

2013-2013 Edina Park and Recreation Department
Adult Volleyball
Local League Rules
Women' League

I. Eligibility Rules

- A. Women's and Co – Rec Volleyball League Eligibility:
All players must have legal Edina residence or be employed full-time, year round and be at least 18 years of age by September 30, 2012. Residence or work must be established by September 30 of this year. If eligibility is claimed by employment, the player must be employed full-time, year round in Edina. Part-time or temporary employees are not eligible. At least one person of each couple must fulfill the live or work requirement.
- B. All Leagues Eligibility:
1. Players moving or employment established after September 30, 2012, can be petitioned to league director. Petitions must be made in writing.

II. Local Playing Rules

Play will be governed by rules of the Minnesota Recreation and Park Association with the following local league rule exceptions:

- A. Teams may carry an unlimited number of players on their rosters, however; only the 12 names that appear on the front page of the roster form are eligible to participate in MRPA post-season tournament play. Those teams who choose to roster more than 12 players may add names to the back of the official roster form. Only five players are required to begin a match, although six constitutes a normal team. Three men and two women are considered a legal team in the Edina Co-Rec league play. Less than five players results in forfeit at the beginning of the game. Teams may add players to their roster until **Wednesday, January 4, 2013**. All rosters must be submitted to the league director before their first league game.
- B. Individuals may participate on only one team.
- C. If a team cannot show up for its scheduled games, they must inform the Park and Recreation Department and the other team manager of intent to forfeit. **VIOLATION OF THIS RULE WILL SUBJECT THE GUILTY TEAM TO FORFEIT THEIR \$100 DEPOSIT.**
- D. No-smoking-anywhere in the schools!
- E. Players must wear gym shoes, no street shoes.
- F. Unlimited substitutions will be allowed as long as done according to rulebook.
- G. Spiking is permitted in all leagues. Spiking with the fist or heel of the hand is permitted.
- H.
- L. The serve must be received with a bump pass with the exception of the Co-Rec Officiated League. The Officiated League may receive the serve with a legal over hand reception.

III. Games-

A. **Matches – Rally Scoring**

- **Matches shall consist of three games to 25 points; 27 point cap rule in effect for all games.** A team must win by 2 points up until the 26th point. If tied, the first team to reach 27 will constitute the game winner. **Rally Scoring.** In rally scoring, if a team fails to serve properly, return the ball, or commits any other fault, their opponent wins the rally and scores a point, even if that team did not serve that point. In Rally Scoring, a point is scored every time the ball is served. The results of winning a rally are: if the serving team wins the rally, they score a point and continue to serve. If the receiving team wins the rally, they will score a point plus gain the serve.
- **The time limit to complete each match is 55 minutes.** If the time limit expires before the third game has ended, the team ahead at this time will be awarded the point for the game. If time expires before the second game has ended each team will receive 1/2 point for the third game.

B. Each match will have four points available - one point for winning each match (possible three points) and one point for the team with the most over-all points scored for the match.

NOTE: If a double forfeit occurs, there will be zero points awarded.

C. If five players are not present within 5 minutes of the scheduled match time a forfeit of the first match would result. If five players are not present after 5 more minutes, the second game would be forfeited, and, after 5 more minutes, if 5 players are not present, the match would be forfeited.

IV. Court and Service

Toss of coin between captains will determine choice of court and service. Server of first match also serves the third game.

V. Protests

- A. No protest! Settle disputes before next serve or replay serve.
- B. Each manager should carry a copy of the rules.

VI. THE SEASON

The season will begin Wednesday, October 10, 2012. All matches will be played on Wednesday evenings at a variety of times.

VII. TIE BREAKER SYSTEM

In case of ties at the end of the season, the team or teams with the greater number of matches won against other teams involved would be used to break the tie. Next, the greatest difference between points scored less points scored against will be considered, first with teams involved in tie, and

second with all teams in your league. Finally, if necessary, a coin flip. Head to head results and score differential will be considered after successive tiebreaker. In the case of a three way tie with no clear winner, the winner will be determined by the total number of points scored less points scored against first in just those matches involving those three teams, secondly the entire season scores.