



PARKS AND RECREATION
www.chapelhillparks.org

Chapel Hill Parks & Recreation

Adult Volleyball

Co-Ed Leagues



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REGISTRATION INFORMATION

1. **REGISTRATION:** Team registration will only be accepted at the Parks and Recreation admin office (200 Plant Road) or online at ChapelHillParks.org, teams are registered under one name (the team captain's), rosters listing all players are due at a later time as noted below and as highlighted in pre-season correspondence.
Registrations must be filled out completely and include the following:
 - a. **ATHLECTIC TEAM ROSTER:** Properly completed form that contains all requested information for each participant. (minimum 7 players required)
 - b. **ADULT ENTRY FEE: \$125** per team (Coed League), required at registration.
 - c. **NON-RESIDENT FEES:** Each player who is a not a resident of Orange County is required to pay a \$12.00 non-resident fee.
2. **LATE ENTRIES:** Acceptance of late registrations after the established deadline must be approved by the Program Coordinator and will only be considered if there is room in the league and game schedules have not yet been made.
3. **INDIVIDUALS:** This league accepts full team registrations only, individuals should reach out to a league coordinator to be added to our "free agent," list. The free agent list will be used to create additional team(s) OR will be sent to established teams so that they may bolster their rosters.

PRE-SEASON INFORMATION AND LEAGUE REQUIREMENTS

1. **SEASON BEGINS:** Practices are April 3, matches begin April 10. The schedule will be released April 1.
 - a. Games will be played on Wednesdays, match start times are 7pm, 8pm, and 9pm. Teams should be available for all match start times, we will balance start times evenly amongst teams.
2. **PRACTICE SCHEDULES:** Each team will have the opportunity to sign up for pre-season practices based on gym availability. Up to (3) teams will be assigned to gym at a time. Practices will be held on **April 3.**
3. **AGE REQUIREMENT:** The minimum playing age is 16. Players may not be added to the roster until they meet the minimum age requirement. Once the roster addition deadline has passed, players may not be added to the roster, regardless of age.
4. **RULES OF CONDUCT:** (sportsmanship guidelines) are given to each team prior to the season. It is the Captain's responsibility to inform everyone associated with his/her team (assistant coach, players, team followers, team spectators, scorekeeper, etc.) of these guidelines and the associated penalties for violations. Please note that our Rules of Conduct are located on our website.
5. **INITIALS FOR FINAL MATCH SCORES:** captains from each team must initial beside their team's final score on the official score sheet verifying the final scores recorded are correct. If a captain does not initial by their team's final score, the final score submitted by the staff member is non-negotiable.
6. **FINAL SEASON STANDINGS:** will be determined by win-loss records. Results and standings are posted at ChapelHillParks.Org>Recreation>Athletics>League Central (links will be emailed to captains). The number 1 team will get a lovely parting gift!
7. **SEASON RECORD TIES:** will be handled as follows:
 - a. Ties of teams with identical records will be broken based on head-to-head matches
 - b. If teams split matches, total points scored in head-to-head matches will break the tie
 - c. If teams are still tied, whichever team beat the highest finishing team in the league will be declared the winner
 - d. If we still have a tie, we will go to point differential for total regular season games.

8. **RESCHEDULING GAMES:** It is the policy of Chapel Hill Parks & Recreation not to reschedule games once the schedule is released. Games will not be rescheduled for personal matters or convenience. Games will only be rescheduled for inclement weather conditions or severe emergency situations. Games may be rescheduled on weekends and at a different playing facility if necessary.
 - a. In the event a team drops out of the league or is expelled from the league, teams should follow their game schedule until notified otherwise by the Parks and Recreation Department.
9. **FORFEITS:** Forfeits are strongly discouraged. Once a team reaches four (4) forfeits, that team will automatically be removed from the schedule. Ex: 2 matches = 4 sets.
 - a. **Forfeits will be scored 25-0 for each set that is forfeited.**
10. **PROOF OF IDENTIFICATION:** Upon request by the facility supervisor or any other Parks and Recreation Department staff, a participant must provide positive identification that includes a picture and present address. If identification cannot be presented at the time of request, the participant may not be allowed to begin or continue play. The player will be declared ineligible.

LOCATION AND PLAYING DAYS

The majority of games and will take place at **Chapel Hill Community Center** on Wednesday evenings. However, there may be dates where teams will play at **Rashkis Elementary School**. Please review schedule for these dates.

