



NEXT LEVEL SPORTS COMPLEX

ADULT VOLLEYBALL

SUPPLEMENTAL RULES

1. FEE DEADLINE

In order to provide better service to the participants of the Adult Sports Leagues, all registration deadlines will be strictly enforced. ALL FEES MUST BE PAID BEFORE LEAGUE PLAY BEGINS. If your team does not make payment in full by the publicized registration deadline, your team placement in the league is not guaranteed. PARTIAL FEE PAYMENTS WILL NOT BE ACCEPTED.

2. ROSTER/PLAYERS

A completed official team roster is due in the Sports Office at the time of registration. Failure to submit a completed roster at the time of registration will result in a forfeit loss for the first game of the season, resulting in a nine (9) game schedule. It is recommended that teams carry a full roster to allow for injuries and players that may be out of town. Please see specific sports for roster limits. NOTE: LEAGUE AND PLAYOFF SCHEDULES WILL NOT BE CHANGED TO ACCOMODATE PLAYERS OR TEAMS IN MORE THAN ONE (1) LEAGUE.

3. PLAYER ELIGIBILITY

All players must be eighteen (18) years old or older to participate in any Adult Sports League.

4. ADDING/DROPPING PLAYERS

Each add is \$10 per player. However, each team is given three (3) free add forms in their managers packet at the beginning of the season. Only the free add forms provided will be accepted. No other free add forms will be available.

Players may be added and dropped up until the beginning of the seventh (7) game of the league (this includes holidays and make-up games). All players and all changes must be in writing on the add/drop form and submitted **to** the Sports Office **or on-site official** prior to participation in any league game.

5. REFUND POLICY

Refunds for Adult Sports League fees will not be available once the schedules for that particular league have been generated and printed. Any team that is removed from any league will not be refunded any portion of their league fee. Refunds for Adult Sports League fees will be processed only if the league has been cancelled. Next Level Sports Complex has a refund processing fee of \$35.

6. PICTORIAL IDENTIFICATION

Each player at every game must have in their possession and be able to provide a valid photo identification (CA Driver's License or other) if requested by the official to do so. Any team using ineligible players (not on the roster, no identification) will automatically forfeit any game played, if an eligibility protest is made and upheld by the Sports Coordinator. Please see rule #11 for protests.

7. OFFICIAL SCOREKEEPER

The referee will be the official scorekeeper for each game. Managers of both teams must initial scorecards after each game/match to confirm scores.

8. OFFICIALS FEES

Each team is required to present the game official(s) with the appropriate fee IN CASH prior to the beginning of the game. No game will begin until both teams have paid the official(s) in full. If a team does not pay the official, that team will be charged with a forfeit loss. In sports with multiple officials, if only one official appears for a scheduled game, payment to the official working the game will be half of the regular individual team fee.

9. FORFEIT FEE

Teams that forfeit any game must pay both teams official's fee for that game. Payment must be received at the NLSC Front Desk within one (1) week of the forfeited game. Failure to comply will result in the team's removal from the league. Cash or Check are accepted forms of payment. Payment must be made payable to the Next Level Sports Complex, memo Adult Volleyball. **EXCEPTION:** Teams that notify the Next Level Adult League email prior to 3:00pm on the scheduled game day will not be required to pay the forfeit fee, only if the game is the first or last for that scheduled day.

10. FORFEIT RULE

Teams forfeiting two (2) games/matches will not be eligible for the playoffs. Teams forfeiting three (3) games/matches will automatically be removed from the league and will forfeit the unused balance of fees.

11. PROTESTS

Oral protests must be made by the team manager/captain with the official(s) and the opposing team manager/captain prior to the next live ball situation. The official will then locate and notify the site director of the protest being requested. The site director will then listen to the explanation by the official and then by the captain of the protesting team. Once the site director has heard both sides of the situation the site director will make the final decision on the ruling. **THE DECISION MADE BY THE SITE DIRECTOR IS FINAL AND CAN NO LONGER BE CONTESTED.**

Protests for ineligible players must be made by the opposing manager/captain before the end of the game to allow the official to check the identification of the player in question. No protest fee is required at this time. Any player requested by the official(s) to show identification must do so within ten (10) minutes following the completion of the game. If the player in question does not return within the ten (10) minute time period or if the identification does not match the name and signature on the scorecard, the game will be called a forfeit. If the player in question provides identification that matches the name and signature on the scorecard and the opposing manager still feels that the player is illegal, that manager must follow the standard protest procedure outlined above.

12. RULE CLARIFICATION

Only the manager/captain may approach the official(s) to clarify a call.

