



**CITY OF MERIDIAN PARKS AND RECREATION  
DEPARTMENT**

**ADULT VOLLEYBALL  
RULES**

*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.*



## 1. Code of Conduct

- 1.1. League play with the City of Meridian operates under a Code of Conduct. All participants, coaches, managers, and spectators are expected to abide by this Code of Conduct while at City of Meridian facilities, sports complexes, and Meridian Joint School District #2 Buildings. Unsportsmanlike conduct, violence, threat of violence, and profanity will not be tolerated.
- 1.2. Respect the rules of the game and how it should be played.
- 1.3. Respect opponents by remembering a worthy opponent brings out the best in a player.
- 1.4. Respect the game officials even when calls are not agreed with.
- 1.5. Respect teammates and remember commitment on and off the court.
- 1.6. Respect the tradition of the game and remember it is a privilege to participate.
- 1.7. Be mindful of personal conduct. Make sure no action occurs that could reflect adversely on sponsors or teams. Remember, inappropriate action of even one player can reflect upon the entire team and the game of volleyball.

## 2. ADA Accommodations

- 2.1. A player requesting ADA accommodations must provide written documentation to the Sports Coordinator.

## 3. Age Minimums

- 3.1. Players must be at least 14 years of age or older to play in the adult league program.
- 3.2. Players ages 14 to 17 must have a parent/guardian release and a parent/guardian signature on the release form to be eligible.

## 4. Alcohol/Drugs Ordinances

- 4.1. Any player that is playing under the influence of alcohol/drugs that could cause injury to themselves or others participating in the game will be removed from the game and serve a minimum of a one game suspension.
  - 4.1.1. This will be determined by the judgment of the official, City of Meridian Staff, and/or Meridian Joint School District #2 Employee.

- 4.2. No smoking or drinking alcoholic beverages will be permitted on City of Meridian, and/or Meridian Joint School District #2 facilities.
- 4.3. No cigarette butts should be found at the entry or in the parking lots of Meridian Joint School District #2 facilities.
  - 4.3.1. Participants, all accompanying guests, and family members need to respect the property. *Failure to comply may result in loss of facility use.*
- 4.4. Park Ordinance prohibits smoking in the park/facilities but smoking is allowed in the parking lot at Meridian Homecourt.

## 5. Awards

- 5.1. Awards will be given to the 1<sup>st</sup> place teams at the end of the season tournament.
- 5.2. First place teams will receive individual awards. *Awards are subject to change.*

## 6. Changing Sides

- 6.1. After the coin toss and the side and serve are determined, teams will remain on that side for the evening, and will not change sides during the match.

## 7. Coach/Team Representative Responsibilities

- 7.1. Coaches/Team Representative is responsible for turning in a completed Registration form, current season roster form, team fee, and player fees prior to the registration deadline. *Spots are on a first-come, first-serve basis and not guaranteed until payment is received in full. Paperwork and payment must be received by the deadline and still have available spots open.*
  - 7.1.1. To register first complete the current registration form, and current roster form. Once, paperwork is completed follow the below steps to complete and secure your teams spot in league.
    - 7.1.1.1. Phone-In: Call 208-888-3579 and pay over the phone with a credit card after emailing in both the completed registration form and roster form to [recreation@meridiancity.com](mailto:recreation@meridiancity.com)

7.1.1.2. Walk-In: Come into the office during business hours at 33 E. Broadway Ave., Suite 206, Meridian, ID 83642 with completed registration form and roster and pay in person with cash, check, or card.

7.1.1.3. Mail-In: Mail your completed registration form and roster with payment to 33 E. Broadway Ave., Suite 206, Meridian, ID 83642.

