

HILLSDALE RECREATION DEPT.

VOLLEYBALL RULES

REVISED SEPT. 2006

ROSTERS:

1. COED, WOMEN, AND MEN CAN HAVE 12 PLAYERS ON THEIR ROSTER.
2. TEAMS MAY ADD/DROP PLAYERS TO ROSTERS UNTIL THE SIXTH WEEK OF LEAGUE PLAY.
3. ALL ADD/DROP FORMS MUST BE FILLED OUT AT THE HILLSDALE RECREATION DEPT. OFFICE OR AT THE GYM WITH THE LEAGUE SUPERVISOR BEFORE THE PLAYER CAN BE ELIGIBLE TO PLAY. SIGNING THE GAME SHEET IS NOT THE SAME AS COMPLETING AN ADD/DROP FORM.
4. ALL PLAYERS NOT ON A TEAM ROSTER OR ADD/DROP FORM PRIOR TO MATCH PLAY ARE CONSIDERED INELIGIBLE. THIS WILL RESULT IN A FORFEITURE OF ALL MATCHES IN WHICH THE INELIGIBLE PLAYER PARTICIPATED.
5. AFTER SIXTH WEEK OF THE SEASON, IF A PLAYER IS INJURED YOU MAY DROP THAT PLAYER AND ADD A REPLACEMENT. THE INJURED PLAYER IS INELIGIBLE TO RETURN FOR THE YEAR.

ELIGIBILITY:

1. HIGH SCHOOL STUDENTS ARE ELIGIBLE IF THEY ARE A SOPHOMORE OR ARE 16 OR OLDER. HIGH SCHOOL VOLLEYBALL PLAYERS ARE INELIGIBLE DURING THE WINTER SEASON.
2. COLLEGE STUDENTS THAT ARE NON-VARSITY VOLLEYBALL PLAYERS MAY COMPETE IN ALL LEAGUES. VARSITY VOLLEYBALL PLAYERS ARE ONLY ELIGIBLE FOR UPPER LEVEL LEAGUE PLAY.
3. ELIGIBLE PLAYERS MAY COMPETE IN ONLY ONE MEN'S OR WOMEN'S DIVISION. ALL PLAYERS MAY COMPETE IN A SECOND LEAGUE ONLY IF IT IS A COED LEAGUE.
4. ELIGIBILITY TO TEAMS AND/OR PLAYERS SHALL NOT VIOLATE THE RECOGNIZED CODES OF THE MHSAA, NAIA, NCAA, OR SIMILAR INSTITUTIONS.
5. PLAYERS MUST BE PREPARED TO PRESENT LEGAL I.D. AFTER A REASONABLE AMOUNT OF TIME UPON REQUEST, HE/SHE WILL BE INELIGIBLE UNTIL PROOF CAN BE PROVIDED.
6. TEAM FEE MUST BE PAID PRIOR TO DEADLINE OR THERE WILL BE A

\$25.00 LATE FEE ADDED. TEAM FEE MUST BE PAID IN FULL BEFORE TEAM IS ELIGIBLE FOR LEAGUE PLAY.

LEAGUE AND STATE TOURNAMENTS:

1. ALL PLAYERS MUST PLAY IN AT LEAST FOUR MATCHES TO BE ELIGIBLE FOR LEAGUE PLAY-OFF AWARDS AND STATE TOURNAMENTS.
2. WINNING TEAMS IN THE TOP DIVISIONS OFFERED REC. DEPT. ARE ELIGIBLE FOR STATE TOURNAMENT. IF THE DIVISION WINNER DECIDES NOT TO GO, THE TEAM WITH THE NEXT BEST RECORD BECOMES ELIGIBLE, ETC.

