



Sports League Canada Inc.
Volleyball League
Policies and Procedures

Volleyball – Court 6’s (Recreational/Intermediate/Competitive)

Matches are 55 in length and are comprised of three sets to 25 points. The cap is also at 25 points. Therefore, if the score is tied 24-24, the next point wins (first team to 25 points). If a match concludes early, the teams can continue to play, but the score of the fourth or sixth game will not be recorded.

Game Time

Please arrive early to ensure you get the full use of your allotted court time. Regardless of when your game begins your game will always end on time to allow the succeeding games to begin at their scheduled time. All unfinished matches are played until the whistle of the current set.

Time Keeping: League convenor on site will be keeping track of time and will determine the end of your game. In this instance, you will receive a warning indicating the final five (5) minutes of your game, a ‘Last Serve’ call and a final signal for the end of your game. Once the final signal occurs your game is over.

Changing Sides: Teams will change sides after each set.

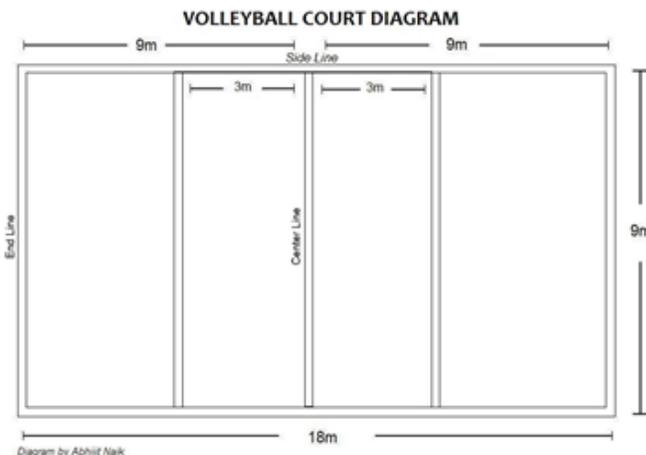
Players

Teams are comprised of six (6) players with a minimum of two (2) women and two (2) men on the court. A default for the first game of a match will occur if any team cannot field a squad of 4 participants in the 10 minutes after the official start time. The second game of the match will be defaulted 20 minutes after the official start time and the third and final game of the match will be defaulted 30 minutes after the official start time (e.g. a team that defaults the first game, can still play the second and third games, providing that enough players eventually arrive).

Exceptions: Captains may agree to waive the rules regarding roster requirements, but this should be decided before the game starts. IF IT IS AGREED THAT THE GAME COUNTS, IT COUNTS!

Playing Area

All Volleyball matches will take place on a regulation-sized Volleyball Court.



Equipment/Set Up

All equipment (poles, nets and balls) will be provided and set-up on-site.

Volleyball 101

The following outlines the basis of the rules of Volleyball 6's Intermediate/Recreational Programs:

- Rally point scoring WILL be used during league play - you do not have to be serving to score a point.
- A player may NOT block or spike a serve while returning a serve.
- Players CAN open-hand volley a serve.
- A server may serve the ball from anywhere along the baseline.
- Net serves ARE allowed. This means that if a serve hits the net but the motion of the ball carries it over the net, it is a live ball - it is not a service fault.
- A player may play the ball off any part of their body, including feet.
- A player may not touch the net during any part of the play.
- Rotate new players in before your team starts a new server.
- A player may pass under the net as long as it does not interfere with the play. In other words, a blocker or spiker may land under the net/cross the line, as long as it happens without stopping the play or hindering the opposition. Please avoid doing this where possible to eliminate the possibility of injury.
- If time runs out in the middle of a game, whoever is winning the game at that moment is considered the winner. If there is a tie then next point wins.
- If 10 minutes have elapsed after the official start of the game and not enough players are present to field a team, the first game of the match is defaulted. At 20 minutes after the start of the official start time, the second game is defaulted, and at 30 minutes after the official start time, the third game is defaulted. Each defaulted game results in the loss of one (1) point in the overall standings.
- Servers do not rotate after five consecutive points. The same team continues to serve as long as their team successfully wins the point. Players must rotate clockwise through each position, but players can resume set positions (example: setter) once ball is in play.
- A ball that hits the wall or ceiling is out of bounds.
- A game cannot end in a tie during the regular season. If a set is tied at the end of regulation time, teams will play one more point to determine the winner.
- Any team defaulting more than 2 matches may be asked to leave the league, with no refund.
- Teams may call a one (1) minute time-out per match if needed.
- **All games are officiated. Any disputes will be settled by the official.**

Rough Play

Any rough or physical play will result in immediate expulsion from further league play and may result in a lifetime league expulsion. It is recognized that incidental contact between players is inevitable; however, all players should go out of their way to avoid creating an unsafe play. This rule supersedes all others.

Please note that on-site staff members have full autonomy when supervising games. Games may be stopped entirely, players may be asked to leave the playing area or be removed from the game entirely under their discretion.

Alcohol & Smoking

There are absolutely no alcoholic beverages or smoking permitted at league sites. Any offenders will be asked to leave the league without refund. No exceptions.