



Adult Volleyball League Rules

I. Team Captain/Manager Responsibilities

1. The manager of each team will be held responsible for enforcement of all league rules and policies and ensuring their team is aware of the league rules and policies.
2. The team manager will act as liaison to the league director.
3. The team manager is responsible for the status and schedule of their team.
4. The manager is responsible for the management of their team's roster online at www.activemontgomery.org.

II. Team Rosters

1. Each team shall be limited to 15 players.
2. The team manager is required to have all players sign up to their team roster online via www.activemontgomery.org, using the code they created upon registering the team, prior to the third week of games. No players can be added after this time.
3. Any player additions and/or deletions due to injuries or replacement of injured players after the third week of games must be submitted to the league director before the new player is eligible to play.

III. Player Eligibility

1. Players must be 18 years or older to be eligible to play.
2. All players must register for the team roster online using the code created by the team manager prior to participating.
3. All players must wear appropriate athletic footwear. There is no requirement for matching jerseys.
4. A player may only be on one CoRec team per division and/or one Men's/Women's team per division.

5. A player who competes in the “AA” division may not participate in “BB” or lower. A player who participates in the “A” division may not participate in the “B” division or lower.
6. A team may only use one player of higher skill level per game.
7. If a player is in an inappropriate division, the league director reserves the right to request that the player move to a more appropriate division.
8. If a team wins their division two or more seasons in a row, the league director reserves the right to request the team moves to a more appropriate division.
9. Team captains have the right to question the eligibility of an opposing team’s player. The captain must question the eligibility of a player prior to the end of the match. Upon the official roster check request, all players on both teams must present identification. Failure to present identification when requested will result in forfeit of the games the ineligible player participated.
10. During an official roster check, a team found to be using an ineligible player will forfeit all matches the player has participated in.
11. Any team using an ineligible player shall automatically forfeit each game in which the ineligible player participated. If a team uses a suspended player or a player under an assumed name, that team shall be dropped from the league with no refund. All games played with that player and all future games shall be forfeited to the opponents.
12. In an emergency situation, **teams with only four players present for a match may ‘borrow’ one player** not on their roster to have five players for an official match. The player must sign off on the liability waiver prior to participating. The player must be of an appropriate skill level, determined at the official’s discretion. Once a fifth rostered player has arrived, the ‘borrowed’ player should no longer participate. This cannot be used to get to six players, only to get to five players so the match can continue. The use of an un-rostered player to meet the five-player minimum must be disclosed to the official before the beginning of the match.

IV. Playing Rules

1. Unless modified by the following rules, all games shall be played in accordance with the current USAV Rules.
 - i. The current USAV Rules can be found at <https://indd.adobe.com/view/f808bb15-e35b-425f-8a82-8a147a8c8911>
2. The number of players to start and continue a game is as follows:

- i. A game may start with a minimum of five players, but service is lost when the missing sixth player would have served.
 - ii. If a sixth player arrives after the start of the game, they will be substituted into the vacant position.
3. Scheduled matches will start on time. Grace periods will be handled in the following manner:
 - i. 5 minutes late: Forfeit game #1
 - ii. 10 minutes late: Forfeit game #2
 - iii. 15 minutes late: Forfeit game #3
4. Teams will be allowed a minimum of five minutes before each match to warm up. We recommend teams arrive at least 10 minutes before their scheduled match time.
5. Each match will consist of three 25-point rally games. However, if the first two games take longer than 45 minutes, the third game will be a 15-point rally game, at the referee's discretion.
6. Each game will use rally point scoring to 25 points. In the rally scoring method, if a team fails to serve properly, return the ball, or commits any other fault, the opponent wins the rally and scores a point. If the serving team wins a rally, they receive a point and continue to serve. If the receiving team wins a rally, they receive a point and gain the right to serve.
7. A team must win by 2 points to end the game, with a cap of 27 points. For example, a game cannot end 24-25, but must end 24-26. However, a game may end 26-27.
8. There are unlimited substitutions, and any number of players may substitute into one position.
9. Standings will be based on the number of games won and lost. In the event of a tie at the end of the season, the tie-breaker will be based off of, in the following order,
 - i. The result of head-to-head competition
 - ii. Point differential throughout the season
10. A serve may hit the net as long as the ball goes over the net and is within the lines of the opponent's court. This ball is considered playable. If the ball hits the net but does not go over, it is not playable and a point will be awarded to the opponent.
11. Balls may be played off of the ceiling as long as it is not the third hit, and the ball remains on the same side of the net.
12. During the first hit of a team, the ball may contact various parts of the body consecutively, as long as the contacts occur during one action. This includes overhand passes. The ball may not be caught or thrown.