NUMBER OF PLAYERS:

1. A TEAM MUST HAVE AT LEAST TWO PLAYERS TO CONSTITUTE A TEAM.
2. A MAXIMUM OF SIX PLAYERS WILL BE ALLOWED ON THE COURT AT ONE TIME. IN ALL DIVISIONS. THIS IS FOR SAFETY REASONS!!
3. COED TEAMS SHOULD HAVE AN EQUAL NUMBER OF MEN AND WOMEN IF POSSIBLE. IF NOT POSSIBLE THEN ADHERE TO THE FOLLOWING:
 - A. TEAMS MAY HAVE ONLY ONE MORE MALE THAN FEMALE ON THE FLOOR AT ANY TIME. IN COED "A" AND COED "B" NO MORE THAN FOUR GIRLS WILL BE ALLOWED ON THE COURT AT ONE TIME.
 - B. IN ALL DIVISIONS YOU MUST HAVE AT LEAST ONE MALE ON THE COURT AT ALL TIMES TO REPRESENT A COED TEAM
RULE EXCEPTION: IF A TEAM IS SHORT GIRLS, THE CAPTAINS MAY AGREE TO PLAY WITH MORE MEN THAN WOMEN. THE REFEREE MUST BE MADE AWARE OF THIS BEFORE THE MATCH BEGINS. RESULTS OF THE MATCH WILL STAND WITHOUT FURTHER REVIEW.
 - C. WHEN THERE IS ONLY ONE MALE IN THE FRONT ROW, A MALE MAY COME FROM THE BACK ROW TO PARTICIPATE IN A BLOCK. THE BACK ROW PLAYER MAY NOT PLAY THE BALL DIRECTLY OVER THE NET UNLESS AT THE MOMENT OF CONTACT, THE BALL IS NOT COMPLETELY ABOVE LEVEL OF THE TOP OF THE NET. WHEN THE BACK ROW PLAYER (THE MALE), IS PARTICIPATING IN A BLOCK, THERE CAN NOT BE A THIRD MALE IN FRONT OF THE ATTACK LINE.

<u>EXAMPLE:</u>	<u>"A" LEVEL</u>	<u>"B" LEVEL</u>
LEGAL	2 WOMEN/ 3 MEN	4 WOMEN/ 1 MAN
ILLEGAL	3 MEN/ 1 WOMAN	4 MEN/ 1 WOMAN
ILLEGAL	3 WOMEN 0 MEN	4 WOMEN/ 0 MEN

INJURY:

IF THE REFEREE NOTICES AN INJURED PLAYER, PLAY SHALL BE STOPPED AND A REPLAY DIRECTED. IF THE PLAYER INDICATES THAT PLAY WITHOUT REPLACEMENT MIGHT BE POSSIBLE, THE REFEREE MAY ALLOW AS MUCH

TIME NECESSARY TO MAKE SUCH DETERMINATION. IF THE PLAYER MUST BE REPLACED, THE SUBSTITUTION MAY TAKE PLACE WITHOUT WAITING UNTIL THE INJURED PLAYER'S POSITION ROTATES TO THE SERVICE POSITION.

IF PLAY IS NOT POSSIBLE AFTER THE BRIEF INTERRUPTION, THE PLAYER MUST BE REPLACED OR THE TEAM MUST USE A CHARGED TIME-OUT IF THEIR PLAYER IS TO REMAIN IN THE GAME

USE OF GYM:

1. SOFT SOLED GYM SHOES MUST BE WORN WHILE PLAYING. STREET SHOES OR SHOES THAT CREATE EXCESSIVE BLACK MARKINGS ARE NOT ALLOWED ON THE GYM FLOOR. USE BACK PARKING LOT AND ENTER GYM FROM OUTSIDE DOORS.
2. THE GYM DOES NOT BECOME AVAILABLE UNTIL AFTER HIGH/MIDDLE SCHOOL GAME OR PRACTICES ARE COMPLETE.
3. YOU SHOULD ARRIVE NO MORE THAN 15 MINUTES BEFORE YOUR SCHEDULED MATCH.
4. IF THE OFFICIALS ARE SETTING UP THE NETS, STAY AWAY FROM THE NETS UNTIL THEY ARE FINISHED.
5. NETS WILL BE TAKEN DOWN IMMEDIATELY AFTER THE LAST MATCH EACH NIGHT UNLESS THE TEAMS HAVE NOT HAD A MINIMUM OF 1 HOUR OF COURT TIME.
6. DAVIS MIDDLE SCHOOL THE BUILDING WILL BE LOCKED 15 MINUTES AFTER THE CONCLUSION OF THE LAST MATCH.
7. THE GYM IS NOT A DAYCARE CENTER. IF YOU MUST BRING YOUR CHILDREN IT IS YOUR RESPONSIBILITY TO KEEP THEM IN ORDER AND SITTING DOWN ALONG THE WALL WHILE GAMES ARE BEING PLAYED.