13. FIGHTING

Any team, player(s), or spectator(s) fighting before, during, or after any Next Level Sports Complex Volleyball League game will be ejected from the area immediately. The area consists of the courts, the parking lot, and any portion of the facility property. If a team, player, or spectator refuses to leave the area or will not stop fighting, this will result in additional team and individual penalties. All penalties will be determined by and enforced by the Next Level Sports Committee. **ALL NEXT LEVEL SPORTS COMMITTEE DECISIONS ARE FINAL.**

The minimum **TEAM** penalty for fighting is a three (3) game suspension, not counting the game/match in which the incident occurred. This suspension cannot be appealed.

The minimum **INDIVIDUAL** penalty for fighting is an indefinite suspension pending a Next Level Sports Committee decision. All Next Level Sports Committee decisions are final and may not be appealed.

Once suspended, the team, player(s), or spectator(s) may not participate or attend any City of Next Level Adult Sports Activities during the duration of their suspension. Failure to comply will result in additional penalties.

14. TRASH TALKING/VERBAL ABUSE

Abusive language and/or gestures by any player(s), spectator(s), or coaches directed towards scorekeepers, officials, or other participants will not be permitted. The official will issue a warning on the first occurrence, if abusive conditions continue the individual(s) in question will be ejected from the area. Please see rule #17 for participant ejection rule clarification.

15. ALCOHOL / DRUGS

Alcoholic consumption or drug use on any Next Level property is strictly prohibited. Any player(s) or spectator(s) believed to be under the influence of alcohol or any other drug will be immediately ejected from the area and will be suspended for a minimum of the next league game played. If the player(s) or spectator(s) refuse to leave the area, a forfeit will be called and the player(s) or spectator(s) will be suspended indefinitely pending a hearing before the Next Level Sports Committee. ANY VIOLATION OF THESE RULES MAY RESULT IN CRIMINAL PROSECUTION.

16. PETS

Pets (of any kind) are NOT allowed at all gym sites.

17. PARTICIPANT EJECTION

Any player(s), spectator(s), or coach ejected before, during, or after any Next Level Adult Sports League game will be automatically suspended a minimum of one (1) game, as well as the remainder of the game in which the suspension occurred. Once suspended, the team, player(s), or spectator(s) may not participate or attend any Next Level Adult Sports Activities during the duration of their suspension and until a decision is made by the Next Level Sports Committee. Failure to comply will result in additional penalties.

Following the ejection of a team or individual, the game will not continue until the ejected participant(s) vacate the area. Failure to vacate the premises will result in additional penalties.

18. MISSED GAMES

In the event a game is not played for any reason, CONTINUE FOLLOWING YOUR CURRENT SCHEDULE FOR THE REMAINING GAMES. PLEASE CONTACT THE NEXT LEVEL FRONT DESK OR THE ADULT LEAGUE EMAIL FOR RESCHEDULING INFORMATION.

19. PLAYOFFS

Single elimination tournament format will be utilized. The top four (4) teams in each division bracket will advance to the playoffs. In divisions with less than six (6) teams, the top three (3) teams in each division bracket will advance to the playoffs. Selected wild-card teams will be added if necessary. If a playoff team is not able to play, is disqualified, or removed from the division, the next place team will be substituted in their playoff seed. When appropriate, first and second round playoffs will be played on the usual night and location of league play. Nevertheless, teams must be available to play on other nights and locations, as well as multiple nights in the same week.

20. PLAYOFF ELIGIBILITY

Players must be signed on the team's official team roster or on an official add/drop form and have competed in **four (4)** regular season games/matches to be eligible for the playoffs. Men's and Women's division teams can play with a minimum of **five (5)** players in a playoff match to avoid a forfeit. COED teams must have 3 Men and 3 Women on the court in a playoff match to avoid a forfeit.

21. TIE BREAKER

In the event of a tie in the final standings of a league, the following tie breaker will be used: 1. total wins, 2. regular season head-to-head competition, 3. point differential between those teams, 4. fewest forfeits, 5. most points/runs scored for the season, 6. fewest points/runs allowed for the season, 7. coin toss. EXCEPTION: Volleyball will use rules 2 – 7. NOTE: Volleyball League standings will be determined by total points scored during the season.

22. ILLEGAL PLAYERS

An illegal player is: 1. a person playing on a team whose name and signature do not appear on that team's official roster or official add/drop forms. 2. a person on more than one (1) team roster in the same league.

NOTE: Any team found using illegal players will automatically forfeit any and all games in which the illegal player participated in. It is each team's manager's responsibility to monitor or protest illegal players.

