



# **CRPD VOLLEYBALL RULES**

Rules not covered in this rulebook shall be governed by USAV

[2023-2025-USAV-Indoor-Rules-Book.pdf](#)

## **1. Rosters**

- a. **Roster limit for 6v6 volleyball leagues is 15 players.**
- b. Rosters must be submitted prior to the first game and changes must be done online prior to game time.
- c. Players can only participate for one team per league.
- d. Players must be 18+ years of age to participate and all players assume and play at their own risk.
- e. **Volleyball roster change deadline:** Rosters can not be changed after your last regular season match. The roster deadline may be adjusted at the discretion of the Sports Office (i.e. weather related issues).
- f. At the roster deadline, players listed on the team roster are eligible to participate in the playoffs. Four matches played is no longer required. Roster changes after the deadline are at the discretion of the league administrator.
- g. Players must have photo identification available at ALL times. Failure to present photo ID upon request will result in a game forfeiture.
- h. Player's first and last name must be written on the scoresheet legibly as they appear on the roster.
- i. Playing under an assumed name will result in game forfeiture and suspensions to the player and team captain.
- j. Any players that played college volleyball at any level (Varsity or club) are not permitted to play in recreational leagues.
- k. Any players on a Women's Competitive roster will be permitted to play in Women's Standard leagues but not in Women's Recreational leagues. Women's Standard players are permitted to play Competitive or Recreational but not both. Recreational players are permitted to play in Standard leagues but not Competitive leagues. Examples: Player 1 can play WC and WS, Player 2 can play WS and WR.

## **2. The Match/Game**

- a. Only team members are permitted in the playing area. All spectators must sit on the benches located beyond the end lines.
- b. If time permits, at the discretion of the official, a two-minute warm-up session at the net will be permitted (matches will start every 60 minutes).
- c. Games are scheduled 60 minutes apart with a 55-minute match time limit.
- d. Before the start of the match a captain will list the eligible players present to play, listing them by first name and last name. No one shall knowingly put on this list the name of a player who is not eligible.
- f. The winner of the coin toss may elect to serve or receive the service or the side of the court. The other captain takes one of the other remaining alternatives. A third game will require the official to conduct another coin toss.
- g. **All leagues will play a Rally Point Scoring system.** The first two games are played to 25, win by 2, with a 30-point cap (win by 1). The third game is played to 15, win by 2, with a 20-point cap (win by 1). If at any time during the match (any 3 games) the 55-minute time limit expires, no further serves will be allowed (if tied there will be one more serve).
- h. **Player Rotation**
  - a. Three players are front row players, left front (4), center front (3) and right front (2).
  - b. Three players are back row players, left back (5), center back (6) right back (server, 1).

- c. When the receiving team has gained the right to serve, its players must rotate one position clockwise.
- d. **Mixed League starting lineups:** The serving order and positions on the court at service shall be male and female alternated or vice-versa. Two men can never be side by side or back to back in any lineup.

- i. **EXCEPTION: Not required for Mixed Power**

- e. Playing with 5 players creates an open position which will result in a ghost player penalty for the following leagues:
  - i. Mixed Leagues when there are 3 males and 2 females (except Mixed Power).
    - 1. No Ghost Penalty for 3 females and 2 males.
  - ii. **Ghost Rule.** Teams with fewer than six players may be required to play with a "Ghost" in place of the missing player.
    - 1. Rotation order as determined by the starting lineup must be maintained throughout the set and the team captain must inform the official where the Ghost player will be positioned.
    - 2. When the Ghost player rotates into the service position, the team loses the serve and a point is awarded to the opposing team.
    - 3. Team may have only two front-row players when a Ghost position rotates to the front row.
    - 4. During a set, if the missing player arrives, he/she may enter into the ghost position when the ball is dead.
  - iii. **There is no Ghost Penalty for any Women's leagues or Mixed Power.**

- i. **Blocking is the action that deflects the ball coming from the opponent by (a) player(s) close to the net reaching higher than the net.**

- a. Blocking faults: A blocker touches the ball in the opponent's space before or simultaneous with the opponent's attack-hit.
  - b. Blocking faults: A back-row player completes a block or participates in a completed collective block. This applies no matter how many players are on the court (5's or 6's).
  - c. Blocking faults: A blocker contacts the ball in the opponent's space from outside an antenna.
  - d. Blocking faults: A player blocks the opponent's service.

- j. **The official game clock:**

- a. Official's clock is the official clock
  - b. Will only stop on time-outs and injuries.
  - c. The official will notify each team when two minutes remain in the match.
  - d. 55 minute time limit. If the game is tied, play one more serve to decide the winner.