LINE UPS:

1. TEAM CAPTAINS MUST RECORD THE NAMES OF ALL PLAYERS ON THE SCORE SHEET EACH NIGHT THEY PLAY. ONLY PLAYERS PRESENT AND PLAYING NEED TO BE LISTED.
2. ONLY WRITE NAMES OF PLAYERS ON ORIGINALLY SUBMITTED ROSTER OR PLAYERS' NAMES WHICH APPEAR ON AN ADD/DROP SHEET SUBMITTED TO REC DEPT. OFFICE PRIOR TO THAT NIGHT'S MATCH.

COIN FLIP:

1. A COIN FLIP WILL DETERMINE WHICH TEAM SERVES FIRST.
2. WINNER OF FLIP HAS CHOICE OF FIRST SERVE OR CHOICE OF SIDE.
3. IF A THIRD GAME IS NECESSARY, COIN FLIP WILL BE USED. WINNER

HAS CHOICE OF SERVE OR SIDE.

GAME/MATCH SCORING:

1. GAMES WILL BE UP TO 25 USING RALLY SCORING, WHICH AWARDS A POINT TO THE TEAM WHO CAUSES THE BALL TO TOUCH THE FLOOR ON THE OPPOSITE SIDE OF THE NET. (THERE WILL BE NO SIDE OUTS A POINT WILL BE AWARDED ON EACH SERVE).
2. MATCHES WILL BE BEST 2 OF 3 GAMES. IF THE MATCH GOES TO A THIRD GAME THE FIRST TEAM TO 15 WINS. DO NOT NEED TO WIN BY TWO.

SERVE:

1. A SIGNAL MUST BE GIVEN BY THE OFFICIAL BEFORE A SERVE IS MADE.
2. THE SERVER HAS 5 SECONDS TO SERVE THE BALL FROM THE TIME THE REFEREE GIVES THE SIGNAL.
3. STEPPING ON THE SERVICE LINE WHILE SERVING IS A VIOLATION.
4. YOU CAN SERVE FROM ANYWHERE BEHIND THE BACK BOUNDARY LINE.
5. ALL PLAYERS, EXCEPT THE SERVER, SHALL BE WITHIN THE TEAMS PLAYING AREA PRIOR TO THE SERVE.
6. PLAYERS ON THE SERVING TEAM SHALL NOT WAVE THEIR HANDS, JUMP, FORM GROUPS OR PERFORM OTHER ACTIONS WHICH INTENTIONALLY SCREEN OR OBSTRUCT THEIR OPPONENT'S VIEW OF THE SERVE.
7. TEAM SERVING OUT OF ORDER: 1 POINT AND SIDE OUT WILL BE AWARDED AS SOON AS THE IMPROPER ORDER BY THE TEAM SERVING IS DISCOVERED AND VERIFIED. ANY POINTS KNOWN BY THE OFFICIAL TO HAVE BEEN MADE BY THE SERVING TEAM ON THIS TURN OF SERVICE BEFORE THE INFRACTION WAS DISCOVERED SHALL BE FORFEITED. IF THE IMPROPER SERVICE ORDER IS NOT DISCOVERED UNTIL AFTER THE SERVE HAS ALTERNATED AND THE FIRST SERVE HIT, THERE SHALL BE NO LOSS OF POINTS.
8. THE FIRST SERVER FOR EACH TEAM IS THE RIGHT BACK PLAYER. THEREAFTER, THE RIGHT FRONT PLAYER ROTATES TO THE SERVICE POSITION.
9. THE TEAM NOT SERVING FIRST IN THE FIRST GAME WILL SERVE FIRST IN THE SECOND GAME.
10. ALL LEAGUES GET ONE SERVE ATTEMPT (TOSS) ONLY.

