



Phone: 315- 473-4330 | Fax: 428-8513
www.syracuse.ny.us/parks

Adult Volleyball League Rules

The League or the City of Syracuse will not be responsible for injuries or property damage to any team players, coaches, or other participants in the Syracuse City Recreation Volleyball League. There is no accident or injury insurance provided through the league. It is up to the teams or individual participants to provide their own medical and property insurance.

The following are special By-Laws and rules governing the Recreation Volleyball League of the City of Syracuse. The official 2021-2022 USA Volleyball Rules will apply in any situation not covered herein.

I. League Fees

- a. Registration Fee: \$80 (*non-refundable*)
- b. School Use Fee: \$200 (*non-refundable*)
- c. Performance Bond: \$100 (*refundable if no games are forfeited or fines assessed*)
- d. **Total Due upon registration: \$380**
 - i. *Money orders and checks should be made payable to "Commissioner of Finance."*

II. Registration

- a. All teams must register by **October 20, 2023, by 4:00PM.**
 - i. *Team Code of Conduct, payment and Roster are due no later than this day.*
 - ii. *Payments and paperwork will not be accepted at first game.*
- b. **Registration is considered incomplete** until payment, roster and code of conduct have been turned in.
 - i. *The Code of Conduct form must be signed and dated to be accepted as complete.*
- c. Payment and documents can be mailed to or dropped off at the Recreation Department office at:
 - i. *Syracuse Parks and Recreation 412 Spencer St Syracuse, NY 13204.*

III. Refund Policy

- a. Teams who choose to withdraw from the league AFTER they have submitted payment are entitled to a full refund if one is requested by 4:00 PM, October 25, 2023. Any withdrawals from the league after this date will not be eligible for refunds.
- b. The League will NOT make partial refunds to teams that play less than 12 regular season games.
- c. Performance bond will be returned ONLY to teams who have not forfeited 2 or more games or have fines assessed. Refunds are mailed back to listed manager after the final game of the playoffs has been played.

IV. Officials Fees

- a. **\$20/game per team.** CASH ONLY, paid to scorekeeper.
- b. Scorekeepers do not provide change, so please have the exact amount.
- c. No team will be allowed to play the scheduled game if they fail to pay fees (exact amounts) to the scorekeepers before the grace period.
- d. In case of Forfeit, the forfeiting team is responsible for the FULL fee which is paid to the referee through the Recreation Office, not by the team at the forfeit. The money is taken out of the forfeiting team's performance bond.

V. Player Eligibility

- a. All players must be 17 years of age or older.
- b. All players on a given team **MUST** appear on the roster at least 24 hours before a played match.
- c. Players may only sub for teams they are not rostered on when a forfeit is eminent.
 - i. The team receiving the non-rostered substitution will be recorded as the losing team, regardless of the actual outcome of the game.
- d. Players may appear on roster in multiple divisions, but may only play for one team, regardless of division, for playoffs.
 - i. Players playing in more than one division may only appear on rosters for neighboring divisions.
 - 1. Eg. A player may appear on Div. 1 and Div. 2 rosters, but not on a Div. 3 roster.
 - 2. Eg. A player may appear on Div. 2 and Div. 3 rosters, but not on a Div. 1 roster.
 - ii. If a player is found to be violating this eligibility rule, they will be suspended from league play for 1 game across all divisions and removed from all but 1 roster for the remainder of the season. The offender will be relegated to the highest Division level they originally appeared on.
 - iii. If a player is found to be participating in playoffs for multiple teams, all teams involved will be disqualified from the playoffs.

VI. Roster

- a. A **LEGIBLE** roster must be submitted no later than **October 20, 2023, by 4:00PM.**
- b. No roster may exceed 20 members at any time.
- c. Manager's and Captain's addresses **MUST BE LEGIBLE**. They must be different addresses, emails, and phone numbers.
- d. **No changes in player roster may be made after January 12, 2024.**
- e. Roster adds must be submitted in writing to the Athletic Department 24 hours before the day of the match. Adds/Drops can be made by mail, email, fax and walk-ins.
- f. Players are allowed to change teams one time only.
- g. Anyone whose name appears on two rosters in the same division, without properly being released, will be suspended from the League and the match he/she participated in illegally could be forfeited.
- h. Use of ineligible players will result in the match in which he/she participated to be forfeited. This violation will also subject the player and team Manager to indefinite suspension from the League. Opposing team may question the eligibility of players. Offending team is also subject to be fined up to \$100.00. When the situation arises, protests are to be made at the match and in writing to the Athletic Department within 48 hours of said game (see Protests).
- i. Once submitted on your original roster, managers cannot be changed **EXCEPT** by written notification with original manager's signature or by direction of the League Coordinator.

