

City of Grapevine  
Parks and Recreation Department  
INDOOR VOLLEYBALL RULES & REGULATIONS

All league games will be played in accordance with the current United States Volleyball Association (USVBA)  
Official Guide, with the addition of the following:

**\*\* Indicates rule change or clarification for current year.**

I. Eligibility

1. Players in all Adult Leagues must be sixteen (16) years of age or older prior to the start of league play.
2. All players must carry current picture identification with them at all times during all league games.
3. Players will be allowed to play on more than one team during a season, but can not play on more than one team in the same league.

II. Rosters

1. Each team will be allowed to a maximum numbers of twelve (12) players, including the playing coach.
2. **\*\*Each Team may add up to 12 players during the season. Once a team roster totals 12 players, listed players must be dropped to add new names. This can be done on site prior to game time, as rosters are maintained at game sites. No team may add any players after their seventh (7) games. Your roster will be frozen after seven (7) games and that is what you will play with for the remainder of the season including the post-season tournament.**
3. Your team's roster must be turned in prior to the team's first game. Rosters may be turned in at the Recreation Services office between 8:00 AM – 5:00 PM, Monday through Friday or at the game site.

III. Equipment/Uniforms

1. Matching uniforms are NOT required.
2. Net Height: 7 foot, 11 and 5/8 inches
3. Officials may ban any equipment that they deem as unsafe or illegal.
4. No jewelry may be worn at any time during the game.

IV. Playing Rules

1. Teams should be present at least 15 minutes prior to game time.
2. **\*\* Rally Play Scoring:** An official match will consist of three (3) games. Each match will be 45 minutes in length. The score shall be rally play for all three (3) games. The first 2 games will go to 21 points, win by two, and game 3 will go to 15. There will be a cap on points. 25 points for the first two games and a cap of 20 for the third. Unless the 45-minute time limit has expired. If the score is 10 to 9 during the 3<sup>rd</sup> game, then that will be the final score. (Example: If the time expires during the 3<sup>rd</sup> game, and the score is 10 to 9, then the team with 10 will be credited with the win.) **In case of a tie and time has expired, then the next point wins the game.**

3. No grace period! Game time is forfeit time.
4. If a team forfeits a game due to failure to have sufficient players to start a game at the scheduled time, the score will be recorded as 1-0. A waiting time of up to 15 minutes will be allowed for the 2<sup>nd</sup> and 3<sup>rd</sup> game, before each game is declared a forfeit and recorded as 1-0.
5. If a team forfeits two (2) complete matches due to lack of players at the start of a season, the team will be dropped from the league with **no refund** of entry fees and all teams scheduled to play the offending team for the remainder of the season will receive a win by forfeit. Make up games scheduled on days other than the original league night will **not** apply.
6. **If a team has to forfeit and does not notify the city by noon of the game day, then that team will receive a \$25 forfeit fee.**
7. There will be free substitutions. All substitutions must be made during a dead ball. Substitutes are not required to replace the same player each time. Substituting upon each rotation will be allowed. The same method of substituting must be continued throughout the game. Example: A substitute rotates in at right front position, all substitutes must rotate in at the right front position throughout the entire game. Men must substitute for men and women must substitute for women.
8. **There will be one timeout per team allowed for each match. Each timeout will be for 30 seconds and the clock will stop. Anything after that 30 second timeout the clock will remain running so that the match stays on time. After each timeout, players resume their previous location in the rotation.**
9. After each game, the teams will exchange court sides.
10. The winner of the coin toss will determine first service. The other team will have choice of court side. The second game will begin with the original first game receiving team serving first. The third game will begin as the first game began (coin flip, etc.)
11. **Blood Rule** – A player, coach or official who is bleeding or who has blood on his/her uniform will be prohibited from participating further in the game until the appropriate treatment is administered in a reasonable length of time, the individual will not have to leave the game. (The length of time considered reasonable is left to the official's judgment.  
The official will:
  - a. Stop the game and allow treatment if an injured person would affect the continuation of play.
  - b. Immediately call a coach, trainer or other “authorized person” to the injured player.
  - c. Apply the rules of the game regarding substitution, reentry and short-handed player if necessary.
12. Each Team Manager should initial the official's score sheet after each match. This will insure that all records are correct and have been accepted by both Team Managers. Failure to initial the score sheet will be an indication that the Team Manager has accepted the score sheet and has forfeited his/her right to review. **League standings will be based on the score sheets.**

## V. Special Rules for “Recreational” Leagues

1. Spiking will be allowed.
2. Overhead or overhand serves will be allowed.
3. Teams are required to play with a minimum of four (4) players, no more than three (3) players of the same gender. Players will be positioned on the court as if all six (6) players were present. The same gender will never serve back to back.

