

25. Cancellations will be called only in the case of bad weather. Any time the school is closed, cancels for the day, or closes early due to weather, that night's game will automatically be postponed to the end of the season. Managers may call 228-0116 after 4:00 pm if there is a question regarding cancellations.
26. The Parks and Recreation Department, its staff, and officials will not be held responsible for any injuries or accidents incurred by players or spectators.
27. When using school facilities, please leave children at home. If this is not possible, an adult not participating in league play must supervise them. Children may not leave the gym area and must not interfere with the game by being on the court during play. These guidelines are intended to help protect the safety of the children and the players, as well as allowing a continuous game without any unnecessary time-outs. If these guidelines are not followed, the leagues could lose the privilege of using the gym facilities and thus could be discontinued.
28. There will be neither smoking nor beverages inside the gym during the entire season. Anyone caught will be removed from the league. Drinking fountains and restrooms will be open and available during games; however, the additional areas of the schools such as hallways and other rooms will not be available to anyone. Entry into the gym must be by the outside doors leading to the gym. Do not attempt to use other doors for entrance no exit purposes.
29. Shirts will be given to winners in all leagues including the Recreational leagues.
30. All Captains are to fill out a line-up sheet prior to warm-up before every match and sign after game to confirm.
31. Officials have the authority to eject from the game any player on the court or in the team bench area and/or any non-playing team member; the official may also forfeit the game of any league rule is abused. It is the responsibility of the referee to call all faults and disputes, including anything not covered by the rules. The official must answer all questions regarding rules or decisions if asked in a respectful manner. The Captain on the court is in charge of the team and is the only one the official has to address.

33. Parks and Recreation directors may at anytime sanction any or all players of a team for its actions. Captains are to be held responsible for all team members, at all times, before, during or after a game. The official will sanction any incorrect conduct at the time. However, any player may be removed to provide all team members an equal opportunity to further complete and enjoy their time on the court. This rule will apply to all people participating in Parks and Recreation leagues, this is to provide fun and enjoyment to all who sign up for the league, anyone who creates a problem is a problem and will promptly be removed, at the discretion of all concerned. We are going to strictly enforce the problem of children at the gym. DO NOT bring them unless they can sit alone quietly on the sidelines or bring a sitter to do so. The school is very strictly requesting this - if need be, you will be asked to sit down with your child.

Recreational - for those teams that like to play in a relaxed non-competitive atmosphere. Referee calls will be instructional and easier than upper leagues, but violations will be called. You will be required to bump the serve, spiking will be permitted, and the serve must be underhand.

Intermediate B - for those teams that are more advanced than a recreational team but not quite ready to play in an advanced power league. Underhand lifts and illegal hits will be called. Obvious overhand carries and throws will be called. You may set the serve, spiking will be legal, and you may serve overhand or underhand. (USAV - B Level)

Intermediate BB - for advanced skill level teams. USAV rules will be followed with only the exceptions outlined in the Blue Springs Parks and Recreation League Rules. (USAV - B to BB Level)

Code of Conduct

Understand, appreciate and abide by the rules of the game and the honor system.

Respect the integrity and judgment of game officials and U.S.A.V. staff.

Respect your opponent and congratulate them in a courteous manner following each match, whether in victory or defeat.

Be responsible for your actions and maintain



Rules

&

Regulations

2008 & 2009

Blue Springs

Parks & Recreation

903 W. Main
Street



RULES & REGULATIONS

In consideration of being permitted to become members of the City of Blue Springs leagues, teams and players agree to the following rules and regulations.