VII. Game time/ Scheduling

- a. **SATURDAY GAMES:** Teams may have to occasionally play some regular season games on Saturdays. Make-up games may also be scheduled on Saturdays.
- b. **MATCH TIMES:** Matches will be scheduled after school programs are done. If there is a school game in progress, please be patient and wait until they are finished.
- c. **SCHEDULE:** League schedule is subject to change.

VIII. Cancellations

- a. If there are any cancellation of school or afterschool activities by the City of Syracuse School District, weather related or otherwise, games will also be cancelled on that day.
- b. Cancellations will be communicated to captains via email/text and posted on our website/social platforms.

IX. GAME DAY GUIDELINES

- a. Prior to game time, each Team Manager will ensure that all eligible players are entered in the book. At this time the **\$20.00 officials fee** will be paid. Late participants must check in with the official scorekeeper.
- b. MANAGERS:
 - i. All players must know the playing rules and abide by them. Team Managers are responsible for enlightening members.
- c. BALLS:
 - i. Each team will furnish their own practice balls. The game ball will not be used by teams to warm up.

X. PLAYING RULES

- a. GAME TIME:
 - i. A regulation Match will be a maximum of ONE HOUR, including time used for grace period, time outs, and breaks between sets.
 - 1. Maximum interval of two (2) minutes allowed between games of a match.
 - ii. If ball is in play when horn sounds, teams should continue to play the live ball.
 - iii. If the score is tied after time expires, the referee will enforce a one-point advantage rule.
 - iv. If time expires before a third game begins, then a "sudden death" (1st point wins) will be played.
- b. REGULATION MATCH:
 - i. A regulation match will consist of three* sets, each played to 21 with a two (2) point advantage minimum.
 - 1. *If a match is decided in the first two (2) sets, and the full hour of the game has not expired, a third (*team optional*) non-deciding match will be played. This game will be played to 15 with a two (2) point minimum advantage, or to the expiration of the allotted game time, 1 hour, whichever happens first.
- c. GRACE PERIOD:
 - i. Grace period is 5 minutes for ALL matches. Any time run off the grace period is deducted from the 1 hour of the match time regardless of which team caused a portion of the grace period to be used.
- d. STARTING THE MATCH:
 - i. Initial service will be decided by a coin toss. The away team will call "heads" or "tails". Winner of the toss may choose to serve or receive first. Loser of the toss will choose their preferred side of the court to start on.
- e. PLAYERS:
 - i. Under no circumstances may a team play with less than five (5) players.
 - ii. Teams must play with 6 players if they are available, except in the case of injury (still must have 2 women).
 - 1. At least 2 women need to be present and, on the court, to play an official match.
 - 2. A least 1 man needs to be present and, on the court, to play an official match.
 - iii. Services should be rotated so that no more than 2 men are serving in succession.
 - iv. Service rotation and court alignment must be alternative male-female when possible.
- f. SERVICE RULE LET BALL RULE:
 - i. The let serve shall be allowed, and play shall continue provided net contact is entirely within the net antennas.
 - ii. Any player in the attack zone and above the net who hits a served ball directly back to the opponents is guilty of an attack or block. This is true even if the served ball has completely crossed the net. Interpret as you would a back row spiker or blocker. It is legal to serve from the backcourt area.
- g. DEAD BALL:
 - i. A dead ball must be rolled back to opponent. Anyone throwing ball anywhere should expect to receive a red card.
 - ii. Walls, ceiling, and bleachers are out of bounds.

- h. ROTATIONS:
 - i. Continual rotation is to be used (must play all the way around).
 - ii. Players rotate in a clockwise direction.
- i. SUBSTITUTIONS:
 - i. Unlimited substitutions are in effect (enter at service area)- as many as team wants (USA Volleyball).
- j. LEGAL CONTACT:
 - i. The ball can now legally contact any part of the body during rally. You can legally kick the ball (except to serve or if unsportsmanlike).
 - 1. This rule will be applied specifically to Div. III, NOT Div. I or II.**
- k. SCOREKEEPERS:
 - i. To avoid confusion NO ONE is allowed in the area of the scorer except substitutes. Scorers and Timers have the authority to call games at any time due to harassment and intimidation from any teams. Swearing and foul language WILL NOT be tolerated from the benches. Any team reported for any above infractions can be placed on probation or suspended.
- l. NO EATING/DRINKING/SMOKING IN ANY FACILITY. Any team found violating these rules will be subject to fine or suspension.
- m. TIME OUTS:
 - i. A team is allowed two (2) time outs per game.
 - ii. The length of a time out will be 1 minute and is granted by the Referee only when ball is dead.
- n. NO JEWELRY. If rings cannot be removed, they MUST be taped.
- o. VIOLATORS DO NOT HAVE TO BE WARNED PRIOR TO BEING EJECTED FROM THE GAME.

