# Broomfield Adult Volleyball Rules

Current United States Volleyball rules apply in conjunction with the following: Adult Sports Coordinator has elastic power in making decisions that benefit the league.

**GENERAL RULES (6s)**
1) **Team rosters:**
   a) Players must be on a roster before they can play.
   b) Players can only be on one roster per league.
   c) Players' names must appear on the roster and they must be at least 16 years of age.
   d) In order to play in the league tournament players must be on the roster AND have played in at least one league game.
   e) Teams cannot add players to their roster after the 4th regular season game.
2) **Game Regulations**
   a) Games are played with a 50 minute time limit. Score at that point will be the final score.
   b) The first 2 sets will be rally scoring to 25 with teams having to win by 2 points (27 max points)
   c) The third set will be played to 15 with teams having to win by 2 points (17 max)
   d) In regular season, all 3 sets will be played and scored for each game
   e) Game time is forfeit time. A 10 minute grace period will be allowed if there are at least 2 players present.
   f) Teams are allowed 1 timeout per game.
   g) Teams may warm up in between matches if time is available.
   h) Net Heights – COED (7'11 5/8"), WOMEN (7'4 1/8").
3) **Team Composition:**
   a) Teams may start and finish with 4 players
   b) COED
      i) Teams may never have more than 3 men (2 men if playing with 4 players)
      ii) Minimum number of women= 2, and the maximum= 5.
4) **Substitutions:**
   a) Substitutions must be in the same place throughout the entire game.
   b) COED – when rotating, must rotate in for the same gender(man to man, woman to woman).
   c) GHOST Play/calls
      i) Coed – sideout used when back-to-back men come up to serve. Do not use ghost sideouts when teams are playing with 4.
   d) Lineup must be alternating man/woman on the floor.
5) **General Rules:**
   a) COED - If the first 2 contacts on the ball are made by men, it must be touched by a woman before it goes over the net
   b) Rally scoring will be used
   c) Let serve is permitted
   d) One toss per serve, penalty is side out point for the other team
   e) First ball over may be played with double contact, but not a lift.
   f) Underneath the net - If a player's hand or foot remains in contact with the plane of the centerline it is legal, but if half or more is beyond the line it is a violation. If any other part of your body touches the opposing court, it is also a violation.

g) Libero will not be used. Teams will follow 6 person rotations.
h) Backrow players can block at the net but cannot attack (unless behind the 10' line).

**6)** **League Specific Rules:**
a) Line calls will be made on the honor system and if not agreed upon then a replay will be signaled.
b) Children and spectators are welcome as long as they stay court side.
c) Rec Centers – Use of the facility is not allowed unless a drop in fee has been paid.
d) Captains are responsible for their players knowing the rules and for their actions during play.
e) Standings will be updated and posted to the web schedules.

**Player Conduct:**

Any player that has been ejected will be removed from the remainder of the game and must leave the facility. A second ejection will result in being removed from the current game and the next game. Depending on the severity of each case, the Program Coordinator has elastic power in making decisions that benefit the league.

Protest on player eligibility must be made before the last point of the first set. At the time of protest a $20
CASH fee must be paid to the gym supervisor. Player(s) in question will have 5 minutes to produce a picture
I.D. If no proof of picture I.D. is available, the game the player was participating in is a forfeit. If the protest is
upheld the $20 fee will be returned.

**TOURNAMENT PLAY:**

Top 4 teams in the league standings will advance to single elimination playoffs.

Tie Breakers:
1. Forfeits
2. Head–To–Head
3. Head–To–Head Differential
4. Head–To–Group
5. Head–To–Group Differential
6. Points Against
7. Coin Toss