

**2011 VOLLEYBALL LEAGUE  
POLICY STATEMENT & RULES**

The Four Lakes Homeowner's Association has control of all events scheduled on its property including the volleyball courts. Any event or usage of or on the property that is not insured by Four Lakes Homeowners Association is not authorized unless a permit for usage is secured in writing from the Recreation Office.

**SECTION 1: ORGANIZATION**

--The league will be divided into two separately organized co-ed leagues, a six-player league, and a four-player league. All leagues will be divided into divisions based on ability.

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**6-Player League:** There is a **\$50 team fee** for all rosters, no exceptions. Teams must have at least six players on the roster and should carry a recommended twelve people. **The non-resident fee is \$100 for each non-resident player on the roster.** The maximum number of non-residents allowed is unlimited. All fees and rosters with signed waivers must be submitted no later than Thursday, April 14, 2011. **NO REFUNDS WILL BE MADE.**

**4-Player League:** There is a **\$50 team fee** for all rosters, no exceptions. Teams must have at least four players on the roster and should carry a recommended six people. **The non-resident fee is \$100 for each non-resident player on the roster.** All fees and rosters with signed waivers must be submitted no later than Thursday, April 14, 2011. **NO REFUNDS WILL BE MADE.**

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--**Incomplete rosters will not be accepted.** Since there are only 10 available spots per division, teams with **completed rosters** (correct names, email addresses, and applicable fees) **printed clearly, of course,** will be placed in the desired division on a first come, first serve basis. **Reminder: Once the rosters have been submitted to the Recreation Department, they will remain in the office. Therefore, anyone who has not yet proved residency and/or paid fees must come to the main office during business hours to finish the paperwork.**

--Each league will have its own prizes. A maximum of twelve awards for six-player teams and six awards for four-player teams, teams with rosters larger than the recommended minimum may purchase additional awards.

--Players may participate in only one six-player team and one four-player team. Due to the formation of another 4-player division, it will be possible to play on two 4-player teams. However, you are not permitted to play on the same night with 2 teams.

--Any player who is caught playing on a team besides his/her own will be banned from participation in the league for the remainder of the summer.

--If for any reason, a team has allowed a non-rostered (illegal) player to play, they will forfeit their match for that night. If this happens during tournament play, both the team that allowed this and the individual player will not be allowed to participate in the tournament. If the "illegal" player happens to be a captain of another team, his/her team will also forfeit their match for their next scheduled night. If this occurs during tournament play, both teams (the captain's team and the one he/she illegally played on) will be eliminated from the tournament.

--All league tournaments are open to all teams registered in the league. Teams will be placed in the End of the Season Tournament at the discretion of the Recreation Department. Any team that has forfeited 25% of its matches will be dropped.

--At the end of the first two sessions in the four and six-player leagues, the Recreation Department (based on their discretion) will move up to two (2) teams up or down between divisions depending upon the won/loss records. At the end of the third session, there will be no movement between divisions.

--New teams may be added to the league before the second session providing there is room in the desired league/division and that the Recreation Department is contacted seven (7) days prior to the end of the first session.

## **SECTION 2: ELIGIBILITY**

--Each player's eligibility will be validated by Four Lakes Management. **All players, both resident and non-resident, will be required to show a photo I.D. upon request. Please have I.D's available at all times.**

--GAME NIGHT

- Six-player teams are required to check in, and to have on the court playing, two women and two additional players. Four-player teams are required to check in, and to have on the court playing, one woman and one additional player. If both captains agree, the minimums can be waived and the score sheet must be signed by both captains.
- Once the first game of the match has started, a team cannot call a forfeit on another team; exception is a roster check (see next line).
- It is the captain's responsibility to review the rosters posted by the score sheet. Prior to the start of the second game, captains have the ability to pull a roster check and declare a forfeit if non-roster individuals were playing.
- A nightly director will be assisting all teams with roster checks, rules, verification of scores at the end of the match, and other such duties as see fit.

## **SECTION 3: ROSTERS AND ROSTER CHANGES**

--Four Lakes residents, employees and non-residents may be added to a roster prior to the third session for the six-player league and four-player league.

--Players can change teams any time prior to the second session.

--All roster changes involving players switching teams will become effective immediately after being reported to the Recreation Office by the captain of the new team.

--Team captains can obtain rosters of teams in their division/league upon request.

## **SECTION 4: RULES ENFORCEMENT**

--Since there are no referees, enforcement of the rules on game nights will be handled by captains. The nightly director will only need to assist if a ruling needs verification or play is halted for any reason.

--The Recreation Office will handle all questions regarding rules interpretation.

## **SECTION 5: CAPTAIN'S RESPONSIBILITIES**

--The captain is to be the spokesperson for the team during games.

--The captain is responsible for payment of all fees.

