1. GENERAL INFORMATION

All round robin matches will be three game matches regardless of the outcome of the games. All teams will play at least a total of 24 games (eight matches). Seedings will be determined by the number of games won and lost. Any ties in standings will be decided in the following manner.

	1 st) - Head-to-head won loss record of games
2	2 nd) – If you don't play each other during the regular season ties will be determined
	by this method: Record against team with best record during regular season if still tied then record against team with second best record during regular season etc. etc.
	Single elimination tournament at the end of the season will determine 1 st and 2 nd places Every team will play in the single elimination tournament at the end of the regular season.

2. ROSTERS AND ELIGIBILITY

- 2.1 All participants must be at least sixteen years of age at the start of the season.
- 2.2 All participants for each team must be on the team roster and sign the liability waiver. If a team allows a player who is not on the team roster to participate in a game, then that team will forfeit the game in which the illegal player participated. The Recreation & Community Services Department will check score sheets and rosters to determine that all players are legal. The referee and score keeper may forfeit games when it is obvious that an ineligible player or a player playing under an assumed name is participating in the game. Any team manager using a player with an assumed name will be suspended for the remainder of the season. A driver's license or picture identification will determine whether or not a player is playing under an assumed name. If the player in question refuses to provide proper identification, the player will be considered guilty of playing under an assumed name.
- 2.3 No more than (two) players from the (A) side may play on a (B) team at any given time. Of those two only one man and one woman will be allowed. However, you may have more than two people from the A side on your roster. Penalty for such infraction is forfeiture of that game or games in which more than two members from the A division participated.
- 2.4 All players may be listed on only one roster per league. The penalty for being

on more than one roster will be suspension of the player until they are dropped off on all but one roster.

- 2.5 Teams must submit a completed City of Saginaw Recreation & Community Services Department roster to the score keeper prior to their first game (all required information and signature must be completed). Teams who do not submit rosters prior to their first game will not be allowed to play until the roster is submitted. No exceptions, no excuses!
- 2.6 Rosters will be limited to a maximum of thirteen players for the coed volleyball leagues. Teams may add and drop players prior to the start of their fifth match.

3. EQUIPMENT AND UNIFORMS

- 3.1 The Saginaw Recreation & Community Services Department will furnish the volleyball for match play. Teams must provide their own volleyball for warm-up.
- 3.2 Teams will not be required to have uniforms, provided that teams stay on their side of the net.

4 PLAYING RULES

The current playing rules of U.S.A. Volleyball will be the official playing rules of this league. Any exceptions or additions to U.S.A. Volleyball playing rules are listed below.

- 4.1 Teams must have a minimum of four players and of those players a minimum of two female players for coed leagues. If a team does not have four players with a minimum of two females (for a coed team), the opposing team will receive a forfeit victory. Coed teams may play with as many females as they wish, but never more males than females. A team with only two females can play with only two male players. Teams can play with a maximum of six players on the court. Teams playing with six players must have at least three females. A team that plays with fewer than six players will take a side out every time that person comes to serve unless both teams agree to waive the sideout or sideouts (i.e. ghost player or players..)
- 4.2 Starting lineups must be turned in to the score keeper by each team two minutes prior to each game. Teams who do not submit a starting lineup by game time or a team who submits an incorrect lineup will be assessed a "side out" on their first serve of the game.