PLAYER ROSTERS

1. **Roster Changes:** Captains may email the supervisor of the program **the Friday before the week of games**. These updates will apply to the following weeks' matches, and an updated roster will be placed in the binder on-site. Captains **may not** change their rosters the week of, or the day of, their scheduled matches.
2. Rosters serve as a list of those players that have been submitted to the Parks and Recreation Department, included on the roster form and entered into our software system.
3. Roster limitations: Minimum of 7, maximum of 15.

PROTEST

A protest may be filed against an illegal player, or against any action or decision that goes against the league rules.

To be a LEGAL PLAYER, the following conditions must be met:

- A. A roster form must be completed and submitted to the league coordinator with each player's information correctly filled out on the form. If protested, individuals who are declared ineligible will cause the team they played with to forfeit any and all games in which they have played.
- B. Official, legal names must be used on player contracts/rosters. Players and coaches who use fictitious or assumed names or allow the use of such names will be suspended of the remainder of the program season. All games will be declared a forfeit in which this act has occurred.

- C. For applicable leagues, the proper age requirement must be met. If protested, individuals who participated ineligibly will cause the team they played with to forfeit any and all games in which that person has played.

PROTEST PROCEDURE

1. If a coach decides to protest against a rule interpretation, he/she must indicate to the facility supervisor before the next serve the decision to protest. Every effort should be made to resolve the situation at the point of occurrence.
2. Any intent to protest an illegal player must be verbally stated to the facility supervisor before the start of the game.
3. The protest must be filed in writing by the coach, and must be in the office of the League Coordinator by 4:30pm of the next working day.
4. Once the protest has been filed, it is the burden of the accused to prove otherwise.
5. All protests will be decided by the League Coordinator.

PLAYING RULES

1. **USAV:** USA Volleyball rulebook will govern play unless otherwise stipulated by rules established by the Parks and Recreation Department.
2. **Co-Rec League** is self-officiated; staff onsite is only available to assist with differences in interpretation. Line calls, etc. are the responsibility of the teams to agree on. If no agreement can be reached the point should be replayed.
3. **GAME TIMES/LINE UPS:**
 - a. Game time will be that time designated on the schedule. Games may begin prior to the scheduled time provided both teams agree. Staff at the site cannot require teams to begin early.
 - b. There will be a **5-minute grace period** for matches that **begin at 7 p.m.**
 - c. There are **no** grace periods for matches that begin at **8:30 p.m.** Matches are to begin on time, if teams are not ready and on the court to start play at that time the first set is a forfeit.
 - d. The facility supervisor will keep the official time. Teams unable to play at the designated time will automatically forfeit the first game of their match. **If, however, there are enough players in ten minutes or less, they may begin playing the second game of their match toward the best two out of three games.** Be sure to notify the facility supervisor when you have enough to play. In the event of a forfeited match, the facility may be utilized for practice/scrimmage during the scheduled game time.
 - e. Teams must have at least 3 players to start a match
 - i. **Coed League-** the player combination may be either 2 males and 1 non-male or 2 non-males and 1 male. Beyond 4 players there must be at least 2 non-males on the court at all times. **There is a maximum of 4 males on the court at one time.**
 - ii. **Teams must start with at least 1 non-male on the front row**
 - f. Regardless of beginning the game with the minimum number of players, there will be a rotation. A team must indicate they are using a libero prior to the beginning of the game.