--Both team captains or designates must report and/or check all game scores with the nightly director and sign the score sheet immediately at the end of the match. If, for any reason, scores are not reported, the Recreation Office will wait until the end of the session in progress before double forfeits are enforced.

--**Note:** Accurate reporting of scores is important because session/season ending ties are determined by: First, overall record; Second, head to head competition; Third, point differential; and Fourth, coin toss.

--Game balls are not provided. The captain or a designate of each team is responsible for providing a game ball, or one may be obtained from the nightly director, upon reserving it with an I.D.

--The team captains will determine the general level of play. Whenever a rule discrepancy occurs during a game, captains or team designates are responsible for resolving the problem on the spot. If a solution cannot be reached, notify the nightly director of the discretion, and he/she will advise the proper ruling, or replay shall occur. No protest shall apply. (This rule is meant to expedite play, not cause arguments or be a test of wills. Keep your rules handy and be fair.)

--**RAIN AND RAIN OUT RESCHEDULING** - Since all matches are played outside, Mother Nature does throw us some curves, however, team **captains should tell their teams to report and check in by match time.** There have been many instances where it has stopped raining fifteen minutes prior to match time and we have been able to play the matches. If it is still raining at game time, and both captains agree to reschedule at this time, both captains should decide on a date and write it on the score sheet and sign their names. Score sheets will be available at [www.playfourlakes.com](http://www.playfourlakes.com) , but must be signed by both captains and returned if a make-up game is not during regularly scheduled time.

--**TENTATIVE DEADLINES FOR SESSIONS AND REPORTING SCORES** - All scores from the appropriate session must be submitted to the Recreation Department by 9:00am on the following dates:

<u>Session</u>	<u>Deadline for scores</u>
Session I - May	June , 2011
Session II - June - July	July , 2011
Session III - July - Aug	August , 2011

### **SECTION 6: PENALTIES**

--Unsportsmanlike conduct will not be tolerated. Any instances should be brought to the immediate attention of the Recreation Department and the team captains. Repeated unsportsmanlike conduct will result in a player's dismissal. Penalty for violation of the rules of section two will be the forfeiture of all games within a session upon detection of the violation. In addition, any team found to be in violation will not be awarded prizes or other awards no matter when the violation occurred. Finally, teams in violation will not be permitted to participate in any subsequent tournaments unless reviewed and approved by the Recreation Department.

--If a team does not participate in half of their games for said session, they will not be able to participate in the upcoming session.

--**All players must have played in at least half of the games since becoming a member of their team in order to participate in the End of the Season Tournament.**

### **SECTION 7: GAME TIME**

Session I and Session II	<b>Mon./Tues./Wed./Thurs.</b> 6:45pm
Session III	<b>Mon./Tues./Wed./Thurs.</b> 6:30pm

Session I and Session II	<b>Sun.</b> 5:30pm and 6:45pm
Session III	<b>Sun.</b> 5:15pm and 6:30pm

6-player League- C & B	Sun. & Wed. (6:45)
4-player League- C & B	Sun. (5:30) & Tues. (6:45)
4-player League- B & A	Mon. & Thurs. (6:45)

--If league play is not started 15 minutes after the scheduled starting time the team responsible for the delay forfeits the match.

--During the End of the Season Tournament, game time is forfeit time.

### **SECTION 8: SCORING**

--Games are played to 21 points, rally scoring. Games must be won by a minimum of 2 points. Cap is at 23. All three games are to be played.

--During play-off matches, if a third game is necessary, the captains will toss a coin again before the third game. Teams will switch sides in this third game when one of the teams reaches 8 points.

### **SECTION 9: SUBSTITUTION**

--USVBA rules govern this league. For four-player and six-player, unlimited substitutions are allowed as long as one player does not occupy more than one position in the service order during a single game.

--In six-player, planned switches are permitted within the same row only; not between the back row and front row for six-player play.

--In four-player and doubles, players are free to position themselves anywhere within their court; overlaps do not apply. However, correct rotation must be maintained for the serve.

## **SECTION 10: BALL IN PLAY**

--The score shall be called by the server before each serve. The ball is considered in play after the score is called. The server may not step on or over the end line until the ball has been contacted for the serve. The server can serve from any area on the end line provided they make contact with the ball while in the area between the sidelines. The depth of the serving area beyond the end of the court is indefinite.

--First service is determined by a toss of the coin prior to the first game, and will alternate for subsequent games.

--A served ball is dead if it: a) touches the ground in the serving team's area, a team member, the net, or the post; b) passes under the net or crosses the net outside of the sideline boundaries. NOTE: Since there are no referees, tape or antennas on the nets to determine whether the ball passes over the playing area of the net, the ball is in play if it passes between the net poles.

Level C in both 4's and 6's, NO LET SERVES: meaning the ball cannot touch the net on the serve.

--Out of bounds is the area outside of the ropes. The ropes are in bounds.