7.1.1.4. Must be received by the deadline and still have available spots open.

*\*Sponsorship payments must be in by the deadline with current completed registration form, current roster form, team fee, and player fees.*

- 7.2. Roster forms must be current at all times. This includes full legal names, age, phone number, email, street address and/or PO Box, city, state, ZIP code, and t-shirt size for each player, coach, manager, or team representative.
- 7.3. Ensure that all players, coaches, managers, and team representatives have read and signed the Roster form prior to playing. Players, coaches, managers and team representatives who have not signed the roster may not participate in the City of Meridian programs.
- 7.4. Immediately notify Sports Coordinator of any coaching and/or team representative changes, including new contact information.
- 7.5. Maintain control of team/players during a dispute. Team coaches and/or designated team representatives are ultimately responsible for personal and team member actions.
- 7.6. Coaches are the only team member that may communicate with the referee during or after a dispute.
- 7.7. On game nights, coaches must be prepared to meet with the assigned referee and opposing team's coach to discuss game rules, variations, and/or disputes.
- 7.8. Teams are responsible for the conduct of spectators who are affiliated with their teams. A game may be suspended until an offensive spectator leaves or until police arrive.
- 7.9. Children must remain with an adult at all times.

7.9.1. If kids become a distraction to the match or cause damage to the facility in any way, the match will be stopped until the situation has been taken care of, the clock will keep going during this time.

7.9.2. Teams can be removed from the league if children are not supervised during the game. The City of Meridian Parks and Recreation Department encourages teams to bring their children to the games but please keep them supervised.

7.10. Clean up the bench area after each game.

## 8. Courts/Game Play

- 8.1. Lines are clearly marked on the floor.
- 8.2. Walls, standards, basketball backboards, and bleachers are out of bounds.
- 8.3. Ceilings are playable if you can play the ball on your side and it has not crossed the net.
- 8.4. You can step on the center line, but you cannot step over it.
- 8.5. On the first hit and every time over the net, double hits are legal.
- 8.6. The ball may be played off any part of a player's body, whether intentional or unintentional.
- 8.7. Teams must rotate every side out, which includes the first of the set. *Example: The team not serving to start a set should start the player they want to serve first in the front right position.*
- 8.8. A ball must be below the net on the return for a serve.
- 8.9. You may not block or attack a serve. If the serve hits the net, it is still playable.
- 8.10. You may serve from anywhere behind the back line and between the side lines.
- 8.11. A player in the back row may come to the front to bump or set the ball only.
  - 8.11.1. They may not block.
  - 8.11.2. A player in the back row may attack the ball only if they jump from behind the attack line.
- 8.12. Any contact with the net is a fault.
- 8.13. If a ball comes on the court and rolls through, is kicked off or does not interfere with play, play will not be stopped.
  - 8.13.1. Any ball that distracts or has the potential to cause injury will result in a stopped play and a replay is called.

8.13.2. However, if either Captain feels a replay should have been called and was not, they may request and receive a replay, no questions.

## 9. Disciplinary Appeal Process

- 9.1. Individuals may appeal a disciplinary action.  
Appeals shall be directed to the Sports Coordinator. The individual must submit the appeal in writing to the Sports Coordinator, City of Meridian Parks and Recreation, 33 E. Broadway Ave., Suite 206, Meridian, Idaho 83642, or via email to the Sports Coordinator within three business days from the date of the violation.
- 9.2. Appeals will be addressed by the appropriate City of Meridian staff and/or appeals committee.
  - 9.2.1. The committee will consist of a minimum of 3 of the following but not limited to, Recreation Coordinator, Recreation Manager, and Head Referee Official.
- 9.3. All suspensions will begin at the time of ejection regardless of when the appeal meeting takes place.
- 9.4. If the City of Meridian staff feels the appeal is warranted, a disciplinary action hearing will be held within five business days.
- 9.5. If the appeal date is missed, then the disciplinary action will stand.
- 9.6. The decision of the hearing and/or appeal will be made and communicated within 24 hours. Players will be notified by phone call, letter, email, and/or notification by the team coach.
- 9.7. Should a suspended player play a game prior to the appeals hearing, the appeal is automatically denied, and the team they are playing for will forfeit all games played with the suspended player. A team that knowingly allows a suspended player to play will be subject to *Rule Ejections/Suspensions*.

## 10. Ejections/Suspensions

- 10.1. A player, manager, coach, or spectator ejected from a game must leave the premises immediately. The ejected person is not allowed on the premises for the remainder of the evening. *Failure to leave the facility will result in the game ending and a forfeit for the*

*associated team*. They will be subject to the following penalties:

### 10.1.1. First Ejection

One-game suspension from the facilities and from the next scheduled league game with that team and cannot be involved in the next game in any way. Probation for the remainder of the season.

