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SUMMER 2012

HIGH SCHOOL VOLLEYBALL LEAGUE RULES



COMMUNITY

EDUCATION &

RECREATION  
**ADMINISTRATIVE RULES**

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→ Major rule changes, syntax changes and points of emphasis are boxed and/or in bold text for your convenience.

→ **National Federation (High School) Volleyball Rules** govern league play, except where modified by the **SUMMER 2012 HIGH SCHOOL VOLLEYBALL LEAGUE RULES.**

## **ADMINISTRATIVE RULES**

### **1. ADMINISTRATIVE DATES TO REMEMBER**

Thursday, May 31, 2012 All rosters, player contracts and team fees must be submitted at Community Education and Recreation, 1515 S. 7<sup>th</sup> Street, Ann Arbor, Michigan 48103 by 5:00 pm.

Contracts and fees turned in after May 31, 2012 will be charged a \$2.00 late fee. Late fees are due at the time of payment. **Player contracts and fees will not be accepted at the gyms.**

Friday, July 13, 2012 Deadline for dropping and transferring players.

Friday, July 20, 2012 Deadline for adding players.

### **2. CANCELLATIONS**

- A. All game cancellations due to inclement weather are recorded on the Team Sports Weather Hotline (994-2300 ext. 53115) at least one hour prior to cancelled game times.
- B. Game cancellations may also be announced on WAAM (1600 AM) or WQKL (107.1 FM).
- C. Check the website: <http://reced.aaps.k12.mi.us/reced.home/home>  
See the cancellations icon on the right hand side of the page.

### **3. COURT USAGE**

- A. Upon completion of a game, a team may stay on the court until ten minutes before the start of the next scheduled game.  
Exception: After the last scheduled game of the day, the gym must be cleared immediately following the conclusion of the game.
- B. Officials cannot work pick-up games once a forfeit has been declared.

### **4. FORFEIT AND RE-ENTRY POLICY**

- A. Any team that forfeits two games in a season will forfeit all its remaining games unless a \$50.00 re-entry fee is paid.  
Exception: Forfeits resulting from an ejection or injury during the game.
- B. A team must pay the re-entry fee at Rec & Ed within seven days of its second forfeit. A reminder will be sent only as a courtesy measure to notify a team of its second forfeit. If a team is not sure of its number of forfeits, it will be up to the coach to contact the league statistician at 994-2300 ext. 53218 to verify their forfeit status. The Coordinator of Team Sports may waive the league re-entry fee at his or her discretion.

### **5. LOCKER ROOMS**

- A. Do not store valuables in the locker room. The Ann Arbor Public Schools / Rec & Ed is not responsible for lost valuables.
- B. Players, coaches and spectators must observe the gender designation of the locker room and rest room facilities.  
Penalty: Offenders may face suspension and/or expulsion from the league.

### **6. PARKING REGULATIONS**

Do not park automobiles in restricted areas. Doing so could result in the ticketing and/or towing of your vehicle.

## 7. **PLAYER ELIGIBILITY REQUIREMENTS**

- A. If Rec & Ed validates a protest of eligibility, the team using an ineligible player shall forfeit the game(s) in which the individual participated. Use of ineligible players will result in probation and/or suspension of the ineligible player or players and the team's manager.
- B. Eligibility Stipulations:
1. Girls MAY participate on Boy's teams (when boys teams are offered).
  2. All players must be currently enrolled in the ninth, tenth, eleventh or twelfth grade (as per the 2012-2013 school year), or be 2012 grads to play in the high school league (exceptions may be made by the Coordinator of Team Sports).
  3. No player may participate until her or his contract and any applicable non-resident fee is submitted at Rec & Ed. No fees will be accepted at gyms.
  4. No player may play on more than one team.
  5. No player who pays an inappropriate fee may play.
  6. No player may participate under an assumed name.
  7. **It is the responsibility of each High School coach to ensure they do not exceed the number of allowable summer competition days or violate any other published codes of the Michigan High School Athletic Association, including their own district's "dead period".**
- C. Rec & Ed reserves the right to check team rosters during league play.
- D. Protests will be accepted on eligibility alone. NO OTHER PROTESTS ARE ALLOWED. When a team lodges a protest of eligibility the following guidelines should be followed:
1. The protest of eligibility must be made during the match (before the referee beckons for the last serve).
  2. Each manager will be issued a copy of his/her team roster that must be signed by a league Supervisor, Specialist or Coordinator.
  3. The offending team may produce a signed roster and relevant player ID to prove eligibility.  
Note: If a roster and player ID cannot be produced, the game will proceed.
  4. The suspect team has 48 hours to appeal the protest either in writing or in person at Rec & Ed and submit a \$15.00 appeal fee. If Rec & Ed is not contacted within 48 hours, the offending team forfeits all games in which the ineligible player participated. After receiving the appeal, Rec & Ed will arrange a meeting of all relevant parties to verify any offending player's eligibility.
  5. All Rec & Ed rulings are final. Rec & Ed will handle protests of eligibility not specifically covered in these rules within the spirit of these rules.
- E. Penalties for infractions:
1. Any player who plays ineligibly shall be suspended for a minimum of **three** games from any team that s/he is a valid member of. The manager of the offending team will also be suspended for a minimum of **three** games. All suspensions of this nature carry over to the next season if not completed during the current season.
  2. If an eligibility protest is lodged and the offending team or player walks off the court (and the manager fails to appeal the protest within the 48 hour time period), the offending player will be suspended for a minimum of **four** games from any team that s/he is a valid member of. The manager of the offending team will also be suspended for a minimum of **four** games. All suspensions of this nature carry over to the next season if not completed during the current season.  
Exception to 1 and 2: The league Specialist/Supervisor may override suspensions if circumstances warrant.
  3. Rec & Ed will handle all eligibility disputes not specifically covered in these rules within the spirit of these rules.

