

T&C Indoor Adult Volleyball League

8 League Games + Tournament (top 6 teams)

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

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

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

SIXES: A team competes with 6 players (minimum of 3). **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).

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

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

SPIKING & BLOCKING: The 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 lift 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: Teams may make player substitutions at any dead ball but should not delay the game. There is no minimum or maximum number of substitutions.

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: Players are asked to wear tennis shoes or indoor court shoes. Shirts or tanks are required.