### 10.1.2. Second Ejection

A 30-day suspension from the facilities, from all league play with that team and any other team for which they are rostered, and from any tournament play scheduled within that 30-day period. Probation for the remainder of the season.

### 10.1.3. Third Ejection

Banned from the facilities, the league, and tournament play for one calendar year.

### 10.1.4. Game Removal

At the discretion of the game referee, a player may be removed from the game for minor infractions.

- 10.2. Teams will be subject to the following penalties for using an ineligible player or falsifying the lineup:

- 10.2.1. During the tournament, only the game in which the ineligible player was discovered will be forfeited and the team will potentially be removed from the tournament.

- 10.2.2. All ineligible players will be removed from the offending team's roster.

- 10.2.3. The team Manager will receive a 1-match suspension. A suspended Manager cannot participate in the match in any manner.

- 10.3. Teams will be subject to the following penalties:

- 10.3.1. Any team with 2 or more players ejected from a single game will automatically forfeit the game, and play will be discontinued.

- 10.3.2. Any team that forfeits more than two games because of disciplinary action will be suspended from the facilities and from league play for the remainder of the season.

10.4. Approaching referee after the completion of the contest in any negative action.

10.4.1. If any personnel from a team approaches the referee after the contest in any negative fashion (determined by the referee and Meridian Parks and Recreation staff), they will receive a multiple game suspension. Severity of the suspension will be determined by the Sports Coordinator. If the individual approaching the referee is a non-player, the associated manager and the spectator will receive the suspension.

10.5. Any player(s) involved in any aggressive physical attack, verbal threat, abusive language will be automatically suspended for a minimum of one year from the date of the infraction up to life. The participant will have the option to appeal the Sports Coordinator and appeal committee following the appeal process outlined in the *Rule Disciplinary Appeal Process*.

10.6. One game suspensions are non-appealable.

10.7. Refunds shall not be considered or granted to any player or team who is suspended and/or ejected from play or the courts.

## 11. Eligibility

11.1. All players must be registered prior to competition. Added players must complete an Official Team Roster and pay the player fee.

11.2. If a roster is checked by the City of Meridian or a roster call is made by the opposing team, and the team being checked is in violation, the current game is forfeited by the team in violation. All roster checks are handled by the City and not the officials. Coaches for teams that have an unregistered player will not be allowed to play or coach in the next game. If the team is found to have an unregistered player on any subsequent game in the season, a more severe penalty will be imposed on the coach and/or the team, pending review by the Sports Coordinator.

11.3. A player may be on a maximum of two rosters.

11.3.1. The two teams may not be in the same division. Those two teams need to be in consecutive divisions (ex. W2, W3).

11.3.2. Each team may have two players on their team who play on another team in a higher division.

11.3.2.1. Example: A W3 team can have 2 or fewer W2 players but no limit on players playing in W4. This does not apply for women participating on one coed and one women's team.

11.3.2.2. If a player is playing on two teams, the League Coordinator will take that into consideration when creating the schedule but cannot guarantee that both teams will not have schedule conflicts. To avoid conflicts, notifications need to be submitted at time of registration.

11.4. A player who is currently participating, whether active or red-shirted, on an Intercollegiate team, is currently under professional contract, or is participating on an organized high school team is ineligible until the contract or the organized sport is completed or nullified.

11.5. A player will be considered ineligible and potentially banned from play for the remainder of the season or a full calendar year if they do any of the following:

11.5.1. Rostered on more than two teams.

11.5.2. Play prior to completing and filing a signed roster form or pickup player form.

11.5.3. Play under an assumed name.

11.6. A City of Meridian representative may check rosters and photo ID at any time, for any reason, for any league. If a player fails to provide proper ID, the player cannot return to play until proper ID is provided. If a player fails to provide ID on any subsequent games in the season with that team, they will not be allowed to play the remainder of games that night and are suspended for one week of play with that team.

11.7. Refunds shall not be considered or granted to any player or team who is suspended and/or ejected from play or from the complex.