## 8. **PLAYER TRANSFERS**

- A. A player may transfer from one team to another after s/he has obtained a player release form signed by his/her former manager, returned his/her uniform, submitted a new player contract signed by the manager of his/her new team, and paid the \$2.00 transfer fee.

- B. A manager may refuse to release a player if the player does not return his/her uniform. In all other cases, a manager may not refuse to release a player.
- C. A released player will be allowed to transfer back to his/her original team only once.

9. **PROTESTS**

Rec & Ed accepts protests on the basis of player eligibility alone. All other protests will be denied.

10. **REFUND POLICY AND NSF POLICY**

- A. Refund requests must be made in writing.
- B. Refund requests must be submitted to Community Education & Recreation, 1515 S. 7<sup>th</sup> Street, Ann Arbor, MI 48103. Please include the following information: sport area, league name, team name, and coach's complete address and telephone number, plus the refund recipient's name and complete address.
- C. Sponsor Fee Refund Request Deadlines:
  - a. Sponsor fee refund requests submitted to Rec & Ed more than 14 days before the team's first scheduled game are subject to a \$10.00 service fee.
  - b. Sponsor fee refund requests submitted to Rec & Ed between 14 and 7 days before the team's first scheduled game are subject to a 50% service fee.
  - c. Sponsor fee refund requests submitted to Rec & Ed less than 7 days before the team's first scheduled game will be denied.
- D. **There are no refunds on team fees.**
- E. If a coach writes a check which is returned for non-sufficient-funds (NSF) or written on a closed account, the team in question will forfeit all of its games until a cash payment is made for the amount of the check and an additional \$50.00 league re-entry fee is paid.
- F. Refunds will be paid by check or credited to charge card depending on method of payment, and normally take four-six weeks to process.

11. **ROSTER LIMITS**

A roster may not contain less than six or more than fifteen players at any point in the season.

12. **SMOKING, ALCOHOLIC BEVERAGES, ILLICIT DRUGS AND FOOD AND DRINK**

- A. Smoking cigarettes and the use of or possession of alcoholic beverages and/or illicit drugs is not permitted on school grounds. All violators will be removed from the building.
- B. Food and drink are not allowed in the school gymnasiums. Violators will be asked to leave the gymnasium.

13. **SPECTATORS**

- A. Rec & Ed reserves the right to eject spectators from school facilities during Rec & Ed games.
- B. Spectators may be ejected by the site supervisor for unsportsmanlike conduct or language.
- C. The site supervisor may suspend play until ejected spectators leave the facility.
- D. Any spectator who displays unsportsmanlike conduct before, during or at the conclusion of a game may face an automatic one match suspension if deemed appropriate by the Specialist or Volleyball Supervisor.

14. **TIES**

If there is a tie for league championship, the following tie-breaker instruments will be used:

- 1. Head to head competition.
- 2. Head to head point differential.
- 3. Overall point differential.

15. **AWARDS**

The team with the best record at the end of the season shall be the league champion. There are no Playoffs in the High School Volleyball League.

Individual awards (usually T shirts) will be given to the champion of each league.

## **PLAYING RULES**

### **16. ADJACENT COURT**

- A. Any ball hit into the adjacent court is considered a dead ball.
- B. If a player enters the adjacent court before, during or after playing the ball, the ball is dead and a point is awarded to the opposing team.
- C. Rule 16 A. and B. are in effect whenever a match is scheduled on an adjacent court, including a scheduled match that is forfeited at the gym.

### **17. BALL ON THE COURT**

- A. A ball from the adjacent court that significantly disrupts play or poses a safety hazard to any player shall result in a replay.
- B. These calls are considered judgment calls. In all cases, both teams should continue play until the official blows the whistle.
- C. A point shall be replayed any time both teams agree that a ball on the court interfered with play.

