Walled Lake Community Education
Adult Volleyball Rules

Section I: Volleyball Guidelines
1. The Volleyball Supervisor shall govern this league through the Walled Lake Community Education Department (WLCED).
2. This league shall be governed by the playing rules found in the United States Association Rule Book; with the exceptions of the rules identified below.
3. All decisions made by the WLCED shall be final. All appeals must be submitted, in writing, to the WLCED within 24 hours of the last played match. No appeals will be heard after the 24 hours have expired. Appeals will be decided within 3 business days of receipt.
4. The WLCED has the authority to place teams into divisions and the right to deny teams acceptance into a division based on their ability.
5. The WLCED may determine a player’s eligibility based on a players previous division of play or performance from previous years.

Section 2: Managers Responsibilities
1. Managers will be responsible for the following:
   ♦ Eligibility of their players
   ♦ Review of the rules with their players
   ♦ Managers must address referee for score. This may be done during any timeout.
   ♦ Distribution of schedules to each player on their roster
   ♦ Conduct of their players and fans at all times while on school property. This includes before, during and after play. Please remember that there are no alcoholic beverages allowed on school grounds. Consumption of alcoholic products in the parking lot or your personal vehicles is not permitted.
   ♦ Manager’s signature on the roster
   ♦ Submission of a valid roster prior to participation in the 2nd match of scheduled play.
   ♦ Provide primary and secondary contact information for communication of unforeseen cancellations or changes
   ♦ Communicate schedule changes to team members
   ♦ Communicate concerns to volleyball coordinator in a timely fashion
   ♦ Complete and submit an incident report to WLCED within 24 hours if an injury occurs
   ♦ Disposal or claim of all water bottles and trash brought into the building by team players and fans

2. In the event of a manager change, the WLCED must be notified in writing of the new manager’s name, address, and phone number before the next scheduled match.
3. Only the manager or appointed representative may engage the referee for any dispute that may arise. The manager is responsible for the conduct of all their players and fans. Referees will use their discretion to control the game and crowd. The referee may at anytime issue a forfeit of a match due to disruptive players or fans if he/she feels it is necessary.

Section 3: League Fees
1. All teams will pay an entry fee, determined by the WLCED, before playing in league play.
2. All entry fees must be paid in full prior to the mandatory deadline set by the WLCE. If any fees are unpaid by the deadline, your team’s “spot” may be filled by a new team. Any partial payments will be forfeited to WLCE.

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3. Upon confirmation of your acceptance into the league, your team fee is non-refundable.

**Section 4: Referee Fees**

1. Each team is responsible for payment of the $15.00 referee’s fee prior to each match.

**Section 5: Forfeit Procedures**

1. A team must be able to place four (4) rostered players on the court at game time. If for any reason a team has less than 4 legal players on the court, the FIRST game is forfeited. The team in default then has **10 minutes** to place 4 legal players on the court. If unable, a second default would then result in a **SECOND forfeited game**. If a team fails to place 4 legal players on the court within a **total of 20 minutes after** game time, a **forfeited match** will occur. 5 points will be awarded to the winning team toward the league standings. **Forfeit fees below.**

2. If neither team can place four (4) rostered players on the court at game time, a double forfeit exists. Both teams would then have 10 minutes to place 4 legal players on the court. If neither team can place 4 legal players on the court at this time, a second double forfeit would occur. If both teams fail to place 4 legal players on the court within a **total of 20 minutes after** game time, a double forfeited match will occur. Both teams are responsible for paying the mandatory referee fee.

3. If a team forfeits 3 matches in a season, they will automatically be suspended from league play and forfeit their league fee. Their remaining schedule will be forfeited and 5 points will be awarded to their opponents.

4. A team with 4 or more rostered players cannot forfeit to another team without playing a complete match. If a team forfeits even though they have 4 or more rostered players at game time, they will be automatically suspended for the remainder of the season and forfeit their league fee. Their entire schedule will be forfeited, including played matches. 5 points will be awarded to all opponents.

**Section 6: Forfeit Fees**

1. A team forfeiting a match is responsible for the entire referee fees, (theirs and their opponents) for a total as determined by the league rules, prior to their next scheduled match. The winning team in a forfeit match is not responsible for paying referee fees for the forfeited match.

2. Any suspended team is responsible for paying all referee fees for the remainder of the season. They will pay $30.00 per remaining match. Scheduled opponents will have no referee fees assessed.