## 12. Equipment

- 12.1. Jewelry and braces:
  - 12.1.1. Whenever the safety of a player is in question regarding jewelry, the official will ask the player to remove it.
  - 12.1.2. Braces must be soft and yielding or covered. All metal parts on any brace shall be padded.
  - 12.1.3. If a player is wearing jewelry (including religious jewelry) and that item causes injury to them or another player, the person with the jewelry will be liable for all damages caused.
- 12.2. Court shoes, with no black soles must be worn.
- 12.3. A game ball will be provided.
  - 12.3.1. If both teams agree, the game can be played with a personal ball. *The City of Meridian is not responsible for any lost or missing balls, or balls caught in ceilings.*

## 13. Facilities

- 13.1. If any damage occurs to a net, standards, or facility, financial obligation will be the responsibility of the person who causes the damage.

## 14. Forfeits

- 14.1. One game missed in one night's play constitutes a forfeit.
- 14.2. If a coach knows his/her team is going to forfeit, they must notify City of Meridian a minimum of 24 hours before the scheduled game time. Teams must notify City of Meridian of anticipated forfeit, even if it is past the 24-hour deadline, so that the opposing team and the referee may be notified.
  - 14.2.1. Cancelled games will not be rescheduled and will count as a loss for the canceled team.
- 14.3. Nonappearance Forfeit Penalties
  - 14.3.1. First Offense
    - Defined as a warning, and next offense will be probation.
  - 14.3.2. Second Offense
    - Team on probation for the remainder of the year.
  - 14.3.3. Third Offense

Ejection from league for the remainder of the year. No refund will be given for remaining games.

## 15. League Standings

- 15.1. League standings will be posted weekly on the website. Standings will determine seeding in the end of season tournament.

## 16. League Structure

- 16.1. All teams will play a certain number of matches during the regular season. Different seasons come with a different amount of games and tournament formats.
- 16.2. All games will be played at the following facilities; Heritage Middle School, Cole Valley Christian School, Meridian Middle School (Wes Lowe Gym), Willow Creek, Victory Middle School, and Meridian Homecourt.
- 16.3. Coed games will be played on Monday and Wednesday. Friday's will be used as needed.
- 16.4. Women's games will be played on Tuesday and Thursday. Friday's will be used as needed.
- 16.5. Games will be scheduled between the times of 6:00 p.m. and 10:30 p.m.
- 16.6. Time choices are not guaranteed. There will be no time preferences during the end of season tournaments.
- 16.7. Each match will consist of 3 sets. League standings will be based on sets won and lost during the season.
  - 16.7.1. If the 3<sup>rd</sup> set is not finished when the time limit is reached, the team with the most points will be the winner of that set.
  - 16.7.2. If the 3<sup>rd</sup> set is tied when the time limit is reached, the win for that set will go to the team to score the next point.

## 17. Minimum Number of Players

- 17.1. For the first set of each match, if a team does not have the required number of players (4) present at the scheduled start time, a ten-minute "Grace Period" will take effect.
  - 17.1.1. The game clock will still start on-time. The Grace Period will not be added on to the end of the match.

- 17.1.2. If the required number of players are not present within the ten-minutes the match is a forfeit.
- 17.1.3. 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.

## 18. Pick-up/Sub Players/Substitutions

- 18.1. Teams will be allowed 3 pick-up/sub players per season, during regular season only. *There are no pick-up/sub players for the end of season tournament.*
- 18.2. You can use multiple pick-up/sub players per game.
- 18.3. Pick-up/sub players are eligible for one game only.
  - 18.3.1. Before a pick-up/sub player plays in their second game, they must sign the roster and pay their residency fees before they play.
- 18.4. Pick-up/sub players cannot be currently playing in a higher/more competitive league.
- 18.5. All pick-up/sub players need to sign the one time use waiver located at the courts. This needs to be completed prior to the start of the game.
  - 18.5.1. If teams get caught using a pick-up/sub player without signing the waiver, that team will forfeit the game and the manager will be suspended for one game.
- 18.6. An unlimited number of substitutions may be made during each game.
- 18.7. Teams may choose to either substitute player for player according to High School Federation Rules or substitute on a loop in which players substitute in and out at the position closest to their bench.
- 18.8. Teams may not change the way they substitute in the middle of a set. *Exceptions will be made only for injury.*

## 19. Profanity

- 19.1. The City of Meridian Parks and Recreation facilities will, at all times, offer a family atmosphere; therefore, profanity is considered unsportsmanlike behavior and is unacceptable.

