



BCRL COED VOLLEYBALL RULES 2024

Team Rosters

I. Each player must sign a release of liability form, which will also serve as the team roster.

A. Failure to do so will result in an illegal player causing a forfeit.

B. There will be no limit on the size of team rosters.

II. No player will be allowed to play unless he/she is on the official team roster and paid in full (\$30.00)

A. Teams may add players at any time prior to each game by contacting the rec league supervisor. (719.468.6792/ Robert)

B. Any team caught playing with illegal team members will result in a forfeit.

C. The illegal player must have been identified either by the opposing team or the League supervisor prior to the end of the game.

III. No team may add players to their roster for the tournament.

A. A player must have played during the regular season to be eligible for the tournament.

B. A player on the roster that did not play during the regular season is not eligible for the tournament.

C. If a player is identified participating illegally, the penalty is an automatic forfeit.

IV. No player can play on more than one team in the same league.

V. Each player is required to check in prior to each game.

VI. All players must be 18 years of age.

VIII. Acceptable Men-to-Women Ratio:

H. At no point in the game can the ratio of men-to-women be greater than 1

J. At least 3 players must be present to start the game, and ratio must be more women to men,

I. Rotation can be in any order:

a. A male can line up next to another male and a female can line up next to a female.

Game Timing

I. Game time is forfeit time for the first game of the match. However, the first match will receive a **5-minute grace period** for the first game.

II. A 5-minute grace period from the original game time will be given before the start of the second game should game one be a forfeit. If games 1 & 2 are forfeited, the entire match is forfeited.

III. **Two 30 second time-outs are allowed per game.**

IV. All three games count toward league standings. Standings will be updated weekly at (<https://bccommunitycenter.org/what-we-do/adult-programs/>)

I. Each match consists of three games of rally scoring to 21 points. Play will continue until one team scores 21 points, winning by two points, **with a cap at 25 points. (Max time of 50 minutes)**

II. If the serving team wins a rally, it scores a point and continues to serve. If the receiving team wins a rally; it scores a point and serves next.

III. Teams may score a point by:

A. successfully grounding the ball on the opponent's court

B. when opponent team commits a fault

C. when the opponent team receives a penalty.

IV. There will be a 50-minute time limit for the match.

A. When the time expires, the team with the most points win's that game.

B. If there is a tie when time expires, the team scoring the next point wins.

Serving

I. A serve may touch the net while crossing the plane of the net into the opponent's court.

A. It is illegal to block or attack a served ball.

B. A serve may be set if it is not lifted or carried.

C. When the receiving team has gained the right to serve, its players rotate one position clockwise, including the first serve.

D. One drop is allowed per serve.

Game Play

I. Games are played at Men's Height - 7'11 5/8"

II. **Free substitution may be used on a side-out into the center back position. You can replace any men and women freely. Males can sub for women and vice versa.**

III. A ball may contact the ceiling, or other overhead objects above the playing area, as long as it remains on your side.

IV. If multiple contacts of the ball are made by a team one contact must be by a female player.

V. A back row male player may move forward to the front line at service for the purpose of blocking when only one male player is in the front line at the time of service. No female back line player may participate in a block.

Net

I. **A player cannot touch the net at any time. If any part of the players foot crosses the center line, it is a foul. If any part of the players body touches the net it is a foul.**

Faults

I. A team commits a fault by making a playing action contrary to the rules. The referee will determine the consequences according to the rules. If two or more faults are committed successively, only the first one is counted.

II. **If two or more faults committed by opponents the referee will replay that serve.**

III. Positional Fault: The team commits a positional fault if any player is not in his/her correct position at the moment the ball is hit by the server.

A. If the server commits a serving fault at the moment of the service hit, the server's fault is counted before a positional fault.

a. If the service becomes faulty after the service hit, it is the positional fault

that will be counted.

B. A positional fault leads to the following consequences:

- a. The team is sanctioned with loss of rally.
- b. Players positions are rectified.

Protest Procedures:

I. Only the designated captain of the team may make a protest.

II. No protest will be allowed for judgment calls.

III. Rule Book call protest must be made to the gym supervisor prior to the serve following the infraction.

A. Roster protests must be made before the game is over.

- a. NO roster contentions may be made after the clock has expired or after the 3rd match has been played to completion.

IV. The gym supervisor's ruling is final.

Players Conduct:

- I. All players are expected to conduct themselves in a sportsman like manner.
- II. Any player displaying unsportsmanlike conduct will be given a verbal warning from the head official/ director.
- III. A second offense will cause the player to be ejected from the game.
- IV. A single serious offense will be signaled with an ejection from the entire match and must immediately leave the gym.

V. All players are subject to the BCRL Behavioral Policy

Children:

It is recommended that children be accompanied by a care provider or left at home. Children attending the matches must remain seated on the bleachers, or the surrounding floor area and they must be supervised by an adult. (No exceptions). If we child is unattended the parent will be asked to leave the court until an adult is present to supervise their child. Children are not allowed to play volleyball or engage in any other activity in the warm-up areas. Should league play be disrupted by unsupervised children, games will be stopped and penalties, including forfeits may occur. The safety of the league players as well as the children will be the top priority.

- I. **1st offense:** Teams use a time out. If no time outs are available, it will be considered a technical foul and a point or point and side out will be awarded.
- II. **2nd offense:** Technical foul, a point or point and side out will be awarded.
- III. **3rd offense:** The adult in charge of the children will be removed from the game to supervise the children. He/she may not re-enter the game until the children are seated and in compliance with the league rules.
- IV. **4th offense:** The game is forfeited.

League Notes: The Bent County Recreation Department reserves the right to adjust league assignments after the first night to protect the competitive integrity of the league.

The Bent County Community Center staff reserves the right to establish guidelines for any and all rules or infractions not covered in the league rules and to refuse participation to any individual or coach if they do not obey the rules and regulations and keep within the spirit of sportsmanship.