- k. **Time Outs:**

- a. (1) timeout per game for no more than 30 seconds.
  - b. During postseason play, if at 25-25, an additional timeout (30 secs) will be awarded.

- l. **Net Height and Equipment**

- a. Men's, Mixed power leagues, Mixed Competitive (Men's Height): 7'11 and  $\frac{5}{8}$
  - b. Women, competitive, and mixed rec leagues: 7'4 and  $\frac{1}{8}$
  - c. Teams are expected to bring a volleyball that is acceptable to the other team and/or officials.
  - d. Teams should also bring volleyball to use in warm up.

- i. If teams do not agree on using the same ball for the match, the official will determine the game ball.

#### **m. Forfeits and Defaults**

- a. Forfeits occur when a team does not show for their scheduled game and no advanced notice was provided to the office. Defaults are recorded when a captain submits forfeit form to the Sports office prior to 4:30pm the day of their scheduled game. This will allow the office to notify the opponent and prevent them from showing up to the complex. Defaults will still be recorded as a loss but will not hinder a team's playoff chances (see Tiebreaker Procedure below)
- b. A 5-minute grace period applies for the first game of the first match only.
  - i. If a team has 4 players the match will start as scheduled.
- c. The first game of the first match will be forfeited if the team is unable to place 4 eligible players on the floor, or a legal combination.
- d. If a team still does not have at least 5 players by the start of the second game (the start of the second game will be defined as the time 20 minutes after the scheduled start time), the second game, as well as the match, are forfeited.

#### **n. For safety purposes, when play is occurring on the adjacent court, a player is not permitted to touch down beyond the dividing line (half court line of the basketball courts) between the volleyball courts.**

- a. **If this occurs a fault will be called by the official.**
- b. **If the adjacent court is unoccupied, players are permitted to cross the dividing line.**
  - i. **The adjacent court is still considered occupied during time outs and time between sets**

### **3. Post Season Play**

- a. In divisions that have multiple leagues, the regular season champion automatically advances to the Champ of Champs Tournament and receives a league championship trophy.
- b. In these leagues, 3<sup>rd</sup> place plays 4<sup>th</sup> place, and the winner of that game plays 2<sup>nd</sup> place. Winner of the playoff advances to the Champ of Champs Tournament.
- c. The postseason for divisions with only one league will consist of a league playoff between the top four teams (no Champ of Champs Tournament).
- d. Champions and runners-up in each division will receive trophies.
- e. Matches are played the best 2 out of 3 in postseason play with no time limit.
- f. **All players are required to have a photo ID on them during all post season play in case asked by CRPD Staff. Social media accounts and other websites will not be permitted.**
  - a. **If a player does not bring an ID they will not be able to participate in the match**
  - b. **If a player is currently participating in the game and asked for their ID the match will be forfeited if the player is unable to produce photo identification.**

### **4. Division Specific Rules**

- a. **Mixed Competitive and Mixed Recreational - Women's Height Nets**
  - a. Men cannot spike and must serve underhand. It is not considered a spike as long as there is an initial upward movement of the ball. No side arm serves permitted.
  - b. Female must participate if the ball is not returned on the first volley (more than 1 touch).
  - c. A gender loop rotation is permitted in these leagues that can be done in the serving position.
- b. **Mixed Competitive - Men's Height Nets**

- a. Men can spike
- b. Men may serve overhand but feet must remain on the floor. No jump serves.
- c. Female **MUST** participate if the ball is not returned on the first volley.
- d. No more than one (1) male and one (1) female Mixed Power division players per team.
- e. Gender rotation is required
- c. Mixed Power - Men's Height Nets
  - a. Men can spike and serve overhand and jump serve.
  - b. A female player **does not** have to participate if the ball is not returned on the first volley.
  - c. Gender rotation is not required but must still adhere to legal combinations listed below
- d. Men's and Women's Competitive
  - a. Use of a Libero player is permitted in this division
    - i. He/She is restricted to performing as a back row player and has no right at all to complete an attack hit when the ball is above the height of the top of the net.
    - ii. The **Libero** may serve when replacing in position #1.
    - iii. The Libero cannot block or attempt to block.
    - iv. The **Libero** must wear a different color shirt from the other members of the team

## 5. Legal Combinations

- a. Mixed league player combinations: **The following are the only permitted combinations.**
  - a. 6 player combinations: 3 women/3 men or 4 women/2 men
  - b. 5 player combinations: 3 women/ 2 men (No Ghost penalty),  
2 women/ 3 men (Ghost penalty - outlined previously in rules in 2h)
  - c. 4 player combinations: 2 women/2 men (No Ghost penalty)
    - i. Must maintain a 2 person front and 2 person back row
      - 1. gender rotation still required except in power leagues
    - ii. Only permitted for the first game of the match. Team must have at least 5 players by the start of the second game otherwise the last two games will be forfeit.

