

T&C Indoor Adult Volleyball League

8 League Games + Tournament (top 7 teams)

B DIVISION	C DIVISION	D / OPEN DIVISION
Upper Competitive	Lower Comp / Upper Rec	Recreational
<ul style="list-style-type: none"> • Tighter set calls < 2 rotations • No Double contact • Teams should attempt 3 hits 	<ul style="list-style-type: none"> • Excessive rotation will be called • Excessive double contact will be called 	<ul style="list-style-type: none"> • Loosest set calls • Excessive double contact will be called

*If divisions are combined (i.e C/D) refs may use their best judgement on calls based off the teams' skill levels

LEAGUE GAMES: Rally scoring. League games are a 3-set guarantee. The first 2 sets are played to 25 pts – must win by 2 (no scoring cap). The 3rd set is played to 15 pts – must win by 2 (no scoring cap).

TIMEOUTS: Each team is permitted (1) timeout per set.

QUADS: 4 players (2 minimum). **Coed Quads** must have a minimum of 2 females on the court at all times.

SIXES: 6 players (3 minimum). **Coed Sixes** must have a minimum of 3 females on the court at all times (if 4 or less players are present, a minimum of 2 females must be on the court).

ATTACK LINE: players in the back row can only attack the ball above the net if they jump behind the 10 ft line. Players cannot block or attack a serve from on or inside the 10 ft line.

BUCKET POINTS (BPs): 1 pt awarded every set (3 BPs/game); Team that wins best 2/3 BP pts each game is awarded (1) bucket at the Concession Stand with a valid ID ***TO BE USED THAT NIGHT ONLY***. Team with the most BPs at end of league play wins (1) bucket at the tournament. If BP winners can't make the tournament, the team with the next highest BPs will be rewarded.

THE SERVE: server must be completely in the service zone at moment of contact and may not touch the end line.

SPIKING & BLOCKING: receiving team is not allowed to block or spike a served ball. The team that has affected the block is allowed 3 more contacts.

NET PLAY: Players may not touch the net while making a play on the ball. If 2 opposing players touch the net simultaneously, the ball is replayed.

GROUND RULES: A ball hitting the ceiling, lights, basketball hoops, etc. is playable if it remains on the court-side of the team playing the ball. If the ball proceeds to the opposing court-side, it is rendered a "side-out".

LEGAL PLAY: It's legal to contact the ball with any part of the body as long as the ball rebounds immediately. If 2 teammates contact the ball simultaneously, it counts as 1 contact, and any player may play the ball.

ILLEGAL PLAY: Players are not permitted to scoop, hold, or throw the ball. The ball may not be contacted with an open-underhanded motion. Judgement calls are at the discretion of the referee – **NO REBUTTALS**.

ROSTER: Rosters should not fluctuate throughout the session; however, substitutes may be used in order to field players. Subs not listed on the original roster are required to sign a waiver before playing.

SUBSTITUTIONS: There is no maximum number of substitutions. Teams may sub at any dead ball.

CONDUCT: Nobody should act in an unsporting manner while on or near the court. Unsporting conduct is penalized as follows: 1) **Verbal Warning** from a referee; 2) **Final warning** 3) **Ejection**. Any player ejected will be required to leave the premises. Any player who accumulates 2 ejections throughout the season will be immediately suspended from the league. **NO CUSSING. NO FIGHTING. NO VERBAL ABUSE or TAUNTING. THIS IS A FAMILY FACILITY.**

FORFEITS: Teams are strongly encouraged to arrive 20 minutes early for their games. A forfeit will be declared if a team does not field the required number of eligible players by the designated game time. Multiple forfeits may also result in the team being dropped from the tournament; teams that are removed due to forfeits are not eligible to receive refunds.

ALCOHOL/FOOD: No outside food or alcohol is allowed into the facility. It may be purchased at the concession stand.

ATTIRE: Family appropriate. Athletic shoes are recommended. Shirts or tanks are required.