4. The serving order and position on the court at service will be an alternation of male and female, or vice versa.
5. When a ball is played more than once by a team, a female player must make one of the contacts. Contact of the ball during blocking will not constitute playing the ball. There is no requirement for a male player to contact the ball regardless of the number of contacts by a team.
6. When only one male player is in the front line at service, one male back line player may be forward of the attack line for the purpose of blocking.
- 7.\*\* The first 2 games will be played to 21 points and the 3 game will be played to 15 points. All three games will be played as "Rally Play," and win by two (2) points. There will be a cap on points. 25 points for the first two games and a cap of 20 for the third.

## VI. Special Rules for "For Fun" Leagues

1. There will be **NO SPIKING** allowed.  
**\*\*ANYTHING HIT WITH FORCE INSIDE THE TWO FOOT LINE WILL BE CONSIDERED A SPIKE.**  
**\*\*\*THE BALL CAN ONLY BE CONTACTED WITH FORCE BEHIND THE 10' LINE.**
2. There will be no overhead or overhand serves allowed.
3. Teams are required to play with a minimum of four (4) players, no more than three (3) players of the same gender. Players will be positioned on the court as if all six (6) players were present. The same gender will never serve back to back.
4. The serving order and position on the court at service will be an alternation of male and female, or vice versa.
5. When a ball is played more than once by a team, a female player must make one of the contacts. Contact of the ball during blocking will not constitute playing the ball. There is no requirement for a male player to contact the ball regardless of the number of contacts by a team.
- 6.\*\* The first 2 games will be played to 21 points and the 3 game will be played to 15 points. All three games will be played as "Rally Play," and win by two (2) points. There will be a cap on points. 25 points for the first two games and a cap of 20 on the third.

## VII. Tie-Breaker Procedure

1. In case of a tie for award positions at the conclusion of the season, the following tiebreaker procedure will be used to determine places:
  - a. Head to head result(s) between teams tied.
  - b. If teams split in head to head game, point differential in those games will be used.
  - c. If teams are still tied, point differential in all league games for the teams tied will be used.
  - d. As a last resort, a one-game playoff will be held to determine the final places.

## VIII. Conduct/Discipline

1. Grapevine City Ordinance Section #16-6 states, "It will be unlawful for any person to possess or consume any alcoholic beverage in a public park of the City."
2. Smoking will not be allowed on the court.
3. Each team manager will be held responsible for the conduct of his/her fans or spectators.

4. Any player, coach or manager ejected from any league game will be suspended for a one (1) league game. Players, coaches and managers who have been ejected/suspended **must leave the complex** and may not return until the completion of their suspension.
5. Suspensions will carry over from season to season. Example: A player suspended for the final game of the season will have to sit out the first game of the next season.
6. Physical violence especially attacks on a game or tournament official immediately before, during or after a game will not be tolerated. Fights/confrontations between players/teams will result in a minimum of one (1) year loss of eligibility or indefinite suspension in all league play, subject to an annual review if requested.
7. The official has the authority to remove a player, coach or a spectator from a game and/or forfeit the game due to unsportsmanlike conduct. Unsportsmanlike conduct will include but is not limited to profanity, threats of any kind toward the officials, fighting (before, during or after the game) any intoxicated condition detected by the official before or during the game or any flagrant foul as determined by the official.
8. Ejection/Suspension/Appeal Procedures: Once a player, coach or spectator is ejected from a game, then that person will be notified in writing that they will be suspended for one (1) game and/or one (1) year depending on the severity of the incident. When the suspended person receives that correspondence, then he/she has the right to appeal the ruling **in writing** within 5 days. In turn, the Grapevine Parks and Recreation athletic office, has up to 5 days to render a decision **in writing** regarding the appeal. This office has the right to uphold, reduce, waive or increase any suspension that has been granted, once the research has been conducted. All decisions are final and are considered closed.

## IX. Protests

Must be filed in the following manner:

1. Must be filed before the game is over.
2. Notify official and give details of the protest.
3. See that the protest is recorded in the official scorebook.
4. On the first regular business day following the protested game, the Team Manager must submit the protest in writing to the Recreation Services office along with a \$25.00 protest fee. Make checks payable to "City of Grapevine". If a protest is upheld, the fee will be refunded.
5. Judgement calls are not a basis for protests.

## X. Summaries

1. The Parks and Recreation Department reserve the right to add, delete or amend the rules and regulations or policies for the betterment of the program.
2. The Parks and Recreation Department can approve/disapprove any team name, logo, language or uniform deemed lewd, vulgar, obscene or suggestive in order to maintain a wholesome environment conducive to providing quality leisure opportunities.

## XI. Staff Information

1. Abby Sandy, Athletics Coordinator - 817.410.3430 or [asandy@grapevinetexas.gov](mailto:asandy@grapevinetexas.gov)
2. The REC of Grapevine: 817-410-3450
3. In case of inclement weather or for school closings, please call 817-410-3475 after 3:30 pm M-F.
4. In the case that your team has to forfeit a game, please notify the Athletics Coordinator 24 hours in advance of game time, otherwise your team will be assessed a \$25 forfeit fee.