.

D. Please clean up after yourselves and keep our gyms and parks free of litter.