



**CORALVILLE PARKS AND RECREATION DEPARTMENT
ADULT VOLLEYBALL
LEAGUE INFORMATION & LEAGUE RULES**

INFORMATION

Indoor matches are played in the Big Gym at the Coralville Recreation Center, located at 1506 8th Street, Coralville, Iowa 52241 and Norman Borlaug Elementary at 1000 Kennedy Parkway, Coralville, Iowa 52241. The telephone number at the Recreation Center is 248-1750. Outdoor Sand Volleyball games will be played at Dovetail Recreation Area adjacent to Agudas Achim Congregation on Oakdale Blvd. Coralville, Iowa 52241.

Under no circumstances will the Parks and Recreation Department reschedule a match on a different day, site or time except under adverse weather conditions and/or the inability to use the scheduled gymnasium. Under these circumstances it may be necessary to reschedule matches on an evening or at a site different from a team's regular game day or site. Any other circumstances will not be considered.

The Parks and Recreational Department will be responsible for scheduling matches, site supervisors, providing gymnasiums, game & practice balls, league standings, and general league administration.

The Parks and Recreation Department, Recreation Commission, League officials and its agents are not responsible for any injury, accident or loss incurred by a player(s) or spectators as a result of this program. Individuals are encouraged to have personal health/accident insurance to cover injuries that may occur.

Weekly standings will be posted on the bulletin board in the game room and will be updated on Thursday of each week. Sand Volleyball League standings will be in the supervisor's notebook on site. Standings will also be published on-line at www.coralville.org.

Tournaments will be seeded based on the final league standings and will be e-mailed to managers for the season ending tournament.

T-shirts will be awarded to the tournament champions.

The recreation center is open Monday through Friday 7:00 am to 9:00 pm, Saturday 8:00 am to 9:00 pm and Sunday 12:00 pm to 9:00 pm. League business can be conducted at the front desk. All league transactions (rosters, manager changes, etc.) must be conducted at these times or via e-mail at edinusson@coralville.org.

No drinking or eating in the gym. Participants are responsible for supervising their children.

The Athletic Supervisor must be notified when a team changes managers and/or address in order for them to receive league correspondence.

ELIGIBILITY

Players must be 18 years of age by the start of the season. Must be able to show I.D. or other proof of age.

Those players living outside the corporate limits of Coralville must pay a non-resident fee of \$6.00. This fee is due before your team's first scheduled match. **If non-resident fees are not paid by your team's second schedule match, then your team will not be eligible to participate in the end of season tournament.** Max \$36 per team.

No current college, community college or professional players are eligible.

If the status of a player's eligibility is questioned, the Parks and Recreation Department will check on such matters at the request of the team manager.

Protest Procedure:

- a. The team manager must notify the site supervisor before the end of the first game if they are protesting the match due to an illegal player. The remaining games will be played under protest. Teams will not be able to protest an illegal player after the first game is completed, unless illegal player joins the match after the first game.
- b. The site supervisor will mark the official scoresheet, sign it, and show it to both managers, who will both be asked to initial the scorecard.
- c. The team manager must file a written protest to the Recreation Center office along with a \$25.00 deposit before 5:00 p.m. on the next work day following the game under protest. If the protest is upheld, the deposit will be refunded.
- d. No park or recreation staff member is responsible for delivering a protest.
- e. All protests concerning rules will be acted upon by the Athletic Supervisor/Athletic Coordinator. The decisions reached shall be final.

ROSTERS

Roster forms must be completed and submitted to the Coralville Recreation Center before and/or at your first scheduled game.

Rosters must include the players first and last name, full address and a phone number. No rosters will be accepted other than those written on the official form issued to managers at the time of registration. If the rosters fail to meet these guidelines they will not be accepted.

Team rosters are unlimited, however a minimum of six players must be carried throughout the season.

Team managers will be able to make additions or changes to their roster until the last regular season match. To be eligible for the end of season tournament, a player must have played in at least one match during the regular season.

Once a player is dropped from a team's roster he/she is ineligible to appear on that roster again.

