Grapevine Parks and Recreation
Adult Indoor Volleyball - Rules and Regulations

Revised 1/2/2025

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

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 cannot play on more than one team in the same league.

II. Rosters

1. Each team will be allowed to a maximum number of twelve (12) players, including the playing coach.
2. All team members must submit a roster form using the online roster link provided by the department. This is a requirement of all teams as the league uses it as a waiver to play with the City of Grapevine. **Team Roster Link:** https://www.teamsideline.com/Layouts/minimalist/EntryForm.aspx?d=wJvCnXRzJvhxT8N6PX94 hxS8XDGIff%2fYJlCHYoBHd6c%3d
3. Rosters are final after the sixth (6) game. No team may add any players after their sixth (6) game. Your roster will be frozen after six (6) games and that is what you will play with for the remainder of the season including the post-season tournament if the team qualifies. If a team has not submitted their roster, games will result in forfeits.
4. Free Agents – If teams need extra players, contact the Athletics Coordinator for the free agent list.

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. **Jewelry** – Exposed jewelry, which is judged by the official to be dangerous, may not be worn during games. Players must remove jewelry if judged to be dangerous. If they fail to do so, the player will be ejected from the game.
5. **Game Balls –** Tachikara Sensi-Tec Composite SV-5WSC Volleyball. The league balls will be provided by the city.

IV. Playing Rules

1. Teams should be present at least 15 minutes prior to game time.
   ***Rally Play Scoring: An official match will consist of best two (2) out of three (3) games.** Each match will be 45 minutes in length. In the case of a 1-1 game tie, the deciding 3rd set is played. The score shall be rally play for all three (3) games. The first and second game will go to 21 points, win by two. The third game will be to 15, win by two, unless the 45-minute time limit has expired. If the score is 10 to 9 during the third game, then that will be the final score. (Example: If the time expires during the 3 game, and the score is 8 to 7, then the team with 8 will be credited with the win.) **In case of a tie and time has expired, then the next point wins the game.** There will be a cap on points. 25 points for the first two games and a cap of 20 for the third.
2. No grace period! Game time is forfeit time.
3. 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 2nd and 3rd game, before each game is declared a forfeit and recorded as 1-0
4. If a team forfeits three (3) 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.
5. **Forfeit Fee:** A $25 forfeit fee will be charged to teams if they do not notify the city 24 hours in advance of the applied game.
6. **Substitutions:** 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.
7. **Timeouts:** There will be two (2) timeouts per team allowed for each match (matches consist of 3 games). 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.
8. After each game, the teams will exchange court sides.
9. **Coin Toss:** 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.)
10. **Score Sheets:** Each Team Manager should initial the official's score sheet after each match. This will ensure 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. Standings will be based on the score sheets.
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:

I. Stop the game and allow treatment if an injured person would affect the continuation of play.
II. Immediately call a coach, trainer or other "authorized person" to the injured player. Iii
III. Apply the rules of the game regarding substitution, reentry and short-handed player if necessary.

"For Fun" Wednesday League

1. There will be no spiking allowed. The ball can only be contacted with force behind the 10' line.
   - **ANYTHING HIT WITH FORCE INSIDE THE TWO FOOT LINE WILL BE CONSIDERED A SPIKE.**
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.

"Recreational" Thursday League

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 maybe forward of the attack line for the purpose of blocking.

V. 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.

VI. 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 Athletics Coordinator along with a $25 protest fee. Make checks payable to "City of Grapevine." If a protest is upheld, the fee will be refunded.
5. Judgment calls are not a basis for protests.

VII. Conduct/Discipline

1. No tobacco products, alcohol consumption, or smoking within the facility.
2. Zero Tolerance - If a player is ejected from the game, it is the coach's responsibility to get that player OFF of the court and OUT of the facility immediately. If the player refuses to leave in a timely manner the game will be declared a FORFEIT by the game official.
3. Any player, coach and manager ejected from any league game will be suspended for a (1) one game.
4. Players, coaches, managers, and spectators who have been ejected or suspended MAY NOT RETURN UNTIL THE COMPLETION OF THEIR SUSPENSION.
5. Each team manager will be held responsible for the conduct of their fans and spectators.
6. Suspensions will carry over from season to season.
   - A player suspended during the final game of one season will also be suspended for the first game of the next season
7. Verbal or physical violence especially attacks on a game or tournament official immediately before, during or after a game, fight or confrontation between players/teams will result in a minimum of one (1) year loss of eligibility in ALL league play, subject to an annual review if requested.
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.
9. The officials have authority to remove a player, coach or spectator from a game and/or forfeit the game due to unsportsmanlike conduct. Unsportsmanlike conduct shall include, but not be limited to, profanity, threats of any kind toward the official, staff member or official, 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.

VIII. Summaries

1. Normal USAVBA rules will apply if not noted above.
2. The Parks and Recreation Department reserves the right to add, delete, or amend the rules, regulations, and policies for the betterment of the program.
3. The Parks and Recreation Department reserves the right to approve/disapprove any team name, logo, language on uniform deemed lewd, vulgar, obscene, or suggestive in order to maintain a wholesome environment conducive to providing quality leisure opportunities.

IX. Staff Information

1. Mitchell Bradley, Athletics Coordinator – (817) 410-3442 or mbradley@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. **Forfeit Rule: Teams must notify the city of a forfeit 24 hours in advance. If a team does not give proper notice, then a $25 forfeit fee will be assessed to the team. If a team needs extra players, the city can provide a free agent list.**