- 19.2. The first-time profanity is used, a verbal warning or ejection will be issued.
- 19.3. If unsportsmanlike behavior continues, the player will be ejected. Should the coach not gain control of his/her team and profanity continues, the team will forfeit the game.
- 19.4. Excessive profanity, abuse, or unsportsmanlike behavior could result in a player, coach, or spectator being asked to leave on their first offense. See *Rule 1 Code of Conduct*. Enforcement of this section of rules and regulations is the responsibility of City staff and/or the on-duty referee.
- 19.5. Any use of the 'f' word will result in an immediate ejection. Quiet use will result in a bench sit down for the remainder of the game; however, the player will be eligible to play the next game. Loud use of the 'f' word will result in an immediate ejection.

## 20. Protests and Officials

- 20.1. Coaches and Managers have the right to question an official's call in an appropriate manner.
- 20.2. Coaches and Managers may only protest the official's interpretation of playing rules or player eligibility.
- 20.3. Judgment calls, may not be protested. Once the official renders a ruling, that ruling will stand.
- 20.4. Should a player, coach, or Manager choose to protest a call, the protest must be made to the referee immediately and prior to the next match. Once the next match occurs the specific protest cannot be launched.
- 20.5. The written protest (email to the Sports Coordinator) must be filed within 24 hours of the game in question and the protest must contain: the date, time, location of the game, names of the teams, name of the official and the rule(s) and section(s) of rule allegedly misinterpreted, the conditions surrounding the making of the decision and all other essential facts involved in the matter being protested.
- 20.6. A player eligibility protest (not a roster check) may be verbal or written and can be made at any time during the game, but must occur before the final match is played. The player in question must show the referee proper ID.



- 20.7. A '12-hour rule' will take effect if there is a complaint about an official.
- 20.7.1. Manager's wishing to complain about a referee must wait 12 hours after the completion of the game.
- 20.7.2. After waiting 12 hours (allowing time to cool off and become collected), please submit written complaints to the Sports Coordinator.
- 20.7.3. The 12 hour rule is in effect when you feel the referee was:
- 20.7.3.1. Not giving full effort.
  - 20.7.3.2. Not in proper position.
  - 20.7.3.3. Making incorrect calls.
  - 20.7.3.4. Misapplying the rules (if not protested).
  - 20.7.3.5. Purposely giving calls to the other team.
  - 20.7.3.6. Wearing inappropriate uniform/gear.
- 20.7.4. Complaints about officials can be made immediately if Manager feels the referee was:
- 20.7.4.1. Under the influence of drugs or alcohol.
  - 20.7.4.2. Putting players in danger by allowing teams to get out of control.
  - 20.7.4.3. Showing up late or not at all to games.
  - 20.7.4.4. Using profanity towards participants or fans.

## 21. Registration

- 21.1. Coaches/Team Representative is responsible for turning in a completed Registration form, current season roster form, team fee, and player fees prior to the registration deadline. *Spots are on a first-come, first-serve basis and not guaranteed until payment is received in full. Paperwork and payment must be received by the deadline and still have available spots open.*
- 21.1.1. To register first complete the current registration form, and current roster form. Once, paperwork is completed follow the below steps to complete and secure your teams spot in league.
- 21.1.1.1. Phone-In: Call 208-888-3579 and pay over the phone with a credit card after emailing in both the completed registration form and roster form to [recreation@meridiancity.com](mailto:recreation@meridiancity.com)
- 21.1.1.2. Walk-In: Come into the office during business hours at 33 E. Broadway Ave., Suite 206, Meridian, ID 83642 with completed registration form and roster and pay in person with cash, check, or card.
- 21.1.1.3. Mail-In: Mail your completed registration form and roster with payment to 33 E. Broadway Ave., Suite 206, Meridian, ID 83642.
- 21.1.1.4. Must be received by the deadline and still have available spots open. *\*Sponsorship payments must be in by the deadline with current completed registration form, current roster form, team fee, and player fees.*
- 21.2. Team fees for the Women's and Coed league must be submitted to the City of Meridian Parks and Recreation office by 5:00 p.m. on the last day of registration. Registration deadlines can be found on the website. *Late registration will be held until the league fills, or once the schedule has been made.*
- 21.3. Registration Fees:
- 21.3.1. Team Fee: Found on the registration form for the current season.
  - 21.3.2. Meridian Resident Player Fee: \$10 per player.
  - 21.3.3. Non-Meridian Resident Player Fee: \$20 per player. *Player fees are non-transferable from player to player.*
- 21.4. Refund Policy:
- 21.4.1. To receive a refund, requests must be made 3 business days prior to the registration deadline. Managers will receive a refund minus a \$5 handling fee.
  - 21.4.2. No refund, including team fees and player fees, will not be given after the 3 business days prior to the registration deadline.

