

## CHURCH CO-ED VOLLEYBALL LEAGUE RULES ADULT LEISURE & ADVANCED LEISURE

1. **Each player must attend at least one church service per week.** Penalty for infraction will result in the team forfeiting the illegal match played; the forfeit of the next regularly scheduled match, and loss of court use.
2. Each player must be at least 18 years old. Exception: Only if the church does not have enough participating youth to establish a youth team, the youth may, with written consent of the volleyball committee, participate with the adult leisure team or another youth team. To participate each youth must be 10 years old before June 1<sup>st</sup> of current year.
3. **It is recommended that each team have a team shirt if at all possible.** Team shirts may be sleeveless only if the shirt is a manufactured sleeveless shirt. No cutoffs or tank tops.
4. If a team does not have enough players, **they may only "pick-up" two players from the adult leisure CVL roster during a season game.** **Advanced leisure** may "pick-up" two players from the adult leisure or advanced leisure CVL roster during a season game.
5. There is a limit of 10 players on the roster per team.
6. On foul weather days, if a volleyball representative calls games, representative will be notified and post to volleyball Facebook page. Adults have a choice to play in foul weather/lightning but both teams have to be in agreement to play. The volleyball committee reserves the right to call youth games regardless due to foul weather
7. **There is no "picking up" during the tournaments.** You must be on the roster by **July 1<sup>st</sup> of current year** in order to be eligible for tournament play.
8. A team consists of up to 6 players. All players shall be in correct serving order. When the serve is awarded to a team, players shall rotate 1 position clockwise. After the serve, players may move from their positions. All matches shall consist of the better of two out of three games.
9. A prayer shall be said before and after each match.
10. Teams will volley to decide first serve. Loser serves on remaining matches
11. A game is won when a team scores 15 points and has at least a two-point advantage over the opponents.
12. Two 30 second time-outs are allowed per game.
13. When the ball is played more than once by a team, a female player must make one of the contacts. Contact of the ball during a block shall 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.
14. Each team is allowed a maximum of 3 consecutive contacts of the ball in order to return the ball to the opponent's playing area. A player who contacts the ball, or is contacted by the ball, shall be considered as having played the ball. The ball may be hit with any part of the body on or above the waist. A player contacting the ball more than once with any part of the body, without any other player having contacted it between these contacts, will be considered as having committed a double hit. Such contacts are a fault.
15. The ball must be hit in such a manner that it rebounds cleanly after contact with a player. No scooping, lifting, pushing or carrying the ball will be allowed. Any contact made with the fingertips must be made above the shoulders.
16. If 2 players on the same team contact the ball simultaneously, this is considered as 1 contact for their team.

17. A player who places any part of the body above the height of the net is considered to have intention to block. A block is not considered a hit.
18. The ball remains in play if it touches the legal portion of the net, other than on the serve.
19. A player may not touch the net while the ball is in play. If the ball is driven into the net with such force that the net contacts an opponent, this is not a net fault.
20. Spiking is not permitted.
21. The feet are allowed to cross over the net line into the opponent's court as long as there is no interference with the play.
22. A ball is dead when it has touched the playing surface, when it is ruled out-of-bounds, or when a rally has ended.
23. The ball must pass from one side of the net to the other over the legal portion of the net.
24. A player may go off the court to play a ball.
25. A ball coming from the opponents that is perceived to be out-of-bounds may not be caught until it legally touches an out-of-bounds area.
26. Balls striking net poles or anything outside of the boundary line will be out-of-bounds. A ball landing on a boundary line is considered to be in the court.
27. Substitutions will be made on serving side, and the substituting player will be placed in at the serving position.
28. No over-hand serves. The ball may not touch the net and must be over the legal portion of the net. The server may not step on or over the end line until the ball is contacted.
29. A roster must be turned in, per team, to the league committee signed by his or her pastor, along with each player's signed permission slip. **\*Only the players listed on the roster may participate.** No player may be dual enrolled. Each team should not have more than 2 prospects playing at a time, thus keeping a 60% or better member to 40% prospect ratio.
30. Any team late for their match will forfeit their first game. A team should start with the players available at game time to avoid forfeiting first match. A waiting time of up to 15 minutes will be allowed for the team to show **to play the second game.**
31. **No tobacco/vaping products allowed inside the fenced area of the facility hosting the play.** Infraction of this rule by a participating player may result in the loss of the game in progress and/or the next full game.
32. Dress code will be modest. No short shorts, or tank tops. With hands at side, short must reach fingertips. Shirts must be worn at all times.
33. **Remember that this is a Christian League representing Jesus Christ. Conduct yourselves in a manner pleasing in the eyes of our Lord. The league committee will handle any problems not addressed by the preceding rules.**