### **18. BLOOD RULE**

If a player incurs an injury that causes bleeding, the [referee] shall immediately stop the game. The player shall leave the court until the bleeding is stopped. If the player cannot continue play within 60 seconds, she must be substituted. If substitution cannot be made, the team may play with as few as 4 players in 6-player leagues.

### **19. FORFEIT TIME**

- A. **Scoring for the first game of the match will be started at the scheduled time. If the minimum number of players is not present at scheduled match time, play may begin within the next 14 minutes provided the team reaches the minimum number of players. The penalty is 1 point per minute to the opponent. For example, if the short-handed team has its 4<sup>th</sup> player lined up on the court 5 minutes after the scheduled match time, Game 1 begins with the offending team down 0-5. The maximum penalty a team can start game 1 with is 0-14.**
- B. **The point penalty will continue to be assessed until the short-handed team has at least 4 players ON THE FLOOR PREPARED TO PLAY or until 15 minutes past scheduled game time. The penalty does not stop when the late player walks in the gym door. Only full minutes past are considered in point penalties, not seconds or partial minutes. So a team that is ready to play 7 minutes and 35 seconds after the scheduled start time would start the match 0-7, not 0-8.**
- C. Time outs MAY be taken before the start of the match, and the use of time outs does NOT increase the penalty point assessment. Each team has two 60-second time outs per game.
- D. Forfeit time for the remaining games is 15 minutes after scheduled match time. Teams may scrimmage for fun until their allotted court time is over. Officials are not required to work forfeited matches or games.
- E. The Site Supervisor shall determine the official match/forfeit time and total number of points penalized. The Site Supervisor and Court Official may synchronize their watches so that the Official can manage the delay, but if there is any question, the Site Supervisor's time shall be considered the official time.

### **20. GYM OBSTRUCTIONS**

- A. Ceiling and overhead obstructions (above 15 feet) including raised backboards **and Claque's overhead divider between the courts:**  
Ruling: Playable provided the ball contacts the ceiling or obstruction on the side of the net extended of the team which last played the ball and the ball returns to that same

team's side.

- B. Overhead obstructions (under 15 feet):  
Ruling: Dead ball/judgement call -- point, side out, or replay.
- C. Unraised basketball backboards, vertical supports and cables outside of and extending over the endlines or sidelines:  
Ruling: Dead ball/judgement call -- point, side out, or replay.

**21. NET FOULS & CENTERLINE FOULS**

- A. Under Federation Rules, it is a fault to touch any part of the net or the antennas except for a player's hair. There is no exception for insignificant contact by a player not involved in the action of playing the ball.
- B. It is only a centerline violation if a player's WHOLE hand or foot is completely across the line, with no part of the hand or foot on or above the centerline. No other body part may even partially cross the line.

**22. JEWELRY**

- A. It is forbidden to wear hats, jewelry, and earrings of any kind.
- B. Any player found wearing jewelry or illegal equipment while in the game must remove it without significant delay. If this is not possible, another player must substitute for the player in question, or the team must play with less than 6 players.

**23. LINE-UP**

- A. Coaches must sign their players in on the pink score sheet at the site supervisor's table.
- B. Only players who are present may be signed in.
- C. Coaches must sign in on the pink scoresheet as well, to verify there was a coach present.

**24. MINIMUM & MAXIMUM NUMBER OF PLAYERS/ROSTER SIZE**

**A MAXIMUM OF 15 PLAYERS ARE ALLOWED ON THE ROSTER IN ALL LEAGUES.**

- A. Teams must play with 6 players when sufficient players are present.
- B. In all 6-player leagues, the minimum number of players allowed to begin and continue play is four.
- D. When a team starts with less than a full squad, additional players may be added under the following conditions:
  - 1. Any new player must sign in on the line-up sheet.
  - 2. A time out must be called.
  - 3. A player entering the game while his or her team is serving may not enter in the service position if the player in the service position has already begun that term of service.
  - 4. If no time-outs are available, a team may add an additional player only at the start of the next game.
- E. When a 6-person team plays with less than six players, those players are considered to occupy three front row positions and one or two back row position at all times.
  - 1. The three front row positions are Left Front (LF), Center Front (CF) and Right Front (RF).
  - 2. The one back row position is the server's position, Right Back (RB) if 4 players, and RB & CB if 5. Left Back is always considered vacant when a team plays with less than 6 players!
- F. The following position rotations will determine position overlap, attack hitting and blocking rule interpretations when a team plays with less than six players.
  - 1. When a team plays with five players, LEFT BACK is vacant. The rotation is RB to CB to LF to CF to RF to RB.
  - 2. When a team plays with four players, LB and CB are vacant. The rotation is RB to LF to CF to RF to RB.