XI. Playoffs

- a. TIE-BREAKERS:
 - i. Teams tied for 1st place will play a single tie-breaker game if time allows (flip for home).
 - ii. If time does not allow, the tiebreaker will come down to head-to-head competition and scores between tied teams. Any other tiebreakers will also come down to head-to-head competition and scores between tied teams at the discretion of the League Director.
- b. PLAYER ELIGIBILITY:
 - i. Players must play in at least three (3) regular season games to be eligible for post season playoffs for a specific team. Forfeits DO NOT count towards games played (for either team).
 - ii. Players can play on only ONE volleyball team for playoffs, even if they are in separate divisions.

XII. Standings

- a. STANDINGS:
 - i. If a team notices incorrect standings, they should contact the Main Office- Athletic Department at (315) 473-4330 ext. 3525) and leave a message as soon as possible to avoid confusion. Teams should not base game strategy on published standings due to occasional inaccuracies.
- b. Standings will be published weekly on the website as scores are turned into the Athletic Department office.
 - i. Scores and results must be reported **no later than noon of the day following the game.**
 - ii. Scores MUST be submitted to jdavison@syrgov.net OR called in to 315-473-4330, ext. 3525.

XIII. Forfeits

- a. A team is subject to forfeit a game for any of the following infractions:
 - i. Using an ineligible player. (see "Player Eligibility: V.d.i.1.)
 - ii. Failure to field a team of at least five eligible players by the end of the grace period.
 - 1. This will be referred to as an ***un-notified forfeit***.
 - 2. Two sets may be played if the team is able to field at least five players within fifteen minutes of the scheduled start time. However, the team that was unable to field a team inside the grace period still takes the loss for the match.
- b. In case of forfeit, the forfeiting team's performance bond is charged the full fee for referees at that game. Neither team is responsible for fees on site if a forfeit is declared.
 - i. If a team has two un-notified forfeits, they will be suspended from play until the performance bond of \$100 is replenished. Once the performance bond is replenished, the team's suspension will be lifted.
- c. If a captain knows they are unable to field a team on a given day, they should contact the league coordinator before noon on gameday, (*Notified Forfeit*).
 - i. The winning team does not need to be present if the forfeiting team has notified the Adult Athletics Department by the given deadline.
- d. No game is officially forfeited until the expiration of the grace period and declared a forfeit by a game official.
- e. Teams will not harass referees when a forfeit is declared, or risk suspension from the League.

XIV. Make-Up Games

- a. Games cancelled by the Recreation Department will be rescheduled by the Recreation Department. Teams will be notified of the time and site by email.
- b. The Athletic Department will do its best to reschedule games on league night but reserves the right to reschedule games on Saturday mornings.

XV. Player Conduct

- a. DRINKING/DRUG USE/SMOKING:
 - i. Alcohol, tobacco, vapes, marijuana, or non-prescription/over the counter drugs are strictly prohibited in both parking lots and in facilities.
 - ii. Any team allowing players or spectators to drink alcoholic beverages during the games will be subject to suspension and/or forfeiture of game or ejection from the league.
 - iii. Players under the influence of drugs or alcohol while participating in league play will be suspended from the league.
- b. TRASH:
 - i. If there are trash cans at your gym, please use them. If not, please take your litter with you. All teams are required to clean up their bench areas and any mess left in the parking lots after their games. Any trash left behind will result in a loss of your forfeit bond as well as a loss for every game played that night. To stay in the league, teams must replenish their forfeit bond.
- c. UNSPORTSMANLIKE CONDUCT:
 - i. Unsportsmanlike actions by a team or a team member may result in ejection or suspension.
 - ii. Unsportsmanlike actions include any verbal or physical abuse directed at any player, fan, or referee (i.e.: swearing, fighting, intimidation, spitting, etc.).
 - iii. Players DO NOT have to be issued a warning by the referees prior to being ejected from the game.
- d. PLAYER PROBATION:
 - i. Any player who commits any of the below infractions is automatically placed on probation for the rest of the season.
 - 1. Ejected from a game,
 - 2. Receives a red card,
 - 3. Accumulates two yellow cards (not necessarily in the same game)

