

CAPE GIRARDEAU PARKS & RECREATION DEPARTMENT

SUMMER VOLLEYBALL



LEAGUE



LEAGUE DIRECTOR
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LEAGUE RULES

1. Teams may start a game with a **minimum** of 4 players. However, the side out rule will be enforced. When the open position is due to serve, there will be a side out to the opposing team and a point will be awarded to them.
2. **3 games or 50 minute time limit.** If the teams are tied after 50 minutes, the next point wins.
Games 1 & 2 will be rally scoring to 25, with a 27 point cap.
Game 3 will be rally scoring to 15 points, with a 17 point cap.
 - The league will allow teams to use the libero player.
 - Let serves are allowed, as long as it is within the antennas.
3. Teams should consist of school teams or potential players for their respected schools.
4. There are no numbered uniform requirements for the league. Each coach needs to communicate with the officials about the libero.
5. Teams are required to be ready 5 minutes before game time. Game time is start time. If a team does not have four players five minutes after game time, then it is considered a forfeit for the first game. 10 minutes after scheduled start time is a forfeit for the second game and 15 minutes after scheduled start time is a forfeit for the third game.
6. Protests: Protests will be accepted only for a rule interpretation or misapplication! Protest must be made in accordance with the MSHAA rule book guidelines, and made verbally to the official. Protests, which are held but have little or no bearing on the game, will not result in the game being replayed at the point of the protest. The game will stand as is. The League Director will decide the protest. All decisions are final. If the play was crucial, it will be replayed from that point.
7. The official will call for captains 10 minutes prior to start time. The official will have the team captains call for serve or side. The official will ask for the captains again at the start of the third game.
8. A player may play the ball up to the half court basketball line (which separates the 2 volleyball courts); however no part of her body may cross this area before and during contact with the ball.
9. The ceiling, wall, and divider curtains are out of bounds. You may play a ball off the ceiling on your side of the court as long as it is not the 4th hit.
10. Timeouts: Each team is allowed one (1) timeout per game, which equals three (3) per match. Timeouts will not exceed 45 seconds.
11. Warm – up format will be as follows. The warm-up will be timed by the officials.
 - 2 minutes hitting (serving team)
 - 2 minutes hitting (receiving team)
 - 1 minute of shared court serving
12. The league will be governed by MSHSAA rules and the league rules listed above.

13. League winners will be determined by season record. In the event of a tie during the season standings, the following method of determining league placement will take place:
- A. Head to Head competition among the teams tied.
 - B. Points Differential from head to head competition among the teams tied.
 - C. Overall Points Differential among the teams tied.
 - D. One Playoff Game among the teams tied.

PLAYER ELIGIBILITY REQUIREMENTS

1. To be eligible to play in the Junior Varsity or Varsity Division, players must be no older than a 2017 graduate of High School. In the Junior High Division, players must not be older than going into 8th grade.
2. Players may only play on one team in the league. However due to the increase of schools having multiple teams, the league will allow a two week grace period to establish your teams. Any changes to your team roster must be made by Monday, June 20th. After this date, you may not switch any of your players from team to team. You may add to your roster until Tuesday, June 27th. (Exceptions can be made if teams need to use JV players to field a Varsity team.)

A player caught playing on two teams after the 2-week grace period will be dealt with in this manner:

1. The team that the player first played on will be considered her official team.
 2. Any games played for another team will be considered forfeits if the games are protested.
 3. The player will then be required to play for the original team or not participate at all.
 4. A player from one team can play for another team; but if the opposing team protests the player's eligibility, it will be counted as a forfeit.
3. Suspensions: A player, coach, or team follower ejected from a game will be suspended only for that game. Extremely poor behavior, loud and abusive language, fighting, or alcohol-related conduct, will result in more severe penalties as decided by the Parks and Recreation staff.
 4. Player eligibility protests will be accepted verbally to the official. A team wishing to protest a player has until 5:00 p.m. the next Parks and Recreation business day. If a team picks up a non-roster player, the team has until 12:00 noon the next business day to call the Parks and Recreation office at the Osage Community Centre to add the player to their roster, or until the roster deadline.