24. FIRST AID

Next Level Sports Complex does not provide first aid at any Adult Sports facilities. It is recommended that the managers of each team bring any first aid items that they feel are necessary. Please see specific sports rules.

25. BLOOD RULE

Any player, coach, or official who is bleeding, has an open wound, or has blood on his/her body or clothing, is prohibited from further participation in the game until appropriate treatment has been administered.

If first aid is required for a player, the player must be immediately removed from the game, unless treatment can be administered in a reasonable amount of time.

A player, coach, or official will not be allowed to participate unless:

1. All bleeding has stopped
2. Any exposed cut/scrape which has bled is completely covered
3. Bloody clothing is removed

It is recommended that teams have spare clothing available at the game site to be used if necessary.

26. NEXT LEVEL SPORTS COMPLEX SITE DIRECTOR

The Next Level Sports Complex Site Director is the final authority for all on court and off court decisions (INCLUDING SUSPENSIONS) on any Next Level Adult Sports League. The Next Level Sports Complex Site Director has the authority to see to the safety of the participants, officials, spectators, and equipment at Next Level Sports Complex.

If necessary, the Next Level Sports Complex Site Director is authorized to warn individuals of actions CONTRARY to the Next Level Sports Complex and eject any participant(s), spectator(s), or anyone else who does not comply with the rules and regulations as stated by Next Level and outlined in this supplemental rulebook. This authority does not affect the official of the match in any way. It is in addition to that authority.

No rules or regulations dealing with a team's right to protest are changed by this supplement. Please see rule #11.

The Next Level Sports Complex Site Director determines schedule changes, league relocations, and team reclassification as necessary.

The Next Level Sports Complex Site Director determines whether any games/matches are subject to suspension, replay, or forfeit as determined by the Next Level Adult Sports Supplemental Rulebook.

INDOOR VOLLEYBALL

Current Official U.S.A Volleyball rules as well as these supplemental rules will be the official rules for play.

1. ROSTER / PLAYERS

A volleyball match shall consist of six (6) rostered players. Matches may be played without forfeit with five (5) rostered players at game time. EXCEPTION: SEE COED RULE #10. Maximum roster size is twelve (12) players per team. Once the match has begun, a team may not play with less than five (5) players due to ejection.

2. PLAYER ELIGIBILITY

A participant may participate in multiple leagues of same classification. It is illegal for a player to play on two (2) separate teams in the same league. It is illegal for any player to play out of classification. The Next Level Sports Complex Site Director will determine all player classification. Players found playing out of classification will receive one (1) warning and will be removed from that classification. Further violations will result in team forfeiture of all games in which the player(s) participated illegally. **PENALTY: Forfeiture of all matches played in illegally.**

3. GAME SHEET

It is the captain's responsibility to see that all team members sign the score sheet. All players will be required to print and sign their names on all score sheets for each match played in. Players must sign their own names. Players must sign the score sheet before entering any match. **PENALTY:** Charged timeout, possible side out or point. Once the match is over, score sheets cannot be signed. All players who have signed in on the score sheet will be expected to play in the match. If a player signs in on the score sheet but does not play, that player's name must be deleted from the score sheet. Late players must sign the score sheet and may enter when ready. Any player who is not going to play shall not sign the score sheet. If a player does sign the score sheet and does not play, the name will be removed. This score sheet will not count toward the number of matches played necessary to qualify for Playoff eligibility. **The minimum number of matches played necessary to qualify for Playoff eligibility is four (4) matches.** All late coed players should play but must fill in the empty spot on the court if their team is playing with five (5) players. All late Single Gender players should play but must enter in the back row. The Next Level Adult Volleyball League does enforce a "Ghost" rule on all teams that play with less than six (6) players on the court. All Ghost Serves will result in a loss of serve and point for the opposing team.

4. OFFICIATING RULE

The official is required to be at the game site 15 minutes prior to the scheduled match time. The official has ten minutes past the scheduled game time to start the match. If the official does not comply with this rule, the match fee from each team will be reduced to \$5.

5. FOREIT TIME

Forfeit time is scheduled match time to fifteen (15) minutes after. One (1) point per minute will be added to the non-forfeiting team's score within the fifteen-minute span. Once a team is legal the first game will start with the adjusted score. The non-forfeiting team will be awarded the serve. If a team is not legal within the fifteen-minute span, the entire match is forfeited. A team may not use time outs to stop the forfeit time. Once the team becomes legal, and then time outs may be used.

6. FORFEIT RULE

Teams forfeiting two (2) matches will not be eligible for playoffs. Teams forfeiting three (3) matches will automatically be removed from the league and will forfeit the unused balance of fees.