**25. PLAYING THE BALL**

- A. The ball may contact a player below the waist. Foot digs are legal.

- B. First contacts may be “multiple hits”. 2<sup>nd</sup> & 3<sup>rd</sup> contacts must be clean.

**26. SCORING: GENERAL GUIDELINES--ALL TEAMS PLAY 3 GAMES TO 25 POINTS!**

- A. All games are 25 points, even game 3.
- C. All games must be won by a two point lead (no point cap).
- D. All 3 games are played to completion (it is not 2 out of 3 ‘match’ play).
- E. Teams do NOT switch sides in game 3 (federation rule).
- F. All games count in the standings.
- G. Team captains are advised to verify their number of games won at the end of the match by checking and initialing the scores sheet at the scorer’s table.

**27. SUBSTITUTIONS / ROTATING IN PLAYERS**

- A. When a team has seven or more players present, the coach may substitute and / or designate a libero. 18 subs per game are allowed, plus libero.
- B. **Coaches in the JV league ONLY may also elect to ROTATE in all their players in a specified service order. Teams who rotate extra players in may NOT use a libero, and may NOT also use “substitution”. A consistent service order must be maintained throughout the game.**
- C. The decision to use substitution, rotating in, and / or libero) is made on a GAME BY GAME basis.
- D. The official should be notified of which method is being used prior to the start of each game.

**28. SERVICE AND NET SERVES**

*THE SERVICE LINE ON TAPPAN'S ‘SHORT’ SIDE IS TOO CLOSE TO THE WALL. SERVERSMAY STEP ON AND OVER THE WIDE, BLACK BASKETBALL LINE AS LONG AS PART OF THEIR FOOT REMAINS ON THE LINE AT THE MOMENT OF SERVICE CONTACT.*

- A. The server must contact the ball within 5 seconds after the official’s whistle for serve.
- B. **Each server is allowed one service toss error per term of service.**
- C. **Libero MAY serve for one person in the serving order per game.**

**29. TEAM SPOKESPERSON / UNSPORTSMANLIKE CONDUCT**

- A. Only the coach or playing floor captain may address the official.
- B. Unsportsmanlike conduct brings penalties of warning, loss of service or points awarded and/or ejection.
- C. League Rule: An ejection is grounds for suspension from the next scheduled game. Suspension may be carried over into the next season.
- D. **MISCONDUCT SANCTION SCALE :**
  - A Yellow Card is a warning: no loss of rally.
  - A Red Card penalty is loss of rally.
  - Red & Yellow apart: expulsion (player leaves the gym for the remainder of game)
  - Red & Yellow together: Disqualification (player ejected for remainder of the match)

**30. TIME-OUTS**

- A. Requests for time-outs must be made by the Coach or floor captain.
- B. Each team is allowed two 60 second time-outs per game. There is no 3<sup>rd</sup> time out.

**31. UNIFORMS**

Matching numbered shirts are recommended but not required. Libero should wear a contrasting shirt, but this is not required. **Teams must inform the official if a libero will be used.**

**32. WARM-UP TIME**

- A. Teams may warm up 10 minutes prior to scheduled game time (see “E” below). If matches are running behind schedule, the oncoming teams' warm-up time may be reduced

- to 5 minutes shared at the discretion of the referee.
- A. All teams are guaranteed a 5 minute warm-up time.
  - C. Teams must supply their own volleyballs during warm-ups.
  - D. During warm-up time, teams must make every effort to prevent balls from entering the opposite court. Teams also must refrain from contacting the net during warm-up time when another match is in progress on the opposite court. Failure to adhere to these standards may result in loss of warm-up time.
  - E. **Warm-up Protocol is normally 2-4-4 (2 minutes shared ball handling, 4 minutes hitting / serving each team).**

**33. HONOR CALLS**

In the spirit of good sportsmanship, players are expected to make honest calls on their own lines, antennas, touches, and net fouls. Honor calls are calls you make that go against your own team, not calls against your opponent.

**2012 SUMMER VOLLEYBALL STAFF**

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***NOTIFICATION OF ASBESTOS CONTAINING BUILDING MATERIALS PER 40 CFR  
PART 763 OF THE ENVIRONMENTAL PROTECTION AGENCY***

The buildings operated by the Ann Arbor Public School System may have asbestos containing building materials present in them. Each facility has a copy of the approved Asbestos Hazard Emergency Response Act (A.H.E.R.A.) management plan for your review on file in the main office. A copy of the Management Plan is also available for review at the school district's main administrative building in the Project Crew Chief's office. The Projects Crew Chief is the Ann Arbor Public School District representative for asbestos issues. The Projects Crew Chief can be contacted at: 2555 S. State Street, Ann Arbor, Michigan 48104, 994-2263 or 994-2226.