- ii. If a player on prohibition who incurs more infractions after their prohibition is instated, they will be expelled from the league.
 - iii. Some instances of flagrant unsportsmanlike conduct may result in the immediate expulsion instead of probation.
- e. **TEAM PROBATION:**
 - i. Any team that commits any of the below infractions is automatically placed on probation for the rest of the season.
 - 1. Has 2 instances of player ejections (not necessarily in the same game)
 - 2. Receives a red card,
 - 3. Accumulates 3 yellow cards (not necessarily in the same game)
 - ii. Any further unsportsmanlike actions by players, coaches, fans will subject team to immediate expulsion from the League.
 - iii. Some instances of flagrant unsportsmanlike conduct may result in the immediate expulsion instead of probation.
 - iv. Any team is subject to be expelled from the League for unsportsmanlike conduct may not be readmitted the following season.
- f. **HARASSMENT:**
 - i. Officials have the authority to call a match at any time due to harassment or intimidation from teams.
- g. **CHILDREN, FANS, & SPECTATORS:**
 - i. Teams are responsible for their spectators. Unsportsmanlike actions by spectators can subject team to penalty.
 - ii. Children must remain seated on bleachers and be accompanied by a non-playing parent or guardian. Any time a game is delayed because a child or spectator is on the court, the offending team will be issued a "Yellow Card." For any further delays, a "Red Card" should be issued.
- h. **PROFANITY:** No profanity allowed or risk immediate ejection.
- i. **PARKING:** Please Park legally. Do not park on the grass or designated "No Parking" zones.

XVI. Suspensions/Fines

- a. Any player ejected from a volleyball game is **AUTOMATICALLY SUSPENDED FOR ONE (1) GAME** and placed on probation for the remainder of the season. That suspension must be served on their next scheduled game that their team actually plays. Any player who participated in the next game after they are ejected from the previous game is ineligible and subject to indefinite suspension from the League. Forfeits, snow days and any other cancellations **DO NOT COUNT** as games sat out.
- b. **NOTICES OF THESE SUSPENSIONS WILL BE EMAILED TO LEAGUES ONLY WHEN FEASIBLE. TEAMS ARE RESPONSIBLE FOR ENFORCING THESE SUSPENSIONS EVEN IF THEY DO NOT RECEIVE A WRITTEN NOTICE OR RISK FURTHER PENALTY.**
- c. Displays of flagrant unsportsmanlike behavior will subject players to longer suspension.
- d. The City Recreation League is requesting the Referees to contact the City Rec. Athletic Department and report any incidents that result in a player being ejected and the circumstances pertaining to said ejections.

XVII. Protest Procedure

- a. Only officially lodged protests will be considered by the Adult Athletic Department for action on any issues that could affect the reversal of decisions by the officials that could affect the outcome of the game.
- b. Whenever a protest arises during the game, the Manager or Captain of the protesting team should **IMMEDIATELY** notify the referee and their opponents that the game is being continued under **PROTEST** and a note should be made at that point in the official book with the referee's signature. **ALL** protests must be in the Athletic Department in writing within 24 hours with a \$25.00 **CHECK** or **MONEY ORDER**. If protest is found invalid, fee is placed in treasury. If protest is valid, fee is returned.

- c. Protests based on alleged misinterpretations or application, or the playing rules should be accepted for consideration and decision.
- d. Any rule protests made after these actions, may not be valid.
- e. Ineligible player (roster) must be protested before or during the game (not after).
- f. Use of ineligible players could result in the game in which he/she participated forfeited.
- g. A formal protest should contain the following information:
 - i. Date, time and place of the game.
 - ii. Names of the Referees and scorekeepers.
 - iii. The rule and section of the official rules or local league adopted general rule under which the protest is being filed.
 - iv. All essential facts involved in the matter of protest.
 - v. Copy of the book or League rule.
- h. The decision made on a protested game may result in:
 - i. The protest is found invalid and game score stands as played.
 - ii. Protest is valid, games resume at point of protest as a suspended game.
 - iii. Highly technical protests and those which did not have any effect on the result should be discouraged or disallowed.
- i. Teams who fail to list both Manager and Captain with correct, legible addresses and phone numbers will not receive and consideration in case of miscommunication that results in a forfeit, a disadvantage, or a lost refund check for the offending team.