PENALTY: IN 1, 2, 3, 4, 5, AND 6 IS ONE POINT AND LOSS OF SERVE

SUBSTITUTIONS:

1. UPPER LEAGUE WILL HAVE 18 SUBSTITUTIONS PER TEAM PER GAME PER U.S.A. VOLLEYBALL RULES
2. ALL OTHER LEAGUES WILL HAVE OPEN SUBSTITUTION (SUBS ENTER AT THE SERVICE POSITION).

DESIGNATED PLAYERS POSITION:

1. ONLY A FRONT LINE PLAYER MAY PARTICIPATE IN THE BLOCK OR AN ATTEMPT TO BLOCK.
2. A BACK LINE PLAYER, WHILE POSITIONED BEHIND THE ATTACK LINE, MAY HIT THE BALL FROM ANY POSITION INSIDE OF THE COURT ABOVE OR BELOW THE TOP OF THE NET.
3. USE OF LIBERO IS PERMITTED IN UPPER LEAGUE. RULE 11.2.2 & 11.3 OF U.S.A. RULE SHEET

NET PLAY:

1. REACHING OVER THE NET IS PERMITTED DURING:
 - A. THE FOLLOW THRU OF A HIT MADE ON THE PLAYER'S OWN SIDE.
 - B. AN ATTEMPT TO HIT.
 - C. A FAKE HIT.
2. A BALL IS CONSIDERED TO HAVE CROSSED THE NET WHEN:
 - A. IT HAS PASSED ENTIRELY OVER THE NET.
 - B. IT IS PARTLY OVER THE NET AND CONTACTED BY AN OPPONENT.
 - C. IT IS MOVING TOWARDS THE NET ON A HIT AND IS CONTACTED BY AN OPPONENT BUT NO PART OF IT HAS CROSSED ANY PART OF THE NET.
3. CONTACTING THE OPPONENT'S PLAYING AREA WITH ANY PART OF THE BODY EXCEPT THE FEET IS A FAULT. TOUCHING THE OPPONENT'S AREA WITH A FOOT OR FEET IS NOT A FAULT PROVIDING THAT SOME PART OF THE ENCROACHING FOOT OR FEET REMAIN ON OR ABOVE THE CENTER LINE.

NET FOUL:

1. DURING A LIVE BALL, A NET FOUL OCCURS WHEN:
 - A. THE NET OR NET SUPPORTS ARE ILLEGALLY TOUCHED.
 - B. A PLAYER CONTACTS THE REFEREE'S STAND.
 - C. A PLAYER REACHES OVER THE NET ILLEGALLY.
2. THERE IS INTERFERENCE BY A PLAYER WHO:
 - A. MAKES CONTACT WITH AN OPPONENT WHICH INTERFERES WITH THAT PLAYERS' LEGITIMATE OPPORTUNITY TO PLAY THE BALL.
 - B. MAKES INTENTIONAL CONTACT WITH A BALL WHICH THE OPPONENT HAS CAUSE TO PASS PARTIALLY UNDER THE NET AND IS ATTEMPTING TO PLAY AGAIN.

DOUBLE FOUL:

1. WHEN PLAYERS ON OPPOSING TEAMS COMMIT RULE INFRACTIONS AT THE SAME INSTANT, A REPLAY IS CALLED.

HITS:

1. A LEGAL HIT IS CONTACT WITH THE BALL BY ANY PART OF A PLAYERS BODY ABOVE AND INCLUDING THEIR WAIST, WHICH DOES NOT ALLOW THE BALL TO VISIBLY COME TO REST EVEN MOMENTARILY. EXAMPLES OF LEGAL HITS INCLUDE:
 - A. BLOCKING
 - B. SETTING
 - C. SPIKING
 - D. POWER TIP
- B. THROWING OR CARRYING THE BALL IS ILLEGAL. THIS IS AN OFFICIAL'S JUDGEMENT CALL. THE LEAGUES LEVEL WILL INFLUENCE THEIR JUDGEMENT.
- C. IN MEN'S AND WOMEN'S AA, A AND COED A, THE SERVE MAY BE RECEIVED IN A WAY AS LONG AS IT IS NOT A CARRY OR IS REDIRECTED.