## 6. Substitutions

- a. Substitutions are on a position-for-position basis, gender for gender.
- b. Recreational leagues and competitive leagues may have a gender loop rotation. This can only be done in the serving position and it is male for male and female for female and must be maintained for the entire game.
- c. A substitute may enter an unlimited number of times.
- d. Injured player leaving the court and returning to the game: (Rec. leagues only, where the vacant player exists) – If there is an injury, the player can go out of the game and sub the ghost player in their position. If the injured player is able to return to the game, they then can substitute for the ghost player. If the injury occurs during the first game and the team drops to 4 players, the match will continue. If the injury occurs in the second game and the team drops to 4 players, the match will be declared a forfeit. At no time is a team permitted to play with less than 5 players.
- e. Substitution Zone: The area between the imaginary extensions of both attack lines. When wanting to enter the game, the substitute should indicate to the official and wait until they are acknowledged to enter the game.

## 7. Player Clothing and Jewelry

- a. Pants or shorts, shirts, and gym shoes (non-marking sole) are required.
- b. Hats cannot be worn on the court, including during warm-ups.
- c. Head kerchief or bandanas used as a head covering (except if religious in nature) cannot be worn.

- d. Jewelry is prohibited and includes diamond and other rings, earrings, studs, posts, visible piercing, watches, chains and medallions (medical or religious). No taping of earrings are permitted, they must be removed. Medical/religious medallions can be taped inside clothing. Flat, smooth wedding bands are exempted.
- e. All officials are instructed that they can not force you to remove your jewelry but they can enforce the No Jewelry rule by not permitting you to play in the games.

## 8. Captain's Responsibilities

- a. Team captains are responsible for knowing all rules and regulations that pertain to their leagues and informing their players of these rules.
- b. Team captains are responsible for accurate contact information and making sure it is on file at the Sports Office.
- c. The game/team captain is the only one authorized to speak to the referees when the ball is out of play.
- d. The game/team captain is the only one authorized to ask for an explanation on the application or interpretation of the rules, and also to submit the requests or questions of his/her teammates.

## 9. Sportsmanlike Conduct

- a. Participants must accept the referee's decisions regarding conduct without disputing them. In case of doubt, clarification may be requested only through the game captain.
- b. Participants must refrain from actions or attitudes aimed at influencing the decisions of the referees or covering up faults committed by their team.
- c. Participants/players who are on the court are the only ones permitted to call in and out of bounds or blocks. No one on the sidelines or bench are permitted to assist in these calls.
- d. Participants must behave respectfully and courteously in the spirit of FAIR PLAY, not only toward the referees, but also toward other officials, the opponents, teammates, field representatives, and spectators.

## 10. Tiebreaker Procedure

- a. **Forfeit:** A forfeit by a team will eliminate that team from the tie breaker
- b. **Head to Head record (group):** This tiebreaker considers all head-to-head games between all teams that are tied, calculates a winning percentage for each team, and ranks them according to that percentage.
- c. **HTH Point Differential:** Only between teams that are tied:
  - a. Most useful when two teams are tied, played each other twice, and are 1-1. Team A beats Team B by 4 points. Team B beats Team A by 2 points. Team A wins the tiebreaker with +2 point differential while Team B has a -2 point differential.
- d. **Total Point Differential**
- e. **Coin Flip:** If teams are still tied a coin flip will be used to determine the winning team.

## 11. Misconduct

- a. **Intoxicants/Illegal Substances:** The Columbus City Ordinance prohibits alcohol in city parks. There is to be no alcohol or illegal substances used during any league or tournament contest or on any undesignated recreational area before, during, or after any games. Any individual found in violation of this rule will be ejected from the game and must leave the premises. Failure to do so will result in forfeiture of the game and may result in an individual or team suspension from future league participation
- b. **Zero Tolerance Policy:** Unsportsmanlike or abusive behavior by spectators, players or teams will not be tolerated. Individual and team penalties will be given by administrators of the program and will be

based on the severity of the actions (see below). The team captain is responsible for the actions of all of his/her players and spectators. Their actions will directly affect the eligibility status of the team. Penalties for individuals and teams are not progressive. They include probation, suspension or total elimination from participation