## **SECTION 11: CONTACTING THE BALL**

--Each team is allowed a maximum of three successive contacts of the ball in order to return the ball to the opponent's area. A defensive block is not counted as one of the three allowable contacts.

--THE BLOCK: A player may reach over the net to block a ball which is crossing the net provided that action does not interfere with the opponent's play. The player is not permitted to touch the ball beyond the net until the opponent has made an attack-hit. A player who has participated in a block may make the next play on the ball which counts as a team's first contact of the three permitted per side.

--In six-player: (1) only front row players may block; (2) only front row players may spike within ten feet of the net.

--In four-player: (1) no restrictions exist as to which players may participate in a block; (2) all players eligible to attack in front of 3 meter line.

--The serve may not be blocked or spiked.

--THE SPIKE: A spike may follow through over the net after they have legally contacted the ball. Spikes are legal only if contact has been made with the ball while a portion of the ball is directly above the net or it is completely on the spiker's side of the net. The ball must be cleanly hit when spiking with an open hand. Guiding or carrying the ball is a violation unless it is done entirely with closed fingertips.

--SERVE RECEPTION OR HARD DRIVEN BALL RETURNED DURING A VOLLEY: All leagues should use the forearm pass (bump). However, the USVBA has loosened the rules and the interpretations are listed below:

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| 1. One arm bump---                     | legal  |
| 2. One open hand---                    | legal if the wrist does not break  |
| 3. Two open hands---                   | legal if the fingers do not direct the ball, and there is only one motion to the ball. |
| 4. Inverted bump---                    | legal as long as there is one motion toward the ball and the ball didn't roll on arm.  |
| 5. Set on hard driven ball or serve--- | LEGAL <b>ONLY</b> IF THERE IS NOT A DOUBLE CONTACT OR A HELD BALL.                     |
| 6. Two arm bump with arms apart---     | legal if arms do not move independently  |
| 7. Beach dig---                        | ILLEGAL - ball cannot be between hands and flipped up.                                 |

**SECTION 12: SETTING AND OVERHEAD/OVERHAND PASSES:**  
**(interpretation for lower divisions)**

--The direction of the ball cannot be changed. If a person is facing in one direction, the overhead pass must go in the direction the person is facing or directly backwards. i.e. if a person is facing north, the pass must be directed either north or south, not east or west. NOTE: Team captains should discuss this before the game. Since team captains do control the level of play, this violation can cause problems. Talk about it before the game.

**SECTION 13: MISCELLANEOUS**

--No part of the body is allowed to touch the net at any time. Net play must be policed by team captains.

--Players on the serving team cannot screen for the purpose of limiting the vision of the receiving team.

--Teams assigned to a court for league play may take the court 30 minutes prior to the start of match time. They also have the option of keeping the court for the remainder of the evening after play, provided that it is not scheduled for any other activity.

--Penetration under the net by a player is permitted in sand play as long as interference with an opposing player does not occur.

--All situations not specifically covered in these rules will be governed by official USVBA rules.

**NOTE: The Recreation Department reserves the right to modify the policies, rules, dates and times of games and events without notice.**

## BLIND DRAW VOLLEYBALL RULES

Names are individually drawn at random and placed together to form teams. Registration begins at 8:00 am (residents), 8:30 am (guests) and will go until 9:00 am or until the tournament fills (200 people); whichever comes first.

**Team structure:** Three (3) men and one woman. When necessary, because of the numbers, teams may have two (2) men and two (2) women.

**Tournament structure:** Tournament play will begin with pool play. Dependent upon the total number of teams, four or five teams will be placed on a court to play each other once. (Each court is considered a pool.) Five team pools will play one game to 11 points with a 13 point cap. Four team pools will play one game to 15 with a 17 point cap. At the conclusion of pool play, all score sheets are to be turned in and the staff will rank each team accordingly. Rank is decided first by won/loss record and second by point differential. If two teams in the same pool have the same record, the winner of the match when they played head to head will be ranked ahead of the other. After calculating points and ranking the teams from 1 - 45 (for example), three single elimination tournaments begin. The top teams advance to the top division (GOOD); the middle teams to the middle division (BAD); and the lowest teams to the lowest division (UGLY). Prizes are awarded to the winning team in each division.

**Basic Rules:** Net violations are not permitted in Blind Draw Volleyball Tournaments. Each person/team is required to call their own. All other play is legal (everything goes).

**IF YOU CANNOT COMMIT YOURSELF TO A FULL DAY OF PLAY,  
DO NOT ATTEND!!!**

**If for any reason, you have to leave early, your team must play without you. If an injury occurs, your team must play without you.**

**YOU MAY NOT BE REPLACED BY ANYONE.**

**Each team must play with the ORIGINAL PLAYERS ONLY.**

**SUBSTITUTIONS ARE NOT ALLOWED!!!**

**\*\*\*If you leave prior to the finish of play for your team, you will not be allowed to participate in the next Blind Draw Tournament.**