CONTACTS:

1. A TEAM SHALL NOT PLAY THE BALL MORE THAN THREE TIMES BEFORE IT CROSSES THE NET.
2. BLOCKING THE BALL IS NOT CONSIDERED ONE OF THE THREE PLAYS ON THE BALL.
 - A. TO BE CONSIDERED A BLOCKER, A PLAYER MUST BE ABOVE THE PLANE OF THE NET AT THE POINT OF CONTACT (JUDGEMENT CALL).
3. NO PLAYER MAY HAVE SUCCESSIVE CONTACTS OF THE BALL UNLESS THERE IS:
 - A. SIMULTANEOUS CONTACT BY OPPONENTS
 - B. SUCCESSIVE PLAY BY BLOCKER(S)
4. SIMULTANEOUS CONTACT(S) OF THE BALL MADE AT THE SAME INSTANT:
 - A. BY ONE PLAYER WITH 2 OR MORE PARTS OF THE BODY IS PERMITTED AND CONSIDERED ONE HIT, PROVIDED THE BALL IS NOT HELD.
 - B. SIMULTANEOUS CONTACTS BY TEAMMATES IS CONSIDERED TWO HITS, AND NEITHER PLAYER MAY PARTICIPATE IN THE NEXT HIT.
5. SUCCESSIVE CONTACT(S) OF THE BALL OR TWO SEPARATE TOUCHES OF THE BALL BY ONE PLAYER WITH NO INTERRUPTING TOUCH BY A DIFFERENT PLAYER BETWEEN THE TWO TOUCHES IS ILLEGAL. SIDE-OUT/POINT AWARDED.
6. A PLAYER SHALL NOT PLAY THE BALL TWICE IN SUCCESSION UNLESS THERE IS:
 - A. SIMULTANEOUS CONTACT BY OPPONENTS

B. SUCCESSIVE PLAYS BY A BLOCKER i.e. SUCCESSIVE PLAYS OF THE BALL BY A PLAYER WHOSE FIRST PLAY WAS AN ATTEMPT TO BLOCK WILL BE PERMITTED. THE NEXT PLAY WILL COUNT AS THE FIRST OF THREE HITS ALLOWED THIS PLAYER'S TEAM.

7. MULTIPLE CONTACTS(S) OF THE BALL ARE TOUCHES BY A PLAYER DURING ONE PLAY ON THE BALL ARE ILLEGAL. ILLEGAL MULTIPLE CONTACTS ARE WHEN A BALL REBOUNDS FROM:
 - A. HAND TO HAND
 - B. FOREARM TO FOREARM
8. (COED) ANYTIME A BALL IS HIT MORE THAN ONCE ON A SIDE, A WOMAN MUST PLAY THE BALL AT LEAST ONCE.
9. ANY FIRST BALL OVER MAY BE CONTACTED IN ANY WAY AS LONG AS NOT CARRIED OR REDIRECTED.

REPLAY:

1. A REPLAY IS THE ACT OF PUTTING THE BALL IN PLAY (OTHER THAN AT THE START OF THE GAME) WITHOUT AWARDED A POINT OR SIDE OUT AND WITHOUT A ROTATION FOR THE SERVE. A REPLAY SHALL BE DECLARED WHEN:
 - A. AN OFFICIAL'S MISTAKEN AUDIO SIGNAL INTERRUPTS PLAY.
 - B. A FOREIGN OBJECT ENTERS THE PROXIMITY OF THE PLAYING AREA.
 - C. THE REFEREE DETERMINES A PLAYER HAS BEEN INJURED.

OBSTRUCTIONS:

1. A BALL STRIKING THE CEILING WILL REMAIN IN PLAY PROVIDED THE BALL, AFTER CONTACTING THE CEILING REMAINS ON THE SIDE OF THE NET OCCUPIED BY THE TEAM WHICH PLAYED LAST AND PROVIDED THE BALL IS LEGALLY PLAYED NEXT BY THE SAME TEAM.