- i. Any violation of the Zero Tolerance Policy will warrant a minimum one (1) week suspension from all CRPD leagues or tournaments, including participation as a spectator, for any sporting events held at Columbus Recreation and Parks facilities. This includes, but is not limited to, non-CRPD organization events such as leagues or tournaments. The player will then be placed on probation for one (1) calendar year. The Sports Office will make a determination if a longer penalty is warranted as to the severity of the situation or the status of participation in multiple sports or leagues.
- ii. The jurisdiction of game officials does not end until they have vacated the game site and surrounding areas. An individual does not have the right to abuse a game official because the official contest has concluded. Ejections or other game penalties may still be given at or beyond the conclusion of the contest and shall be considered in all aspects of a participant's conduct.
- iii. The suspension period does not include postponed games.
- iv. Anyone ejected for unsportsmanlike behavior must leave the facility immediately. Failure to do so could result in the game being forfeited.
- v. After an incident is reported, the Sports Office will review the situation, collect all necessary information and make a decision on any disciplinary action. It is the right of any suspended person to appeal the decision.

**c. Ejection Policy and Disciplinary Action:** A participant or spectator in a City of Columbus Recreation and Parks program that violates the Zero Tolerance Policy and is ejected or suspended from any facility, program, contest, or activity for the following acts of unsportsmanlike or misconduct, shall be subjected to the following disciplinary procedures:

- i. Hitting, striking, pushing or any contact of a City of Columbus Recreation and Parks employee, official/umpire, participant or spectator. Disciplinary Action: Suspension from City of Columbus Recreation and Parks facilities and/or programs for a minimum of one year.
- ii. Threatening physical harm or the use of any intimidation towards a City of Columbus Recreation and Parks employee, official/umpire, participant, or spectator. Disciplinary Action: Suspension from City of Columbus Recreation and Parks facilities and/or programs for a minimum of one month.
- iii. Verbally abusing a City of Columbus Recreation and Parks employee, official/umpire, participant, or spectator. Disciplinary Action: Suspension from City of Columbus Recreation and Parks programs and/or facilities for a minimum of one week.
- iv. Acting in a way which would cause equipment or facility damage, and/or injury to a person. Disciplinary Action: Suspension from City of Columbus Recreation and Parks programs and/or facilities for a minimum of one month.
- v. Failing to cooperate and respond honestly to inquiries or requests for assistance in identifying individuals who may be involved in incidents. Disciplinary Action: Suspension from City of Columbus Recreation and Parks programs and/or facilities for the individual and/or their team, club, or organization for a minimum of one month.
- vi. Participating under an assumed name, providing false information, or illegally participating in a division of play. Disciplinary Action: Suspension City of Columbus Recreation and Parks programs and/or facilities for a minimum of one week.

- vii. Personal conduct situations that are not covered by the provisions stated in the above items #1-6 will be dealt with in an appropriate manner by the Recreation Administrative Manager and/or Coordinator at their discretion.
- d. In the event a penalty is applied at the end of a current season, regardless of sport, the penalty may be carried over to any year, season, sport or tournament.
- e. Any portion of a game, or games, missed due to an ejection shall not count toward a player suspension. If a player is ejected during any game, the player is no longer eligible to participate in any game that day/night (such as, but not limited to: double headers, league playoffs). A player ejection that occurs during a CRPD tournament shall be at the discretion of the tournament director.

## 12. Protests and Appeals

- a. **Protest Fee:** \$30 cash is due at the time of the protest and will be decided on site. Eligibility protests, \$30 per player.
- b. The protest must identify the specific rule or person(s) being protested. If the protest is valid, the protest fee is returned.
- c. **Protests can be made on rule interpretations and eligibility issues only, not on judgment calls.**
  - i. **Rule interpretation:** The protest must be declared to the game official at the time of the infraction. The official will notify the other team, contact a staff member, and note the conditions surrounding the protest on the scoresheet.
  - ii. **Player eligibility:** The protest must be declared to the game official prior to final serve of the game. Players are required to have a photo ID at all times. Upon a player eligibility protest, failure to provide an ID will result in a forfeit.
- d. **Appeals:** Appeals of a decision made by the Sports Office concerning a protest or a suspension must be made in writing and on file with the office no later than 3 business days from notification.
  - i. The appeal should describe specific reasons why the offending party disagrees with the decision made by the Sports Office.
  - ii. The Administrative Coordinator of the Sports Office will make the final decision on whether the appeal is approved or denied.

\*\*For your safety and the safety of your belongings we are asking that you lock all your belongings in the trunk of your car BEFORE arriving at the complexes. Do not leave anything in plain sight on your seats or on the floor, as this may be tempting to someone walking by. Please be aware of your surroundings and report any suspicious activity that you might witness to the facility/field representatives on duty. We appreciate your help in keeping everyone safe\*\*