

Blue Ash League Rules



Co-Rec Volleyball

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Article 1 – GENERAL INFORMATION

- A. The Blue Ash Recreation Center is a secured facility. All players, spectators and coaches must sign in at the front desk before entering the gymnasiums. Anyone violating this rule will be removed from the leagues.
- B. The manager, coach and/or captain of a team is responsible for the conduct of their players and spectators before, during and after the game until they leave the premises. Failure to comply with the rules will subject the offender, the manager, coach and/or captain, and possibly the team to disciplinary action.
- C. All games will be played at the Blue Ash Recreation Center. All rules and regulations pertaining to the Blue Ash Recreation Center will be observed and enforced. Please NO sitting on the bleachers directly behind the serving area.
- D. All managers, coaches and/or captains, players and other team personnel are presumed to know all of the rules and regulations of the league and Recreation Center. Failure to familiarize themselves with these rules and regulations will not be an excuse for failure to comply with them.
- E. Game results and standings will be updated on a weekly basis. They can be viewed on the league web site at www.blueash.com
- F. In the event of a tie between teams' win/loss records, the tiebreaker that will determine final standings will be the result of the regular season match/s that was/were played between the two teams followed by point differentiation in the matches played between those two teams and then total regular season point differentiation. In the event of more than 2 teams having the same record, the tiebreaker will be regular season point differentials.
- G. The Front Desk of the Recreation Center can be contacted by calling 513-745-8550.
- H. The entry fee for all leagues will be determined prior to league registration. As completed rosters are handed in, they are marked with the date and time in which they were received.
- I. Resident teams are given top priority into the league. 70% of the team must be current residents of Blue Ash to qualify for a resident team.
- J. Business teams will receive second priority into the league. 70% of the team must be current full-time employees in Blue Ash, but not necessarily at the same company, to qualify for a business team. A team that is made up of resident and business people, but does not qualify for resident status, will be classified as a business team.

Non-resident/non-business teams will receive third priority into the league. These teams can be made up of individuals who are not residents or business people of Blue Ash

Article 2 – ELIGIBILITY

- A. All players must be at least 18 years of age or out of high school to be eligible for this league.
- B. An individual who plays on a varsity college, university or other such accredited school team shall not be eligible for this league.

Article 3 – New Rules

- A. We offer two different levels of competition; a "B" level and a "C" level. A team may request to play in a certain league, but the League Manager must approve it. The league manager reserves the right to switch a team from level to level in order to create more even competition for the whole of the League.
- B. Teams playing in the "C" league finishing in first place during the regular season will have the option to move to the "B" League the following season if approved by the league manager.
- C. The League manager may move the (2) last place teams in the "B" league or the 1st and 2nd place teams from the "C" league to even out the leagues if necessary for the following season.

Article 4 – TEAM ROSTERS

- A. A team roster shall consist of a minimum of eight (8) players and a maximum of 18 players.
- B. A team roster form shall serve as an obligatory contract between individual players and the team. A player **MUST** be on the official roster to participate in a game. A player may only be listed on one team roster. This team will be considered the players' **PRIMARY** team. A player may **SUBSTITUTE** for another team, however, they must be listed on their **PRIMARY** teams' roster in order to substitute.
- C. Substitutes should be used only to save a team from a forfeit or playing short-handed. Players are asked not to take advantage of this policy by “stacking” their team with substitutes.
- D. Players playing as a “substitute” are only eligible to play on their **PRIMARY** team during the tournament.
- E. The complete and accurate team roster must be turned in to the Recreation Office during league registration; however, legitimate changes or additions may be made with the approval of the League Supervisor.
- F. If a team roster drops to seven (7) players or less due to serious injury, work or work transfer, the said roster may be filled to replace the individuals that are lost by any of these reasons. Player additions must be made prior to the game in which the added player will be participating. Added players may not play until approved by the League Supervisor. Requests must include team name, team captain name, player name, address, team status (resident, business, etc.) and phone number.
- G. No player additions can be made during the playoffs.

Article 5 – STARTING TIMES AND FORFEITURES

- A. It is the responsibility of each team to be on time and ready to play at the scheduled game time.
- B. The scheduled game time is game time unless a situation caused by means other than the teams in question postpones the first game. i.e. the match before runs late and causes the game in question to start late.
- C. A team must have **AT LEAST** four (4) eligible players to start a match. A **MINIMUM** of two (2) female players and a **MAXIMUM** of (3) male players on the court must be observed.
- D. If 4 players are present, the match will start at the scheduled time. Teams will play with the vacant spot in their rotation. **GHOST RULE IS NOT IN EFFECT FOR THIS LEAGUE.** Play may not be interrupted by the arrival of the fifth and/or sixth player (i.e. the game shall not pause for the player while he/she is tying their shoes or to warm up).
- E. If a team does not have at least 4 eligible players present at match time, a 10-minute grace period will begin and so will the game clock. After this period, if the team still does not have 4 players, the first game will be forfeited. At 15 minutes after match time, the second game will be forfeited and at 20 minutes after match time, the third game and the entire match will be forfeited if the team failed to field 4 eligible players.
- F. Forfeited games will result in a (15-0) score for record keeping reasons.
- G. Two match forfeits from any one team will automatically dismiss that team from the league with no refund.
- H. Teams that forfeit will be responsible for all officiating fees. See rule 8-G.