7. FORFEIT FEE

Teams that forfeit must pay both team officials fee of \$20.00. Payment can be made to the Official, at the time of forfeit or must be received at the Next Level Front Desk within one week of the forfeited game. Failure to comply will result in the team's removal from the league. Cash, cashier's check, money order and personal check are all acceptable forms of payment. All checks and money orders must be made payable to Next Level Sports Complex memo: Adult Volleyball League.

8. LENGTH OF GAME

Each match will have a time limit of 50 minutes to compete. If a match is in the 3rd game and needs additional time to complete, the approval to extend the time limit can only be granted/approved by the Site Director **ONLY**. Each match will consist with the best 2 or 3 game wins to win the match. The first two game will be played to TWENTY-FIVE (25) points. If a third game is needed to be conducted the game will be played to FIFTEEN (15) points. In league play the first team to score TWENTY-FIVE (25) points, and the opponent has TWENTY-THREE (23) points or less, is the winner of the game. If the score is 25-24 then the team must win by 2 points to be declared the winner of the game. If a third game is played and the score is 15-14 then the team must win by 2 points to be declared the winner of the game. In playoff matches, all matches will be played with the same best 2 of 3 games to TWENTY-FIVE (25) points/ 3rd game to FIFTEEN (15). The 2 of 3 games will be applied to the final Championship Match as well. All games must be won by a two (2) point margin.

9. MATCH TIME

Teams play one (1) possibly two (2) matches per night. A match is made up of a best 2 or 3 match record. Volleyball matches will be scheduled at **7:00PM, 8:00PM and 9:00PM**, depending on total number of teams in a division. Each match will be played within a 50 minute time limit. If a match has been completed inside of the 50 minute time limit both teams may agree to continue to play an additional game until the 50 minute time limit has been completed as a "Friendly Game." The official is NOT required to officiate the addition Friendly Game agree on by both teams.

10. COED RULES

1. The service order and positions on the court at service shall be male and female alternated or vice-versa
2. When a ball is played more than once by a team a female player shall make at least one of the contacts. Contact of the ball during blocking shall not constitute playing the ball. There is no requirement for a male player to contact the ball, regardless of the number of hits by a team. Therefore there are no restrictions preventing all three hits being made by female players only.
3. An illegally hit ball blocked by an illegal blocker results in a double fault, and a playover is directed.
4. When only one male player is in the front row at service, one male back-row player may forward of the attack line for the purpose of blocking. The remaining back-row player must be behind the attack line until the ball has been contacted by the blocker(s) or has been hit in such a

manner that no block is possible. COMMENTARY: If a back-row player is not participating in a block, there is no restriction on both back-row male players being in the attack zone.

- a. The provisions in rule 1322 shall govern male back-row players when playing the ball in other than blocking actions.
 - b. No female back-row player may participate in a block.
5. The height of the net for coed six play shall be 2.43m (7'115/8")
 6. Coed teams may use the two (2) female rule ONLY TO AVOID A FOREFIT! However, a coed team may only play with two (2) female players to avoid a forfeit only twice (2) during the regular season. If a third female player does not sign in on the score sheet and play prior to the first serve of the second game of the match and/or does not play the second and third games of the match, it will be considered on usage of the two (2) female rule. The match must end with three (3) female players on the court. The third female player must sign in and enter the match at the earliest possible time. If the third female player is in the gym she must sign in and enter the match. This player cannot wait until the second game to enter the match. Once a coed team has used the two female rule twice during the regular season, this team must have three female players signed in on the score sheet and on the court at game time or the standard forfeit sequence will commence.
 7. **Coed teams may play with one additional female player (total of 4) only if the team has NO MORE THAN (2) two male players signed in to play. Six players total. If the team chooses to play (4) female (2) male, NO other male players will be allowed to play in the match, at any point.**
 8. **ALL COED TEAMS MUST HAVE THREE FEMALE PLAYERS AND THREE MALE PLAYERS SIGNED IN ON THE SCORESHEET AND ON THE COURT DURING ALL PLAYOFF MATCHES.**

11. RULE CLARIFICATION

Only the manager/captain may approach an official to clarify a call. The captain or a designated captain must always be on the court. The first official has the power to settle all questions and disputes including those specifically covered in the rules.

12. TEAM ROTATION VS. INDIVIDUAL SUBSTITUTION

Next Level Sports Complex Adult Volleyball League will only allow standard individual substitution protocol. No other form of team substituting or team rotation will be allowed and will be considered illegal.