13. The ball may be played with any part of the body.
14. The use of liberos is not permitted.
15. A net foul occurs while the ball is in play and any part of a player touches the net. It is not a net foul when a player's hair touches the net, or when the ball pushes the net into a player.
16. A player may touch the floor across the centerline with their hand(s) or foot/feet as long as part of the hand(s) or foot/feet remains on or above the centerline. Contacting the floor across the centerline with any other body part is illegal.
17. Screening, when a player on the serving team attempts to prevent receivers from seeing the server or path of the served ball, is illegal.

V. CoRec Playing Rule Exceptions

1. A full team consists of three male players and three female players on the court, with the exception that one female can substitute for one male position, if the team does not have enough males present. This may result in four female and two males on the court. The opposite does not apply.
2. A team may play with five players. The following rules apply:
 - i. The players on the court must be a combination of either 3 males and 2 females or 2 males and 3 females.
 - ii. The empty position will rotate around the court as if the missing sixth player was present. When it moves into the service position, the team loses service to the other team.
3. Substitutions are unlimited, but males must substitute for males, and females for females.
4. The serving order and position on the floor must alternate between male and female.
- 5. When a ball is contacted more than once on a side, at least one of the touches must be made by a female player.**
6. When only one male player is in the front row, one male can come up from the back row to block only. The back row player cannot attack the ball above the level of the net while in front of the attack line.

VI. Forfeits

1. A forfeit is considered a game. Forfeited games will not be rescheduled, and a 25-0 win will be given to the team that did not forfeit for each forfeited game.
2. Three forfeits by a team in a season will result in the team being dropped from the league without a refund.

3. Forfeit with notice – If a team knows in advance that they will not have enough players for a future match, the team manager should contact the league director as soon as possible.

VII. Disciplinary Action

1. The sanctions issued by officials will be the following:
 - i. Yellow card – loss of point or side-out.
 - ii. Red card – Player, manager, or coach is ejected from the match. The ejected player must leave the facility immediately, or the team shall forfeit the match.
2. A player who is ejected from the game by an official shall be suspended for the remainder of the match as well as the next match. Any further ejections shall result in suspension for the season.
3. Players or teams displaying unsportsmanlike conduct before, during, or after the match shall be suspended for or forfeit the remainder of the match and the next subsequent match. No abusive or derogatory remarks towards officials or staff members will be tolerated.
4. Any player who strikes, shoves, pushes, bumps, or otherwise physically threatens an official or another player shall be suspended from all Montgomery County Recreation activities for *at least* one year following the incident. If the altercation involves more than two players from a team, that team shall be suspended from the league for *at least* one year following the incident.
5. Each team manager is responsible for the conduct of their players and fans.
6. Substance abuse by players during the match shall be subject to ejection or other disciplinary action. Any team who violates regulations regarding the possession or consumption of alcoholic beverages or illegal substances on recreation or school property shall be suspended for the remainder of the season and dropped from the league.

The purpose of the Montgomery County Recreation Volleyball Leagues with Ofer Levy Volleyball is to provide fun and competition for everyone in a safe, supportive environment.

League Director Contact Information

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