**Section 7: Player Conduct**

1. During the game, only managers may address the referee. Individual players may not address the referee.

2. The following acts are subject to penalty:
   - Persistent addressing of the referee concerning their decision(s).
   - Making derogatory remarks to the referee, players, or fans.
   - Committing actions tending to influence decisions made by the referee.
   - Disruptive coaching during the game.
   - Leaving the court without permission from the referee.
   - Interrupting play without permission from the referee.
   - Any action, in the referee’s judgment that distracts from the quality of play.

3. Managers are responsible for their fans’ words and actions. Continuous verbal abuse or gestures directed to or at a player or the referee may result in a team forfeit. Further action may be taken by WLCED if the referee deems necessary.

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**Section 8: Penalties**

1. Warning (yellow card), shall be issued for minor offenses such as:
   - inappropriate exchange of words with the referee, an opponents, or spectator(s)
   - intentional delay of game
2. Personal penalties (red card) shall be issued if the offense continues. When a red card is issued, the opposing team will receive a point and the serve.
3. A referee has the right to eject a player without previous warning. Any ejected player must leave the gymnasium immediately. If a player refuses to leave the gym in a timely fashion (approximately 5 minutes), that player’s team will forfeit all games that evening. Further action will be taken by WLCED if the referee deems necessary.

**Section 9, Part A: Player Rosters**

1. There is a maximum of 18 players per team roster.
2. All players, including the team manager, must be clearly noted on the team roster. Players cannot play without appearing on the team roster.
3. All players’ information must be completely filled out on the roster for the player to be deemed a “legal” player.
4. The team manager must sign the roster prior to submission. **Players do NOT need to sign** the roster prior to submission.
5. Player’s pictures are not required on the team roster. WLCE reserves the right to ask for any player’s picture identification at any time during the season. The picture identification must be supplied to WLCE within 48 hours, if requested. If the picture identification is not supplied within 48 hours, the team will forfeit the contested match. If it is found that a player is not on the team’s roster, the ineligible player will be suspended from all WLCE activities for 1 calendar year. The team manager will be suspended for the remainder of the season.
6. A player may participate on multiple rosters, including the same night. They may not appear on multiple rosters within the same division.
7. All players must be a minimum of 18 years of age and completed the 12th grade.
8. **All rosters are due the first night of play.** All rosters are final after the 3rd night of play. If a team fails to submit a final roster (completely filled out and signed by the manager) to the referee or the WLCED prior to their 3rd scheduled match, they will forfeit the 3rd match and all following matches until a final roster has been received.

**Section 9 Part B: Adding/Dropping Players**

1. Players may be added or dropped from a team’s roster until conclusion of the 3rd scheduled match.
2. After the 3rd scheduled match, all rosters are final and can only be changed for the following reasons:
   - A player is injured and a doctor’s note is filed with WLCE.
   - A player has permanently moved from the area. Community Ed may request verification.
3. Any added player must meet the approval of the WLCE Volleyball Coordinator.
4. Any player removed from a team after the 3rd week of play is then ineligible for the remainder of the season. The team manager is responsible for submission of players for removal from the team roster. Requests must be filed in writing to the WLCED.

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Section 10: Matches

1. Each team will play an even number of matches. (The league registration form will designate how many matches an advertised league will have). Occasionally, a double-header may need to be scheduled. If double matches are required weekly for teams within a specific division, team managers will be notified prior to the start of the season. It will then be the manager’s responsibility to alert his/her team players of the situation.

2. A match consists of 5 games.

3. Teams scheduled to play at 6:20 p.m., or the earliest scheduled match, are responsible for setting up the nets and referee equipment.

4. Teams scheduled to play at 8:40 p.m., or the last scheduled match, are responsible for taking down and properly stowing the equipment including the balls, net, poles, antennas, and referee stand and disposing of all garbage left by the players. All equipment must be put away and all persons must exit the building following the last match in a timely matter.

Section 11: Games

1. Game time is forfeit time!

2. “Odd, even” method or coin toss will determine serve.

3. Warm-up time will be 10 minutes prior to your scheduled match, time permitting.

4. All matches will have a 60-minute total minute time limit.

5. The rally-scoring format will be utilized. All 5 games will be played to 17 points. The starting score of the last 2 games will be determined by the referee’s discretion, based on time, ensuring the match finish within the 60-minute time limit. A team wins if they reach 17 points and lead their opponent by 2 points, have 18 points and lead their opponent by 2 points, or reach the cap limit of 19 points first.

6. Each team will receive one (1), 20-second time-out per game.

7. Let Serves (serves making contact with the net and continuing to the opposing side) will be played in all leagues.

8. You may substitute at any place on the floor.

9. Late arriving players may enter the game during a break in play. Late arriving players may enter in any position on the court. Established players may not exchange positions with other established players upon the late arriving player’s entry.

