

2021 Coed Indoor Volleyball League Rules & By-laws

(hosted by Grace, Parma Heights Baptist, and Christ Churches)

GENERAL:

1. We will have teams within four divisions at different skill levels of play. An “**A**” league (power or advanced, well experienced, hard hitting), a “**BB**” (developing power level, consistent/athletic bump, set, spike play) a “**B**” (intermediate level, solid at bump, set, attack play) and a “**C**” (casual, recreational skill level).
2. League play dates: Thursday evenings, Jan. 7 – April 29, 2021. Cancellations due to inclement weather will be posted at www.GraceCMA.org/VB by 4:00 pm on game day.
3. Play will be at six locations: See the schedule posted at www.GraceCMA.org/VB for the exact dates, times and location that your team is playing.
 - a. **Grace Church** Activity Center (7393 Pearl Rd., Middleburg Hts.).
 - b. **Parma Heights Baptist Church** gym (8971 W. Ridgewood Dr., Parma Hts.)
 - c. **Christ Church** gym (23080 Royalton Rd, Columbia Station)
 - d. **Parma Park Church of God** gym (12000 Huffman Road, Parma)
 - e. **North Olmsted Evangelical Friends Church** (5665 Great Northern Blvd, N. Olmsted)
 - f. **Bethel Temple** gym (12901 West Pleasant Valley Road, Parma)
4. There will typically be matches each Thursday with matches running simultaneously at each location. Play will be for 1:20 hours for each match. A match will consist of four games. The matches will generally be at **6:30, 7:50 or 9:10 PM**. This is an 80-minute time slot for each match. If games are running behind, the 4th game may be shortened to 15 points.
5. The individual entry fee is \$30/person for the whole season. The registration deadline is November 30. Each team captain (from churches other than Grace) should collect money from his team & send one check, made out to Grace Church, to the attention of Pastor Gregg Carrick, Grace Church, 7393 Pearl Rd., Middleburg Hts. OH 44130. If teams want team T-shirts, it will be the responsibility of the team captain to arrange ordering them.
6. The captains will ask someone to open a match in prayer. We require teams to have a short devotional time after each match. We will make a devotional available to each team. We suggest the teams playing in the first 2 time slots meet after their game; and those playing the last time slot, meet before. You may want to designate a person on your team to lead it. This would involve reading a brief devotional and taking prayer requests from players. It is not a bible study or forced discussion. Grace Church has enjoyed using this format with their sports teams, made up of both Christians and non-Christians, and the vast majority appreciate this time together to get to know one another.
7. This is a Christian fun league and as such, players shall behave in a manner that glorifies our Lord and Savior, Jesus Christ. Anyone behaving to the contrary (e.g.- outbursts of anger or swearing) will be asked to leave the premises for the remainder of the match. Refusal to do so will result in their team forfeiting the match. If a player is asked to leave a second match within a season, he will be suspended from play for the remainder of the season. As before, failure to adhere to this disciplinary action will result in a forfeit of any match in which the suspended player appears.
8. Players from later/earlier matches, as well as spectators, must remain against the wall and away

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from the court. Players rotating into games-in-progress should stay against the walls as well, so play can safely proceed.

9. Players are asked not to bring children to the match, as no childcare is available.

TEAMS:

1. Each team shall have a roster submitted consisting of between 6 and 10 players, age 16 and older. (The only exception to players younger than 16 playing would be: if space is available; permission is granted by the league director; and the player has 2 years of competitive team experience.) Each player must turn in a completed **Activity Participation Agreement**. We would recommend that at least **three** of these players should be women. One of the players will be designated the team captain. A player **may not** play as a regular on more than one team. Substitutes may be used if you have 5 or fewer players available for a match. You may not use a sub from a higher division. A sub must be the same gender and have a comparable skill to the one they're replacing.
2. Although typical play begins with 6 players on the court, a team must start and finish a game with no less than 4 players. For the players **on the court**, at least **2 of them must be women**. If less than two women show up for a match, their team is forced to forfeit the match. Players arriving after a match has started may be inserted into the game (if starting with less than 6 players) at any place in the rotation, but that rotation must be maintained for the entire match.
3. All healthy players present at a match, must play in at least 2 games.
4. A player must have played in **50% or more** of his team's matches to be eligible for the **playoffs**. The only exception would be where injuries or an unforeseen absence on a team would force a forfeit, **and** the league director along with the opposing **team captain's** consent to a sub selected for the playoffs. Playoff subs must be the same gender and skill level of the replaced player.

RULES OF PLAY:

1. Rally scoring (25 points per game for all 4 games). You must win by 2 points, no point cap.
2. Alternate each game, which team starts to serve first.
3. The serve must be executed behind the back line, within the limits of the sidelines, if you imagine them extended. The server must loudly announce the score before every serve. Let serves are **in play** with rally scoring. The server is permitted to step one of his feet into the court while serving on the side of the court with narrow out-of-play region (near wall). Extra players may rotate in on serve.
4. Serves may NOT be blocked or attacked. You must bump or set a serve.
5. A slight "double hit" or using your **feet** is allowed off a hit / serve from the opposing team. Not allowed for the 2nd or 3rd hit. ("A" Div. - feet allowed on all hits).
6. No touching of the net allowed. (Strictly enforced in the "A", "**BB**" and "**B**" divisions.) Use the **honor system**, where you inform the other team when you have touched the net. A net that bounces into you, because of an opponent's ball hitting the net, does not count. (A Div.- top net rule).

