

# Steel City Volleyball League

## League Rules

- Starting times for matches are 4:10, 4:55, 5:40, 6:25 and 7:10PM.
- Teams designated as referees for matches should provide 5 people (Up Ref, Down Ref, 2 line persons, and a scorekeeper) and be available at the scheduled start of the match.
- A minimum of 4 players is required per team to play a match. If a team does not have 6 players, they may use substitutions according to guidelines provided below
- Teams that do not have enough players, even after searching for substitutions, will forfeit their first game 15 minutes after the scheduled start (4:25, for example), the second game 20 minutes after the scheduled start, and the third game 25 minutes after the scheduled start. Only players whose teams do not have refereeing responsibilities are eligible.
- All games are played to 25, starting at 4. If the 3rd game is starting with less than 10 minutes left in the match time, the 3rd game shall begin at 10-10 and be played to 25. The Up Ref for the match shall determine the need for a shorter 3rd game.
- All games must be won by 2. All games in the regular season are capped at 27 (or 17 for a shortened 3rd game).
- When serving, 1 foot is allowed to be on, or over the service line.
- Bumper teams are allowed to rotate extra players in at the server position. They must let the Up-ref know this at the start of the game, and must do this rotation for the full-game.
- Late arriving players can be added to the court at the first stoppage of play.
- Each team is allowed 2 timeouts per game.
- **Only** the captain of each team should speak with the referees during the course of a game.
- All end-line netting and walls are out of play and are considered out of bounds when the ball hits these surfaces.
- On sideline plays between courts, if a player can play a ball without ever touching the next court, it is legal. At no point, (before, during or after contacting the ball) can a player step into the next court.
- Standard volleyball substitution rules apply in the Setter and Spiker Divisions.
- Substitution Rules:
  - Teams can replace an absent player with a player of the same rating (i.e. in Bumper division – missing player rated as Setter can be replaced by another setter player). General Format: Bumper to replace Bumper, Setter to replace Setter and Spiker to replace Spiker (for Setter division teams missing a Spiker player).
  - No subs will be allowed for playoffs and finals. Teams **MUST** play only for the team on which they appear on the roster at this point in the season.
  - Only players who have no refereeing duties are eligible.
  - No one from outside the league will be allowed (no outside 'ringers').
  - Teams may use substitutions only to reach a full complement of 6 players. Teams who are missing their 7th player cannot find a substitute to replace that 7th player.
  - Team captains should indicate on the score sheet that they used substitutes and how many, for league tracking purposes only. Team captains should also report to the up referee that they are using substitutes.
  - There is no limit on number of subs allowed as long as one original team member is present.

**All personal items should be clear of all court areas or in the Locker Room. This will help prevent interference and injury on the courts.**