USAV rules will be followed with exceptions adopted by Blue Springs Parks and Recreation. Specific rules include the following:

- * All leagues except recreational will be allowed to set the serve.
 - * When officials miss a net or ball touch and player comes up with an honor call on it, the official should change his/her call and accept the honor call.
1. Any player who has not played prior to the last three regular season games will not be eligible to participate in the playoff round. All rosters must be filled out by the 4th game and turned in, no exceptions.
 2. You must be 18 years of age or a high school graduate to participate in BSPR Volleyball leagues.
 3. No player currently participating in a power league will be allowed to play down to a lower league.
 4. A coin toss will determine the serving team for first and third games. The serving area extends from sideline to sideline. The server has 8 seconds after the referee's whistle to contact the ball for service. The serve is illegal when the ball is thrown or pushed for service. The ball must leave the hand before contact.
 5. The ball may be served either underhand or overhand. At the time the ball is contacted for service, the placement of the players on the court must conform to the serving order. AFTER the ball is served, players may move anywhere.
 6. You may re-serve with a Monday Rec.) considered a



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If the ball is hit more than once on a side, at least one female must have come in contact with the ball before it crosses the net on the return. The hits may be in any order. A block is not considered a team hit. (Male, male, female) (female, male, male, or 3 females)

All lifting, carrying, pushing, throwing and scooping motions of the ball will be called. Some leniency will be given in the Recreational Leagues, if proper procedure is followed.

A spike must be an attack (attempt to hit), not a carry nor throw or lift (stops motion of ball).

If a back row player jumps from the floor clearly BEHIND the 10-foot line, the ball may be spiked or directed into the opponent's court, regardless of where the player lands after contacting the ball. A back row player may not contact the ball above the plane of the net, except to block.

NO player may attack a ball, which is on the opponent's side of the net. Some part of the ball must be in the plane of the net to be attacked. A player's hand or arm may cross the net on the follow-through of an attack as long as no contact is made with an opponent or the net.

Touching the opponent's court with a foot is not a fault IF some part of the foot remains on or above the centerline. Also, it is no longer a fault for a player's hand or hands to cross the center line provided some part of the hand remains on or above the centerline.

Insignificant contact of the net by a player NOT involved in playing the ball and contact by hair or clothing are NOT fouls. If the ball is driven into the net, causing net contact to a player, it is NOT a fault.

Simultaneous contacts counts as one team contact, and any player may make the next contact.

Referees will have complete control of the game at all times. Their opinions, judgment calls, etc. are final.

Teams may play with as few as 4 players, as long as there are equal males and females on the court at one time. Teams starting a game with 2 men and 2 women must finish that game as is. You cannot add 2 people late to a 4-person game. Teams may play with 5 persons, either male or female, making up the fifth team member. The Ghost Rule will apply in all leagues if team plays with 5 people. There are no positions playing with 4 people except the server. If the required number of players are not present 10 minutes following the scheduled game time, the team will forfeit the second game. If the required number of players still are not present 20 minutes following the scheduled game time, all three games will be forfeited. Two forfeits in a season will automatically drop the team from the league for that season and may jeopardize its entry into the league the following season.

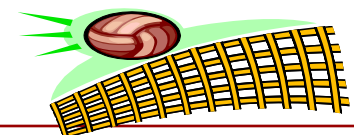
Ghost Rule – The Ghost Rule now applies to all leagues. The intent of the "ghost" rule is to encourage teams to bring all 6 members of a team to play to insure there is no unfair advantage by having less than a full team. In all situations a side out is declared when the "ghost" players moves to the service position. The "ghost" player position must remain open and no overlap will apply. "Ghost" may rejoin the game as soon as permissible upon arrival to a "late" game they are actually playing.

19. Players must rotate into the center back or right back positions only, and line up must conform to alternating sexes. In coed, guys may not be substituted for girls, etc. Teams may play with 4 girls and 2 guys, but no subs can be the opposite sex. No time-outs will be permitted for the purpose of shuffling the line-up or for rotating players.

A match will consist of three games played to 21 points. League results will be based on each team's win-loss percentage of games. All three games will be officiated and scores kept. Parks and Recreation has the right to determine how games are to be played depending on teams and time.

21. Each team is allowed two time-outs in each game. The length of a time-out is limited to 30 seconds. Requests must be acknowledged by the official and asked by the team captain only.

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