EXAMPLES:

1. ON A SERVE, IF THE BALL HITS THE CEILING, THE SERVE IS LOST.
2. IF TEAM A HITS THE BALL, AND THE BALL HITS THE CEILING OR OBSTRUCTION AND TRAVELS OVER THE NET TO THE COURT OPPOSITE TEAM A, SERVE IS LOST.
3. IF TEAM A HITS THE BALL, AND THE BALL HITS THE CEILING OR OBSTRUCTION AND STAYS ON THE TEAM A SIDE, THE BALL CAN BE PLAYED AGAIN IF THAT HIT IS LEGAL.

HANGING OBSTRUCTIONS: (BASKETBALL RIM, FLAG, HEATER)

1. ANY BALL HITTING A LOW HANGING OBSTRUCTION WILL BE DETERMINED PLAYABLE OR UNPLAYABLE BY THE JUDGEMENT OF THE OFFICIAL. CONSIDER EACH BALL PLAYABLE UNLESS THE OFFICIAL RULES THE PLAY DEAD.

OUT OF BOUNDS:

1. BALL LANDING ON ANY PORTION OF THE OUTSIDE LINES IS IN PLAY.
2. BALLS HITTING OR TRAVELING TO THE OUTSIDE OF AN ANTENNA ARE CONSIDERED OUT OF BOUNDS.

TIME-OUTS:

1. **TIM- OUTS ARE FOR 30 SECONDS.** EACH TEAM HAS TWO TIMEOUTS PER FIFTY-FIVE MINUTES OF PLAY
2. TIME-OUT CAN BE REQUESTED ON A DEAD BALL, BUT NOT AFTER THE REFEREE HAS SIGNALLED FOR THE NEXT SERVE.
3. REQUEST FOR A TIME-OUT WILL NOT BE GRANTED:
 - A. PRIOR TO THE START OF THE GAME.
 - B. WHEN THAT REQUEST EXCEEDS LEGAL LIMIT ALLOWED.

EJECTIONS:

1. UNSPORTSMANLIKE CONDUCT INCLUDES ACTIONS WHICH ARE UNBECOMING TO AN ETHICAL, FAIR, AND HONORABLE INDIVIDUAL. IT CONSISTS OF ACTS OF DECEIT, DISRESPECT, OR VULGARITY. NO PLAYER, COACH, TEAM ATTENDANT, AND/OR SPECTATOR SHALL ACT IN AN UNSPORTSMANLIKE MANNER WHILE ON OR NEAR THE COURT BEFORE A MATCH, DURING A MATCH, OR BETWEEN GAMES. PENALTY WILL BE POINT/SIDE OUT OR DISMISSAL FROM MATCH AND/OR GYM. AT LEAST A ONE MATCH SUSPENSION WILL BE ENFORCED FOR EVERY EJECTION.
2. THE OFFICIAL SHALL BE RESPONSIBLE FOR EVERY ASPECT OF THE MATCH. THE OFFICIALS HAVE CONTROL OF ALL TEAMS INVOLVED IN MATCHES FROM THE TIME PLAYERS ENTER THE GYM UNTIL THEY LEAVE. THIS INCLUDES CONDUCT OF PARTICIPANTS AND SPECTATORS PRIOR TO AND AFTER THE MATCH.
3. AFTER GAME CONDUCT; PLAYERS EJECTED OUTSIDE OF THE GYM WILL AUTOMATICALLY BE SUSPENDED FOR THE NEXT THREE (3) LEAGUE MATCHES.
4. ANY PERSON EJECTED FROM A MATCH BY AN OFFICIAL MUST LEAVE THE GYM IMMEDIATELY. AN EJECTED PLAYER WILL BE SUSPENDED FOR THE NEXT REGULAR SCHEDULED MATCH AND IS NOT TO BE IN THE BUILDING DURING THE SAID MATCH UNLESS OTHERWISE NOTIFIED BY THE LEAGUE DIRECTOR.