Article 6 – PROTESTS

- A. The only protest that can be filed is one that involves the interpretation of playing rules. An official's judgment on a play cannot be protested.
- B. The only protests that will be accepted are those involving player eligibility or game rule interpretation.
- C. Player Eligibility Protests – Any protests involving the question of player eligibility for a team must be submitted in the following manner:

1. The protest must be lodged PRIOR to the last play of the game.
 2. The protesting manager, coach and/or captain must inform the referee, who will then inform the opposing team's manager, coach and/or captain that a player protest has been lodged.
 3. A protest form must be completed in full with the referee obtaining the signature and social security number of the player in question. The referee should sign the form as a witness.
 4. If the player refuses to sign, the referee should so indicate on the protest form. This will result in an automatic forfeit for the opposing team whose player is in question.
 5. The protest form must then be filed with the Recreation Office by 4:30PM on the next business day following the game. NO FEE REQUIRED.
 6. The League Supervisor will make the official judgment on the protest (upheld or denied), apply appropriate penalties (if the protest is upheld) and notify teams of penalties and/or judgment.
- D. Game Protests – Any protests involving the application of a specific Blue Ash League Rule or a rule in the official National Federation of State High School Association (NFSHSA) Volleyball rule book must be submitted in the following manner:
1. The protesting manager, coach and/or captain must inform the referee and the opposing team's manager, coach and/or captain at the time of the particular play or decision that is being protested. Any protest made after the start of the next live play will not be considered.
 2. After protest announcement to referee and opposite team, continue play.
 3. Prior to the last play of the game, the protesting manager, coach and/or captain must complete, in full, the appropriate protest form, including the signatures of the referee and the opposing manager, coach and/or captain.
 4. The protest form and a \$25 protest bond must be filed with the Recreation Office by 4:30PM on the next business day following the game. Checks should be made payable to the City of Blue Ash.
 5. The opposing manager, coach and/or captain and referee are also encouraged to submit a statement to help in the review.
 6. The League Supervisor will make the official judgment on the protest (upheld or denied). If the protest is upheld, the protest bond will be returned and the game will be replayed from that point of the protest. If the protest is denied, the result of the game will stand and the protest bond will be forfeited.

Article 7 – CO-REC SPECIFIC RULES

- A. All teams shall compete with 6 players (with a ratio 3 male players to 3 female players) on the court. If a team is short-handed, a MINIMUM of two (2) female players and a MAXIMUM of (3) male players on the court must be observed.
- B. Serving order and position on the floor shall be an alternation of male and female for even number of players (6 or 4), except when playing with an odd number.
- C. When substituting or rotating, the same gender must sub or rotate for the same gender (male for male, female for female).

Article 8 – OFFICIATING FEES

- D. A \$10 cash officiating fee will be paid on court before each match by each team to the officials.
- E. Teams failing to pay the officiating fee but having enough eligible players to play will be billed a \$15 cash late officiating fee. The late officiating fee will be due before that teams next game or one week from the game in question. Whichever comes first. Teams not paying within the given time will forfeit all games within the period that the fee is due.
- F. Games will still be played if teams fail to provide the officiating fee.

- G. Late officiating fees must be delivered to the Blue Ash Recreation Center Attn: Brian Kruse
- H. Teams forfeiting a game due to lack of players will be billed \$20 and the collection will follow the same terms as the late officiating fee.

Article 9 – PLAYER CONDUCT

- A. Participants (including players, spectators, managers, coaches, captains, and substitutes) will conduct themselves at all times according to the rules of the game.
- B. If participants are conducting themselves in an unsportsmanlike manner, the referee has the right to penalize that team with a turnover, point, disqualify team member(s), or eject team member(s) from the premises according to the referee's judgment as to the degree of unsportsmanlike behavior.
- C. Unsportsmanlike behavior includes, but it not limited to, actions towards other players, referees and or Recreation Center employees such as derogatory comments, inappropriate language, inappropriate behavior, fighting, threatening violence, feigned attack against a person and the like.
- D. Participants who are ejected from a contest due to unsportsmanlike behavior will face further action by the Blue Ash Recreation Department as follows:
 - 1. The first ejection – A one-match suspension
 - 2. The second ejection – A two-match suspension.
 - 3. The third ejection – Automatically disqualifies the player from further competition for the remainder of the playing season. This includes playoffs and local tournaments, if any. A participant receiving this suspension may not be replaced on the roster during the season he/she was suspended.
 - 4. All unsportsmanlike conduct is subject to review by the Recreation Department. Actions may also be subject to law enforcement agencies if applicable.

