

Bloomington Parks, Recreation & Cultural Arts (BPRCA)

Co-Ed Volleyball League Rules

Revised: August 2018

1. Teams limited to 12-person roster. Roster must be submitted before first match. If roster drops below 6, players may be added at the discretion of the Athletics Program Manager. Otherwise, rosters are frozen at the end of the third week of play. Managers may add/drop players through the third week of play: appropriate forms must be completed and submitted at the Parks & Recreation office.
2. Players may sign rosters to play in more than one league, but may not sign more than one roster per league. No more than two (2) intermediate level players may play on any recreational level team. No competitive level players may play on a recreational or intermediate level team.
3. Players must be 16 years of age and older.
4. Protests must be submitted in writing to the BPRCA Office within 24 hours of the game. A \$10.00 fee must accompany the written protest. If protest is honored, the fee will be refunded.
5. Teams may play with no more than six (6) players on the court at one time. There must be at least one male and one female player on the game court during match play. No more than four (4) men or women may play on the game court at one time. However, if there is only one woman on the court, no more than three (3) men may play on the game court. Teams are able to start & finish game play with four (4) or five (5) eligible players on the game court. Less than four (4) players will constitute a forfeit of the match.
6. Any team which forfeits a match must pay a \$20 fee, which must be paid at BPRCA office (during regular hours) before the team's next match. A team which forfeits (3) three scheduled playing dates during the season will be dropped from the league.
7. Rally scoring will apply to all games. A match will consist of the best 2 out of 3 games. First two games to 25 points (must win by 2 points, 27 point maximum). **If match goes to a third game, game played to 15** (win by 1 point).
8. Game format will allow for let serves (any serve that crosses the net between the antennas and lands in a playable area - even if it touches the net).
9. League standings will be based upon: 1) matches won & lost, 2) direct competition, and 3) games won & lost.
10. IHSA Rules will be followed with the following exceptions: Open handed hits with an upward lifting motion will be allowed only if the contact with the ball is momentary.
11. Blocking a ball which is entirely on the opponent's side of the net is permitted when the opposing team has had an opportunity to complete its attack. The attack is considered complete when the:
 - a. attacking team has completed its three allowable hits;
 - b. attacking team has had the opportunity to spike the ball or directs the ball with the intent to return it to the opponents court;

- c. ball is falling near the net and no member of the attacking team could make a play on the ball;
12. Legal contact is a touch of the ball by any part of the player's body which does not allow the ball to visibly come to rest or involve prolonged contact with a player's body.
 13. To start the game, a flip of the coin will decide which team has the choice of serve or side. The team serving game #1 will also serve game #3. Teams will change sides after games #1 and #2.
 14. If it appears that a team is not encouraging female participation (only the men are playing on the ball), the site supervisor will stop the game and implement the following rule for the remainder of the match applicable only to the specific team: "Women must hit the ball one of two, or one of three hits."
 15. All leagues are unofficiated: Teams are required to make their own calls. Special attention should be given to flagrant carries and net violations (safety). If there is any questions or dispute over a call, the point should be played over.

Please Note: This is an adult league but open to families to attend and spectate. However, if children are brought to the games, they must be supervised at all times. Failure to do so could result in game forfeiture.