RESCHEDULING MATCHES:

1. THERE WILL BE NO RESCHEDULING OF ANY MATCHES WITHOUT PRIOR APPROVAL FROM THE RECREATION DEPARTMENT. IF ANY TEAM(S) DECIDES TO RESCHEDULE OR SIMPLY DO NOT SHOW UP, THERE WILL BE A \$20.00 FORFEITS FEE THAT MUST BE PAID PRIOR TO THE TEAMS NEXT SCHEDULED GAME. PROPER NOTIFICATION WILL BE ONE WORKING DAY PRIOR TO THE SCHEDULED MATCH. FORFEITURE WILL RESULT BY THE VIOLATING TEAM.

GENERAL INFORMATION:

1. CANCELLATION OF GAMES DUE TO SCHOOL ACTIVITIES OR WEATHER WILL BE RESCHEDULED WHENEVER POSSIBLE.
2. WEEKLY STANDING AND ANNOUNCEMENTS WILL BE POSTED AS TO BE SEEN BY ALL PLAYERS.
3. HILLSDALE RECREATION DEPARTMENT SPORTS WILL GOVERN ALL LEAGUES.
4. ANY RULES NOT COVERED BY THESE HILLSDALE RECREATION DEPARTMENT VOLLEYBALL RULES WILL BE TAKEN FROM USA RULE BOOK.
5. IF TWO TEAMS HAVE THE SAME RECORD AT THE END OF THE REGULAR SEASON, THERE WILL BE A PLAYOFF. THE PLAYOFF WILL BE RESCHEDULED AT A CONVENIENT TIME FOR BOTH TEAMS. IF A CHAMPIONSHIP GAME TIME CAN'T BE AGREED UPON, THE LEAGUE DIRECTOR WILL SET THE DATE AND TIME AND TEAMS WILL BE EXPECTED TO COMPLY.
6. IF A TEAM HAS ONLY ONE PLAYER PRESENT AS GAME TIME, THAT TEAM HAS THE OPTION OF FORFEITING THE FIRST GAME, AND IF IN THE 10 MINUTES GRACE TIME MORE PLAYERS ARRIVE, THE MATCH MAY BEGIN WITH THE SECOND GAME. HOWEVER A TEAM MUST HAVE AT LEAST TWO PLAYERS PRESENT TO CONSTITUTE A TEAM.
7. THE TIME OF PLAY WILL BE 55 MINUTES WITH 2 TIME-OUTS FOR EACH TEAM. ALL UPPER DIVISIONS WILL NOT HAVE A TIME LIMIT. IF A GAME IS SCHEDULED FOR 45 MINUTES TIME WILL BE ALLOWED TO FINISH THE MATCH (UP TO 55 MINUTES) BUT THE 55 MINUTE COURT TIME GUARANTEE WILL NOT BE IN EFFECT.
8. ALCOHOL (OR PEOPLE UNDER THE INFLUENCE OF) WILL NOT BE PERMITTED IN THE SCHOOL OR GYMNASIUM AREA. ANY PERSONS PRESUMED UNDER THE INFLUENCE (i.e. BREATH OR IMPAIRED REFLEXES) WILL BE ASKED TO LEAVE, THE GAME WILL BE FORFEITED AND THE TEAM ASKED TO LEAVE, THE GAME WILL BE FORFEITED AND THE TEAM SUSPENDED FROM LEAGUE PLAY UNTIL REVIEW FROM THE DIRECTOR. NOTICE: REFUNDS WILL NOT BE MADE IF THE TEAM IS DROPPED.
9. PERSONS FOUND RESPONSIBLE FOR PROPERTY DAMAGE WILL BE HELD FINANCIALLY RESPONSIBLE FOR REPAIRING ALL DAMAGES.
10. SMOKING IS NOT PERMITTED IN THE BUILDINGS.

PROTEST PROCEDURE:

1. THE \$25 FEE MUST BE PAID WITHIN 72 HOURS OF PROTEST. THE \$25 WILL BE REFUNDED ONLY IF THE PROTEST IS “GRANTED”.
2. ALL PROTESTS MUST BE MADE “AWARE OF” TO THE OFFICIAL AT THE TIME OF THE CALL IN QUESTION. COACHES AND SUPERVISORS HAVE THE APPROPRIATE FORMS. THE FORMS MUST BE FILLED OUT COMPLETELY AND PROPERLY FOR YOU TO HAVE ANY CHANCE OF WINNING THE PROTEST.