## 22. Reschedules

- 22.1. Games will not be rescheduled unless there is extenuating situations.
- 22.2. If the game is less than a week out the game will not be rescheduled.
- 22.3. If the game is unable to be rescheduled due to unavailable gym space or the opposing team cannot make what options are available, the game will be considered a forfeit.
- 22.4. Tournament games will not be rescheduled.  
*Teams with players playing on multiple teams will need to plan accordingly if there are conflicts with schedules.*

## 23. Roster

- 23.1. Official team rosters are due at the time of registration.
- 23.2. All players must be on the official team roster.
  - 23.2.1. An official roster must have a minimum of 4 players listed on the roster at time of registration.
    - 23.2.1.1. Rosters with less than 4 players at the time of registration will be charged the Non-Meridian Resident Player Fee for empty spots up to the 4<sup>th</sup> spot.
  - 23.2.2. There is no limit to the number of players you may have on your roster.
  - 23.2.3. 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](mailto:recreation@meridiancity.org) and will not be accepted on the court.
- 23.3. Participants must sign the roster prior to playing in their first game. Parents/guardians must sign for minors. *Refer to Age Minimums.*
  - 23.3.1. The City of Meridian does not provide medical or accidental insurance coverage. The parent/guardian/participant is responsible.
- 23.4. 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.

- 23.5. Team rosters freeze when there are two regular season games left.
  - 23.5.1. 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:
    - 23.5.1.1. 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.*
    - 23.5.1.2. The added player will be required to pay the player fee.
    - 23.5.1.3. 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.
    - 23.5.1.4. Once the tournament starts, no players can be added for any reason.

## 24. Roster Protests

- 24.1. A team's roster must be protested prior to the start of the second set. Once the second set has started, a protest may not be initiated. Exception: *Should a team add a player during the course of the match, a protest may be made at the time of the players addition.*
- 24.2. If a Manager elects to do a roster check, both teams will be checked.
- 24.3. Players shall bring with them some form of ID to all games in case of proof of identity is requested by the scorekeeper to verify player eligibility. Acceptable forms of ID are:
  - 24.3.1. Any form of government ID
  - 24.3.2. Student ID cards
  - 24.3.3. Car registration
  - 24.3.4. Pictures of the above ID

## 25. Scoring

- 25.1. All matches will be three games or 60-minutes. Once the 60 minutes are up, the match is over.
- 25.2. Sets will be scored using the rally scoring method, (A point is scored each serve, regardless of which team served).
- 25.3. During regular season, sets will be played to 25 points with the time limit in effect.
  - 25.3.1. Time remaining during regular season games, after the completion of three sets to 25 points, if time remains on the clock.
    - 25.3.1.1. 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.
    - 25.3.1.2. The official will continue to call the game if requested.

## 26. Team Reclassification

- 26.1. At mid-season, City of Meridian staff will re-examine the classification of all teams. Teams will be evaluated as a team to possibly be moved up or down leagues, which can include being moved to a different division. Teams will be examined that meet one or more of the following:
  - 26.1.1. Teams with a winning percentage of .850 or higher.
  - 26.1.2. Teams with a winning percentage of .200 or less.
- 26.2. If a team feels they need to move up or down a division after the first two games, contact the League Coordinator. *This is not a guarantee as other factors can determine the move.*
- 26.3. Teams will not be allowed to move up or down a division once the 2<sup>nd</sup> half schedule is released.