4. **GAME RULES:**
 - a. The rally scoring method will be used. Matches will be played best 2 out of 3 games with the first two games played to 25 points; with a cap at 27. If teams split the first two games, a third game will be played to 15 with a cap of 17 points.
 - b. The ball can be hit with any part of the body.
5. **UNIFORM:**
 - a. Shirts must be worn at all times. Team jerseys or shirts are allowed, but not required.
 - b. No hard sole shoes allowed on the gym floor. Only non-marking rubber sole shoes are allowed. The supervisor and center staff can ask a player to leave the court if they deem the player's shoes are unacceptable.
6. **SUBSTITUTIONS:** Upon rotation prior to service, the old server may leave the game with a new player taking his/her place at the center back position.
 - a. A team may use a substitution procedure different from this if the opposing team consents prior to the beginning of the game. Substitution procedures should not change from game to game.
 - b. If a player is injured and must be removed from the game, another player may take his/her place in the line-up.
7. **GROUND RULES:** Ball Hits the Ceiling
 - a. A ball that hits the ceiling on a play on one side and comes down on the same side may be played regardless of the number of caroms the ball takes.
 - b. A ball that hits any permanent fixture (that falls within the court), such as the basketball rims or backboard, will be considered a live ball and may be played if it comes down on the same side of the court.
 - c. A ball that comes to rest on any part of the ceiling, the rafters or air vents, will be considered a dead ball and the ball will be replayed. Both captains must agree on dead ball and to replay the ball (coed league).
 - d. **Foot Faults: are allowed due to the courts not being an official size regulation courts. Any part of the foot landing on the line is considered legal. If the line is cleared, leaving no part of the foot touching it, that will be an illegal foot fault.**
8. **TIME OUTS:** Each team is entitled to a maximum of 1 (30) thirty second time out per set.
9. **ROTATIONS:** When the receiving team gains the right to serve by winning a rally, its players must rotate one position clockwise (player in position No. 2 rotates to position No. 1 to serve; player in position No. 1 rotates to position No. 6, etc.) Regardless of beginning the game with the minimum number of players, there will be a rotation.
10. **BASIC ILLEGAL HITS:** You cannot catch or hold the ball in regulation volleyball. To ensure the ball is not held for a split second on scoop shots you cannot use open palms beneath to hit the ball. Double hits are legal only on a team's first contact, such as digging out a serve, but illegal on subsequent hits.
11. **CONDITIONAL LEGAL HITS:** Hits can be legal or illegal depending on the situation.
 - a. For example: A team can only hit the ball three times before it must go over the net to the opponent's side, a fourth hit is illegal. However, a block does not constitute a hit, so in that situation a team can block a shot and then hit it three more time.
12. **NET PLAY:** Contact with the net by a player between the antennae during the action of playing the ball is a fault.
 - a. Players may touch the post, ropes, or any other object outside the antennae, including the net itself, provided that it does not interfere with play.
 - b. When the ball is driven into the net, causing it to touch an opponent, no fault is committed.

13. NET VIOLATIONS:

- a. A player touches the ball or an opponent in the opponent's space before or during the opponent's attack hit.
- b. A player interferes with the opponent's play while penetrating into the opponent's space under the net.
- c. A player's foot (feet) penetrates completely into the opponent's court.
- d. A player interferes with the opponent's play. Ex: touching the top band of the net or the top of the antenna during his/her action of playing the ball, taking support from the net simultaneously while playing the ball or creating an advantage over the opponent's legitimate attempt to play the ball.

MISCELLANEOUS INFORMATION

1. **OFFICIAL REPRESENTATIVE:** The Team Captain, as listed on the roster form, will serve as the official representative of his/her team. Written and verbal communication from the Parks and Recreation Department will be directed to this individual. If unavailable, the listed Assistant Captain will serve as a backup. It is the responsibility of these individuals to notify all players of necessary information, schedule changes, etc.
2. **UNSECURED ITEMS:** Each individual is responsible for his/her own belongings. Be careful not to leave items lying around or unattended during games. Items left in cars should be locked in the trunk.
3. **PARKING ILLEGALLY:** Parking illegally on the grass, in medians, or in no parking zones may result in ticketing or towing of vehicles.
4. **DEPARTING FACILITY:** Upon conclusion of the evening's play, teams should vacate the facility in an expedient manner, as the facility lights will be turned off once the equipment has been removed from the playing site.
5. **PRACTICE BALLS:** Be sure to bring your own volleyballs for warm-ups; the Parks and Recreation Department will provide game balls.
6. **EJECTIONS:** All departmental staff has the right to eject anyone from a facility.
7. **OTHER POLICIES:** Please adhere to the following policies:
 - a. No smoking allowed in the building.
 - b. Participants must abide by all Chapel Hill Parks and Recreation, Chapel Hill Community Center, and Rashkis Elementary rules.
 - c. Please put any litter in the trash cans, not in the gym bleachers or on the floor.
 - d. Our participants are not allowed in any areas or rooms except the gymnasium or rest rooms. Refusal to comply with these rules when asked by the facility supervisor will result in the suspension from the facility of the violator for a minimum of that night.
8. **INCLEMENT WEATHER:**
 - a. Decisions on game cancellations will be made by 4:30 pm daily.
 - b. If the first scheduled game of the day is cancelled, all games will be cancelled and rescheduled for a later date.
 - c. Cancellation information will be emailed and may be obtained by calling the cancellation number at **919-685-8277**