- 4.3 A coin toss will determine which team will serve first and the side of court for each team. The winner of the coin toss will have the option of serving first or their choice of court side. The remaining choice will be given to the loser or the coin toss. The loser of the coin toss will be given the option in the second game. Another coin toss will take place prior to the start of the third game. Teams will not change sides mid way through the third game.
- 4.4 Match time will be forfeit time for the first game. Ten minutes after the match time will be forfeit time for the second game. Twenty minutes after match time will be forfeit time for the third game. Teams may play with a minimum of four players. The four players must include a minimum of two female players for the coed leagues.
- 4.5 Teams may substitute by direct substitution or by rotation, but teams must choose only one method of substitution and continue that method throughout the game. Direct substitution requires one player to replace another and only those two players become interchangeable. Substitution by rotation allows players to rotate in a continuously rotating fashion. When substituting by rotation, teams are not allowed to change or alter the order of rotation. When rotating, players must enter the game at the serving position or the center back position.
- 4.6 A male back line player may move to the front line for blocking purposes only when there is only one male on the front line at the time of service.
- 4.7 Since all individual games count in the standings, each game of a match will be played to a rally score of 25 points, with the exception of games that are shortened by the time limit. A two-point advantage at any score is required for a game to be completed.
- 4.8 The time limit for each game will be twenty minutes. If one team leads the game by two or more points at the end of the twenty minutes, the game will be over at that point. If neither team is ahead by two or more points then play will continue until one team has a two point advantage.
- 4.9 In coed leagues, a female player must contact the ball if the team contacts the ball more than once while the volleyball is on their side on the net.
- 4.10 Any volleyball that strikes an overhead object on the side of the net of the team playing the volleyball, the volleyball will remain in play. (For example, if the volleyball strikes the ceiling, rafters, lights or basketball goals it will remain in play.) If the volleyball strikes the ceiling, rafters, lights or basketball goals on the

opponent's side of the net, the volleyball will be ruled dead. Also, if the volleyball strikes the bleachers or wall on either side of the court, the volleyball shall be ruled dead.

5 FORFEITS

- 5.1 If a team receives a forfeit, they will have use of the court for practice until ten minutes before the next scheduled match time. The referee and score keeper will not referee or keep score for forfeits.
- 5.2 Any team that forfeits three matches scheduled on their regularly scheduled night will be eliminated from the league. The team (s) scheduled to play the eliminated team the rest of the season will receive automatic wins.

6 DISCIPLINARY ACTION

Any player or coach ejected from a game will be automatically suspended from their team's next match. Team managers will be responsible for withholding players from participation during a suspension. Any player ejected from a game must leave the City of Saginaw Recreation Center and surrounding property owned by the City of Saginaw and may not return until the duration of the suspension is over.

The Recreation Supervisor will have the authority to expel any player or team from the league for any period of time deemed appropriate for more serious violations of conduct.

7 PROTESTS

Protests will be accepted only on player eligibility and rule interpretations. The protests on rule interpretations must be filed before the next serve. Player eligibility protests must be filed before the end of the game. A twenty-five dollar (\$25.00) cash protest fee must accompany any rule interpretation protest. Protests concerning judgment calls will not be allowed.

8 INCLEMENT WEATHER

In case of inclement weather (i.e. snow or ice) the phone number to call after 3:00pm to check the status of matches is (817) 230-0303.

9 GYMNASIUM RULES

9.1 No smoking in building or gymnasium.

- 9.2 No food or drinks in gym.
- 9.3 No ice chest or coolers allowed in gymnasium.
- 9.4 No spitting on gymnasium floor.
- 9.5 Only service animals will be permitted into the building or gymnasium. All other pets/animals are not allowed.
- 9.6 Warm up periods will begin 30 minutes prior to the first scheduled game. If team members wish to play/practice at the Recreation Center, they must obey the Open Gym policies set forth by the City of Saginaw. A facility card or day pass is required to participate during the open gym times. A Saginaw resident may purchase a facility card for \$35.00 for the year. A non-Saginaw resident may purchase a facility card for \$120.00 for the year. Daily passes are also available for \$5.00 per day for Saginaw residents and \$10.00 per day for non-Saginaw residents.

10 LEAGUE STANDINGS

Weekly team standings will be available on the Internet at www.ci.saginaw.tx.us.

11 AWARDS

1st Place: The team that wins the single elimination tournament at the end of the regular season will be awarded first place. The first place team will receive individual t-shirts for each team member.

2nd Place: The team that finishes second in the single elimination tournament at the end of the regular season will be awarded second place. The second place team will receive individual t-shirts for each team member.

Remember that THIS IS JUST A GAME!!!!! So have fun!