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7. Lines are part of the court and are considered “in”.
8. A ball touching any part of, or anything attached to the ceiling, but remains on the offensive team’s side, is a live ball. In all other instances the ball is considered dead. Balls grazing off the “soffit” side walls at Grace Church will remain “in play”, if the ball remains on the offensive team’s side.
9. No flagrant lifts. (Strictly enforced in the “A”, “BB” and “B” divisions.)
10. Any blatant falling or moving onto the opponent’s side of the court (especially if significant physical contact is made with an opposing player) is a loss of point.
11. No back row players may spike (a jumping strike) from inside the 10 foot line.
12. The teams will switch sides after each game.
13. The net may be reached over so long as it is not touched, and the opposing team has either made their third hit or is clearly attempting to hit the ball over the net. E.g.- One cannot hit an opposing team’s set (2nd hit) if the ball is still on the opponent’s side of the net.
14. A ball moving towards an adjacent court may be played so long as it does not cross the boundary of the other court. If the ball does break this boundary, the ball is dead.
15. If a ball comes onto your court from another game, **stop play immediately**, and replay the current point.
16. A ball striking any portion of the protruding basketball equipment will be replayed if, at the discretion of the team captains, the ball would have remained playable had it not struck the protruding equipment. If the team captains determine that the ball would have gone out of play had it not struck the protruding equipment, the ball is dead.
17. A team still not ready to play their first game 15 minutes after their scheduled match time, will forfeit their first game of the match. A team not ready to play beyond 30 minutes past their scheduled match time, will forfeit their last three games of the match.
18. Should the match time potentially run beyond the 1:20 match time limit, the **facility director** may set a “lesser” point total to win the game in progress. If there is less than 15 minutes in your scheduled time slot, when starting the forth game, the last game will be played to 15 points. If the forth game has not begun when the time limit is reached, a rally-point “game” to 7 points will be played. (So make sure you matches start on time and the time break between matches is less than two minutes.) The winning team captain is responsible for each week notifying the league director at each location of their game **wins and losses**, who will report them to Pastor Carrick at Grace.
19. We will self-officiate our games. Each team will call balls in or out on their side of the court. Blockers, who touch a ball that goes out, should **immediately notify** the other team of the touch, and award them the point. Captains and players should be examples of integrity and gracious play! If unsure of a call or a major dispute, replay the point. In the “C” league, minor violations should

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go uncalled early in the season, with the offending player or team being instructed as to what constitutes a violation. As a match and the season progresses, the rules should be followed more closely. All violations that compromise safety must be strictly called throughout the season. This includes grabbing the net, interfering in the other team's play, crossing under the net, and the like. It is imperative that all players participate in a sportsmanlike fashion and "police" themselves for infractions. Be kind and considerate, it's only a game!

20. Each team has one 1-minute time out per game.
21. A record of wins and losses will be kept, to determine seeding for the playoffs. The league point system is 1 point per game you win. (E.g.- If you win 3 out of 4 games, you get 3 points. Total points will be used to determine standings. The team with the highest points will be seeded first, the second highest points will be seeded second, and so on.
22. League standings, through the previous week, will be available online at www.GraceCMA.org/VB under the "Volleyball League Standings" link.
23. The last teams playing matches are responsible for taking down the nets.
24. The season ending social and award presentations will be held the last week of the finals, beginning at 8:30 p.m. at Grace Church.

PLAYOFFS:

1. The playoffs will be held the last two weeks of the season. For the playoff matches, see the latest standings at www.GraceCMA.org/VB for seeding.
2. The top teams in each division (exact number will be determined after registrations), meeting league requirements, will be eligible for the playoffs. The playoff pairings will be determined by the final regular season standings. The second round of matches will have the top seed playing the lowest remaining seed from the first round match, and the second highest seed playing the next lowest remaining seed, etc. It will be a single elimination tournament where the winner is the best of 5 games, rally point scoring to 25 points, winning by 2 points, no cap. If the 5th game is required, it will be played to 15 points, winning by 2 points.
3. Should there be a seeding tie going into the playoffs, the primary means of breaking the tie will be the results of the head-to-head competition between the tied teams. Else a coin flip will determine the team being awarded the higher seed (exception- if the tie is for the last playoff spot, a one game "sudden death" match will be played between the two teams tied for that last spot).
4. The regular season match time limit will not be in effect during the playoffs.
5. Each team in the finals shall designate, prior to the final, an outside evangelical outreach organization (e.g. – the City Mission, Fellowship of Christian Athletes, Billy Graham, etc.) for which they will play. The winning team will have the prize money donated on their behalf, to that organization. The prize money is estimated to be around \$300.00 per division winner. Also each player winning the final will also receive an award certificate, and a championship T-shirt.