



**CITY OF MERIDIAN PARKS AND RECREATION
DEPARTMENT**

**ADULT 4V4
VOLLEYBALL
RULE
SUPPLEMENT**

*For Any Questions about the
League contact.*

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The City of Meridian, players, coaches, officials, and the community, in general, have joined forces to build a bigger and better volleyball program. As part of City of Meridian responsibilities, City staff will register all teams with USSSA Volleyball. Registering with the national affiliation provides teams the opportunity to play league.

League play with the City of Meridian will operate under a Code of Conduct (See Rule 1). All participants and spectators are expected to abide by the rules. It is imperative everyone supports a climate of respect, positive sportsmanship, and safety of self and others. Every guest will be held accountable for their behavior. The abuse of any of the rules and regulations stated herein will result in disciplinary action.

The City of Meridian reserves the right to add, delete, and/or change any rules at its discretion for the betterment of the league. All leagues will use the current Idaho High School Federation Volleyball Rule Book with the following modifications and additions.

The below rules replace the normal Volleyball Rules in the Rulebook.

16. Minimum Number of Players

- 16.1. For the first set of each match, if a team does not have the required number of players (3) present at the scheduled start time, a ten-minute "Grace Period" will take effect.
 - 16.1.1. The game clock will still start on-time. The Grace Period will not be added on to the end of the match.
 - 16.1.2. The opposing team will automatically receive 5 points to start the first set.
 - 16.1.3. Teams must have at least 1 player present for the Grace Period to take effect. If there are no players at the court at start time, the match will be cancelled and there will be no Grace Period.

22. Roster

- 22.1. Official team rosters are due at the time of registration.
- 22.2. All players must be on the official team roster.
 - 22.2.1. An official roster must have a minimum of 3 players listed on the roster at time of registration.
 - 22.2.1.1. Rosters with less than 3 players at the time of registration will be charged the Non-Meridian Resident Player Fee for empty spots up to the 3rd spot.
 - 22.2.2. There is no limit to the number of players you may have on your roster.
 - 22.2.3. Roster additions or changes will only be accepted at the City of Meridian Parks and Recreation office between 8 a.m. and 5 p.m., Monday through Friday or via email to recreation@meridiancity.org and will not be accepted on the court.
- 22.3. Participants must sign the roster prior to playing in their first game. Parents/guardians must sign for minors. *Refer to Age Minimums.*
 - 22.3.1. The City of Meridian does not provide medical or accidental insurance coverage. The parent/guardian/participant is responsible.
- 22.4. Teams will be randomly selected to show proof of residency. If teams cannot provide a proof of residency, the team manager along

with the player or players that cannot show proof of residency will receive a two game suspension and all games played will be considered a forfeit. Teams will be notified of a residency check one week before their next game.

- 22.5. Team rosters freeze when there are two regular season games left.
 - 22.5.1. The Sports Coordinator can give permission to add players after the deadline in the case of extenuating circumstances, such as injury but not limited to. If a team is granted permission to add players after the deadline, the following policies come into effect:
 - 22.5.1.1. The injured player being replaced will be removed from the roster and cannot participate for the remainder of the season including the tournament. *Written proof of injury may be requested. No refunds will be given to players.*
 - 22.5.1.2. The added player will be required to pay the player fee.
 - 22.5.1.3. If the Sports Coordinator deems the player is too skilled for the division, that player will be removed with no refund. No additional players will be added for that team.
 - 22.5.1.4. Once the tournament starts, no players can be added for any reason.

24. Scoring

- 24.1. This league will have NO officials.
 - 24.1.1. Score needs to be announced before each serve by the serving team.
 - 24.1.2. All players are required to make each call. *Honesty is expected by all players on all teams at all times,*
 - 24.1.3. If teams cannot determine and/or have different opinions on what call to make, the play will not count and the rally be replayed.
- 24.2. All matches will be three games or 55-minutes. Once the 55 minutes are up, the match is over.
- 24.3. Sets will be scored using the rally scoring method, (A point is scored each serve, regardless of which team served).

- 24.4. During regular season, sets will be played to 25 points with the time limit in effect.
- 24.4.1. There will be a cap of 30 points on all sets.
- 24.4.2. If the 3rd set is not finished when the time limit is reached, the team with the most points will be the winner of that set. If the 3rd set is tied when the time limit is reached, the win for that set will go to the team to score the next point.
- 24.4.2.1. Time remaining during regular season games, after the completion of three sets to 25 points, if time remains on the clock.
- 24.4.2.2. The teams may use the court in any fashion they choose, (organized game, practice together or separate, etc.) up to the end of time on their match.
- 24.5. Teams will be responsible to report final score on the scoresheet and both sign the form agreeing to the final score.

26. Team Structure

- 26.1. Coed teams consist of a maximum of four players and a minimum of three players are required on the court at all times.
- 26.1.1. No more than 2 men may play at any time.
- 26.1.2. Male players may not outnumber female players on the court if playing with 3 players.
- 26.1.3. Rotation does not need to rotate man/women.
- 26.1.4. The ball may be hit by three women in a row with no penalty.
- 26.1.5. If the ball is hit by three men in a row, to be legal, the third hit must be an underhand bump pass. (The hit may be forward, sideways or backward).
- 26.2. Women's teams consist of a maximum of four players and a minimum of three players are required on the court at all times.