Article 10 – GAME RULES

Rules of the game will be governed by the National Federation of State High School Association (NFSHSA) Volleyball Rules with the following modifications:

- A. Net and Floor Regulations
 - 1. The net shall be 7' 11⁵/₈".
- B. Starting the Match
 - 1. A flip of the coin shall decide serve/receive or choice of courtside for the first game of a match. For the second game of the match, teams will change sides and the loser shall serve first. For the third game, teams will change sides once more and the loser of the second game shall serve first.
- C. General Game rules
 - 1. A player may touch the floor across the center line with one or both feet/hands provided a part of the foot/feet or hand(s) remain on or above the center line and does not contact an opposing player. Contacting the floor across the center line with any other part of the body is illegal.
 - 2. The spiking line is located 10 feet from the center line. Back line players may not be positioned on or in front of the spiking line or its extensions when blocking, attempting to block or attacking the ball.
 - 3. Any player may play the ball while positioned outside the sidelines or end lines of their courtside, but not while positioned across the center line or the out-of-bounds area. The far outside line around the perimeter of the court will act as the out-of-bound area at the Recreation Center.
 - 4. At the instant the ball is hit, the server may be in the air over or beyond the back boundary line but shall not touch or cross this line. Upon touching or crossing this line, the referee shall penalize the server with a foot fault.

5. When a server releases the ball for service, and then catches it or it drops to the floor, the referee shall direct a second and final attempt to serve for that player.
6. The player, without penalty, may contact the net supports, referee stand and/or net posts to play a ball unless that player gains an advantage. If deemed an advantage, the referee shall penalize that player with a foul.
7. Reaching over the net is permitted during a follow through of a hit made on that player's own side, an attempt to hit, a fake hit, a legal block or an attempt to block.
8. Blocking a ball that 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 attacking team has had the opportunity to spike the ball or intentionally, in the referee's judgment, directs the ball into the opponents court, when the attacking team has completed it's three hits, or when the ball is falling near the net and, in the referee's judgment, no member of the attacking team could reasonably make a play on the ball.
9. Blocking or attacking a served ball is NOT permitted in the Blue Ash Recreation League.

D. Playing the Ball

1. The server shall wait for both a visual and audible signal from the referee before serving the ball. The ball must be served within 5 seconds after the signal has been given.
2. A legal hit is contact with the ball, by a player's body, which does not allow the ball to visibly come to rest. --- Changed in after Fall of 09 to mirror NFHS rules.
3. Successive contacts on the ball by one player is not permitted except: a) on a ball which rebounds from one part of a player's body to another in one's attempt to save a hard driven, spiked ball that was not touched by a teammate; or b) by a player in one attempt to block. These two successive hits will be counted as 1 of 3 hits.
4. A served ball is a service fault and becomes dead when the ball; passes under the net, touches one of the servers teammates, touches the floor on the servers side of the net, crosses the net not entirely between the net antennas, lands out of bounds hits any obstruction such as the ceiling. Loss of Rally/point is awarded to the receiving team.
5. Balls hitting the ceiling will be considered playable provided: a) the ball hits a playable area on the side of the net occupied by the team that hit last, and b) the ball is legally played next by that same team.
6. All players, except the server, shall be within the team's playing area at the instant the ball is served.
7. Substitutions are unlimited when players are rotating for serve. Substitutions must be made according to gender. This begins on the first rotation.
8. A substitution that does not constitute a serving substitution will be considered an on court substitution. On court substitutions require the position of the substitute to be that of the player replaced without change of the serving order. A player is limited to three (3) entries during a game except for abnormal substitutions such as injury. Starting the game counts as an entry.

E. Scoring

1. We will use rally point scoring with the following guidelines
2. Games will be scored as followed
 - i. Game one: 25 points
 - ii. Game Two: 25 Points
 - iii. Game three: 20 Points.
 - iv. Game Three: Will be played to 25 points if game #3 start time is 35 minutes or less after the originally scheduled match start time or played to 20 points if game #3 begins anytime after the 35 minute mark.
(EX.) if the 3rd game begins at 7:32 for the 7:00 match: the third game will be played to 25. If the 3rd game begins at 7:38, it will be played to 20.
*The referee will dictate the official time. The referee will announce the time at the beginning of the 3rd game to determine what the number of points the 3rd game will be played to.
3. All games must be won by 2 points.
4. A forfeited game score will be 15-0.
5. No cap.
6. Regular Season: All three matches of each game will be played regardless of the results of the first two games.
7. Tournament: Matches will be played best 2 out of 3 (i.e. a third game will not be played if the same team wins the first two games).

F. Timeouts

1. There will be two time outs permitted per game. Each time out will be limited to one minute.
2. There will be two (2) minutes between games.

G. Uniforms

1. There are no uniform requirements, other than a soft-soled, non-marking shoes must be worn on the gym floor. Casts, braces, or supports (other than tape or soft pliable elastic) on fingers, hands, or arms are prohibited.