## 27. Team Structure

- 27.1. Coed teams consist of a maximum of six players and a minimum of four players are required on the court at all times.
  - 27.1.1. No more than 3 men may play at any time. *Possible combinations are: One Women and three Men, two Women and*

*three Men, four Women and one or two Men, and 5 Women and one Man.*

- 27.1.2. Rotation does not need to rotate man/women.
- 27.1.3. The ball may be hit by three women in a row with no penalty.
- 27.1.4. If the ball is hit by three men in a row, to be legal, the third hit must be an underhand two hand bump pass. (The pass may be forward, sideways or backward).
- 27.2. Women's teams consist of a maximum of six players and a minimum of four players are required on the court at all times.

## 28. Time Limit

- 28.1. The game clock will begin at game time and each team will have 5 minutes to warm up. If both teams agree, the game can start earlier without warm ups.
  - 28.1.1. Warming up prior to the match should take place away from the courts if there are other matches currently being played. *Warmups may not take place in school hallways.*
- 28.2. All matches will be three games or 60-minutes.
- 28.3. Each team will be allowed one, one-minute timeout per set.
  - 28.3.1. The match clock will not stop during timeouts.
  - 28.3.2. No timeouts will be allowed if there is 5 minutes or less left on the match clock.
    - 28.3.2.1. If play does need to be stopped when there is less than 5 minutes on the match clock for an injury, the clock will stop.

## 29. Tournament

- 29.1. Teams must notify the Sports Coordinator three weeks before the tournament to reserve a spot. Failure to notify will result in your team not being scheduled in the tournament.
- 29.2. Tournament brackets will be sent out approximately 2 weeks prior to the start of the tournament.

- 29.3. During tournament play the 1<sup>st</sup> 2 sets will be played to 25 points. Any 3<sup>rd</sup> set will be played to 15 points. No cap or time limit.
- 29.4. The team winning at least 2 of the games shall be declared the winner.
- 29.5. Should an end-of-season tournament be scheduled, rosters will be frozen at the end of the night, with 2 scheduled games left before the tournament. *Any exceptions must be approved by the Sports Coordinator.*
- 29.6. Players must play in a minimum of two league games to be eligible for playoffs. *Exceptions can be made for injury with prior approval in writing from the Sports Coordinator.*
- 29.7. Teams found to be using an ineligible player during the tournament will potentially be removed from the tournament and only the game in which the ineligible player was found will be recorded as a forfeit.
- 29.8. Team's rosters, if in violation, the game will be a forfeit.
- 29.9. Teams with players playing on multiple teams will need to plan accordingly if there are conflicts in schedules.

### **30.Uniforms**

- 30.1. Uniforms are not required for league play and are optional for all divisions. Uniforms need to be family-friendly; the City and officials reserves the right to require a change or modification at any time.

### **31.Unsportsmanlike Conduct**

- 31.1. Unsportsmanlike conduct will not be tolerated. Any abusive or inappropriate conduct (physical or verbal) will not be tolerated in the City of Meridian program. Abusive or inappropriate conduct directed towards spectators, umpires, opposing players, league officials, or City of Meridian staff before, during, or after games may result in the suspension of the offending player(s).

### **32.Weather Cancellations and Official No Show**

- 32.1. Cancellation games will be determined by 4 p.m. the day of the game. Call the phone number 208-489-0560.

- 32.2. Coaches and team representatives are responsible for informing all players of this procedure.
- 32.3. In the event of cancellations, games will be rescheduled later in the season if time permits. Updated schedules will be posted online.
- 32.4. If an official does not show up for a game, teams need to call the phone number on the binder. If an official does not show up the game(s) will be rescheduled.
- 32.5. Teams may elect to use a volunteer official, instead of rescheduling the game. If teams elect to use a volunteer official, both Managers need to sign a statement in the official book agreeing to this. If both Managers agree and a volunteer referee is used, there will be no protests allowed for rule applications.