13. PRE-MATCH WARM-UP PROTOCOL

The official pre-match warm-up will start ten (10) minutes prior to the scheduled match time. During the first two minutes the team manager/captains are expected to turn in the team signed roster paperwork to the official. The official will also conduct a coin-flip to decide the serving team. The serving team will then have the next four (4) minutes to use the full court for their team warm-up. Once the serving team's four minutes have completed the official will blow their whistle to start the receiving team's four (4) minute warm-up using the whole court. During the four (4) minute warm-up, the opposing team is not allowed to do any ball handling of any kind. Teams are expected to conduct their serving warm-up during their team's warm-up time, no additional time will be given for serving. EXCEPTION: If a team captain chooses to forfeit their team's four (4) minute warm-up they may choose so, no penalty to be assessed.

14. SERVING

A player may serve from any point on the back line within the parameters of the court. Delivery of service must be released from the hand or tossed. EXCEPTION: NOVICE

15. PLAYING THE BALL

The ball may touch any part of the body. If the ball makes contact below the knee during an “unintentional attempt” to play the ball, it is considered a live ball. Intentional kicking of the ball is not allowed. Simultaneous contact by two teammates counts as one (1) hit and either player may contact the ball again.

16. MULTIPLE CONTACT RULE

On any first ball over the net the receiving to play the ball as long as it is in one continuous motion. However, if the receiving player attempts to pass or set the first ball over with finger action then a double hit can be called if the pass or set is not clean.

17. FOOD AND SMOKING

No food or drinks are allowed in any of the gym floor surface. Capped water bottles are allowed. Smoking is not allowed inside the Next Level Sports Complex facility. If a player on your team must smoke, that player must exit the facility.

18. CHILD SUPERVISION

All children inside the gym will be required to be supervised by an adult. If the team does not have a person available to supervise the children, a team player must leave the court to become the supervisor of the children. If children are not controlled, the game will be declared a forfeit.

19. GYMNASIUM / FACILITY GUIDELINES

The gym is reserved for volleyball. Only those players that are legally roster players are permitted on the court. All participants must wear shirts and rubber-soled shoes.

20. PROTESTS

Oral protests must be made by the team manager/captain with the official(s) and the opposing team manager/captain prior to the next live ball situation. The official will then locate and notify the site director of the protest being requested. The site director will then listen to the explanation by the official and then by the captain of the protesting team. Once the site director has heard both sides of the situation the site director will make the final decision on the ruling. THE DECISION MADE BY THE SITE DIRECTOR IS FINAL AND CAN NO LONGER BE CONTESTED.

21. PLAYOFF ELIGIBILITY

Players must be signed on the team’s official team roster or on an official add/drop form and have competed in **four (4)** regular season games/matches to be eligible for the playoffs. Men’s and Women’s division teams can play with a minimum of **five (5)** players in a playoff match to avoid a forfeit. COED teams must have 3 Men and 3 Women on the court in a playoff match to avoid a forfeit. It is the teams’ responsibility to ensure you have a completed roster at the Next Level Front Desk.

22. REFEREE FEES

\$10.00 (TEN) per team, per match during the regular season and divisional quarter final and semifinal playoffs. Teams competing in the Championship matches will not be charged.

23. THE LIBERO

The use of a Libero player, one per game, is allowed in Men's and Women's divisions. To use a Libero player in a Coed match the team must designate two Liberos, one male and one female. Only the male Libero can enter in the match for male players and only the female Libero can enter the match for female players. Once a team commits to using the Libero, the following rules apply:

1. The team captain must notify the referee, opposing team captain, and recorded on the score sheet before the match.
2. The Libero player must wear a different color uniform or shirt in contrast to the other members of the team.
3. The Libero player is allowed to replace any player in a back row position.
4. He/she is restricted to perform as a back row player and is not allowed to complete an attack hit from anywhere.
5. The Libero player is allowed to serve
 - a) The Libero player is only allowed to serve in one position in the service order
 - b) When serving, the Libero is not required to leave the playing area or be out of the set for one rally/dead ball before replacing the incoming player in the right back position. If Coed teams choose to have the Libero serve, only one Libero may serve in the designated one position in the service order
6. The Libero may not block, or attempt to block.
7. Replacements involving the Libero are not counted as regular substitutions. They are unlimited.
 - a) The Libero can only be replaced by the player whom he/she replaced.
 - b) Replacements can only take place:
 - i. At the start of each set;
 - ii. While the ball is out of play;
 - iii. Before the whistle for service.
8. A Libero may only enter or leave the court by the sideline between the attack line and the end line adjacent to team bench.
9. Replacement of injured Libero
 - a) With the approval of the referee, an injured Libero may be replaced during the match by any player on the team. The injured Libero may not re-enter to play for the remainder of the game.