Section 12: Point System and Position Round

1. Each game won during a match will be awarded one point toward league standings.

2. The maximum amount of points a team can earn in a match is 5.

3. If a team forfeits a match, the winning team will receive 5 points and the forfeiting team earns zero points.

4. The team with the most points after the position round competition, will be league champions.

5. The 1st and 2nd place teams will receive awards after their position round match.

6. In the event of a tie in total points at the end of the season, the following steps will determine final standings:
   a. Head to head record between the tied teams
   b. Total points scored against tied teams
   c. Total points scored in the entire season
**Section 13: Awards**

1. Awards will be given out as soon as possible, following the conclusion of the season. Awards not collected within 2 weeks of when they are made available will be forfeited back to the WLCED.

**Section 14: League Ground Rules**

1. No alcoholic beverages are to be brought onto school grounds. Alcoholic beverages are not to be consumed in your personal cars or within the parking lot or school grounds.
2. Teams are responsible for the courts. All teams playing matches at 6:20 p.m. or the earliest scheduled time will be responsible for setting up nets and referee equipment. All teams playing matches at 8:40 p.m. or the latest scheduled match will be responsible for taking down and stowing all equipment including the balls, net, poles, antennas, and referee stand.
3. The facility must be left as clean, or cleaner than we found it. All water bottles and garbage must be disposed of or claimed and removed from the premises. Locker rooms and shower facilities are not available. Please come dressed to play or change your clothes in the bathroom. Any spilled water or beverages must be cleaned up prior to departure from the building.
4. **Players are responsible for their children in the stands. Children are expected to remain seated in the stands or observation area during play. Young children must be supervised by non-players. Children may not play in the hallways or other school rooms.**
5. School owned equipment such as gymnastic mats, basketballs, table tennis equipment, etc. is not to be utilized during the WLCED Adult Volleyball league function.
6. Climbing on closed bleachers for seating or other purposes will not be permitted.
7. All teams must submit a completed roster to either the referee or WLCED prior to participation in their 3rd scheduled match.
8. **At Clifford Smart Middle School, one step into the playing area is allowed prior to contacting the ball on the serve.**
9. A ball striking an obstruction may result in a side out or a point, based on the referee’s discretion of whether the ball was playable or not.
10. The ball may be played off the ceiling (overhead) provided it does not come to rest. Balls coming to rest, will be replayed. Balls are not limited to one contact with the ceiling.
11. USVBA rules will be in effect regarding successive hits allowed on the first ball over the net.
12. A service toss may be repeated provided the player allows the ball to make contact with the floor before re-tossing his/her toss. In addition, the total time allowed for the ball to be placed in play is 5 seconds after the referee’s original whistle or a side out will occur.

**Section 15: League Structure**

1. Leagues and divisions will be formed by apparent playing ability, when possible.
2. WLCED has the right to move a team up or down in a division, within the season if an obvious alignment error has occurred. This rule is at the Volleyball Coordinator’s discretion and can be mandated on new teams as well as returning teams.

**Section 16: Appeals**

1. Appeals must be filed in writing with the WLCED within 24 hours of the last played match. All appeals will be reviewed and ruled on by the Volleyball Coordinator within 3 days. **All rulings are final!**
Section 17: Cancellations

1. Despite our best intentions and efforts, we will encounter unexpected cancellations. Managers are responsible for providing a primary and secondary contact so that we may communicate these unexpected notifications in a timely manner. In the event of unforeseen cancellations, we will attempt to reschedule cancelled matches.

2. The school system has priority usage of all schools. Please be considerate when a school event is running late or requires re-scheduling of your match. Every effort will be made to ensure that you are provided with your 60 minutes of playtime. This may require re-scheduling of matches on occasion.

3. In the event of inclement weather, WLCE programs will be cancelled when the school district is closed. It is the responsibility of individual players to contact the hotline for further details when this event occurs. We will attempt to reschedule cancelled matches.

Section 18: League Communications

1. All communications between teams and WLCE will be made electronically. All managers must provide an email and alternate email contact if they so desire. The responsibility to inform team members is the responsibility of team managers.

Section 19: Walled Lake Community Education Contacts

Sandy George - (248) 956-5003
Jenn Ludwig – (248) 956-5008
Mailing Address:
Walled Lake Community Education
850 Ladd Road #D
Walled Lake, MI 48390

* Standings are updated weekly on Friday afternoons
For Schedules and Standings visit:
Website: http://wlcsd.org/our-district/community-education-programs/league-schedules/

Walled Lake Community Education Center – Main Office Phone: (248) 956-5000
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