A player can change teams by obtaining written consent from the manager releasing the player and the manager adding the player. Approval from the Athletic Supervisor is also required.

Any player who fails to conform to eligibility and roster rules will be deemed illegal. All games won in which an illegal player participated will be forfeited.

A manager who knowingly uses an illegal player or a player who plays under an alias will be suspended for at least the remainder of the season.

A manager or player who falsified names or addresses on his/her team's roster will be suspended for one full year.

RULES AND REGULATIONS

All players must wear tennis shoes. No street shoes or bare feet allowed. Please do not wear game shoes to the gymnasium. This will help keep the floor clean.

Team must be ready to play at game time. Game time is forfeit time for the first game of the match. After 15 minutes from the scheduled time, if at least four players are not present to play the game, the team will forfeit the remaining two games of the match.

Failure to field four players – two males and two females will result in a forfeit.

- a. Any team forfeiting a game without giving advanced notice to the Athletic Supervisor/Athletic Coordinator at the Recreation Center will be required to post a \$25.00 forfeit fee. This fee must be paid at the Recreation Center office prior to the team's next scheduled game. Failure to do so will result in an automatic forfeiture of that game.
- b. Games forfeited on or before 4:00 p.m. the day of that scheduled game will be considered advanced notice. Games forfeited after 4:00 p.m. will be subject to \$25.00 forfeit fee.
- c. Games forfeited due to player injury once play has begun are not subject to forfeit fee.
- d. A team must have at least four (4) players, two males and two females, to start a game. A team failing to have three (4) players at the scheduled starting time will forfeit the game. No exceptions will be made. This means all players must be dressed and ready to play at game time.
- e. If a team drops down to less than four (4) players during a game, the game will be declared a forfeit.
- f. If a team forfeits any three (3) games during the season, the team will be removed from the league without a refund.

Managers will be responsible for the conduct of their players and must inform players of schedules, league rules, and other league information.

Parks & Recreation Department staff shall have the authority to evict any player, manager or spectator from the game and facility. In addition he/she has the right to stop play and forfeit a game to the opposition if in his/her opinion a team is making a travesty of the game.

The Athletic Supervisor reserves the right to suspend any player or manager from competition when harmful, profane, and abusive and unsportsmanlike behavior or language of any degree is directed towards league site supervisors, staff or members of the opposing team. The Athletic Supervisor will determine the length of suspension and notify the participant involved. The Athletic Supervisor has the authority to forfeit any game in which gross or flagrant infractions of league rules have been committed.

A player who is ejected from a game will be suspended from playing or coaching in his/her next match.

A match consists of 3 games, played to 25 points, point per play (rally scoring). You must win by 2. All three games are to be played regardless of the outcomes of the first two. Each game counts towards the standings.

A one-hour time limit will be allowed for three game matches. At the end of one hour the team with at least a two-point advantage will be declared the winner of that game. If there is not a two-point advantage play will continue until there is one.

To choose whom serves first, simply start a volley for serve. The ball must travel back and forth to start the volley, and then the winner of this volley shall serve first. The other manager will get choice of side. The serves will then alternate for games two and three, with the teams switching sides.

The server may take only one step into the court while serving (no foot faults).

A ball that strikes the ceiling or overhead obstruction is considered live and playable providing this occurs on the side of the net occupied by the team that played it last.

When a ball is played more than once by a team, a female player must hit the ball before it is returned over the net. Multiple hits in succession by a female are permitted.

A team may play with 3 men & two women or 3 women & 2 men. However, a team must have 2 men and 2 women to be able to play. Teams cannot play with 4 women/men & 2 women/men.

A ball contacting the net on the serve and continuing over is considered good and play will continue.

Blocking or spiking the serve is prohibited.

Current USA Volleyball rules apply, unless otherwise stated.

Managers are to report the scores of the match to the Recreation Associate at the back desk in the game room.

*In case of a tie in the final standings, the tiebreaker will be as follows:

- Head to head record
- Head to head point differential
- Overall point differential
- Coin flip

If there is any questionable dispute in regards to a particular rule and/or play, simply call a replay and repeat the point and/or side out.