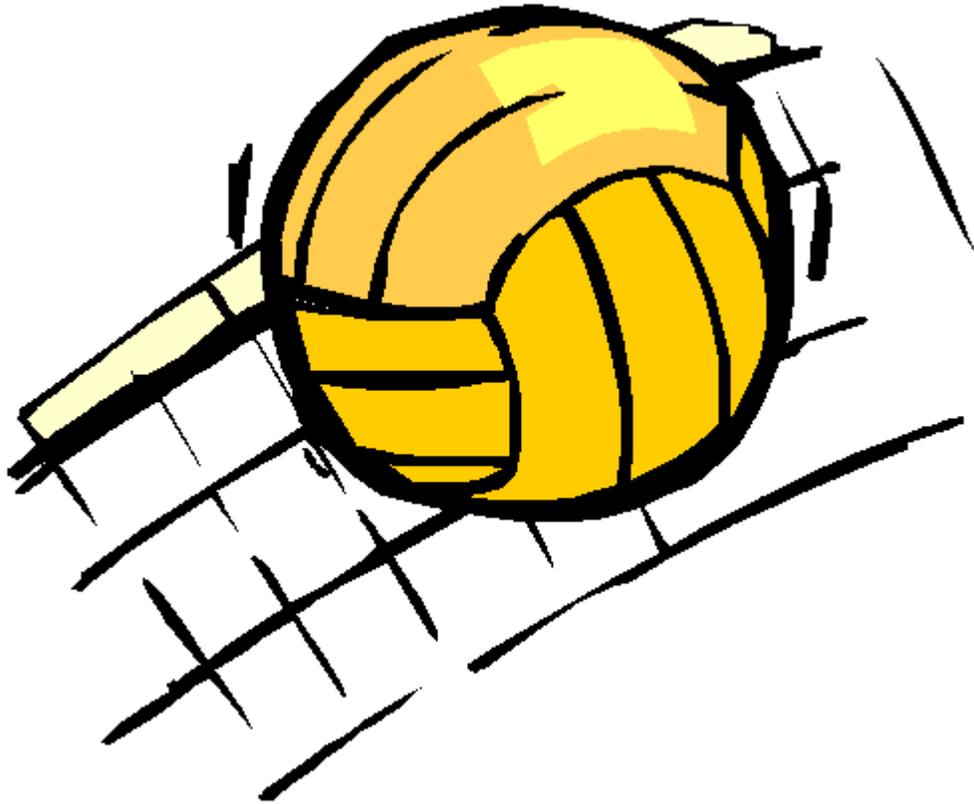
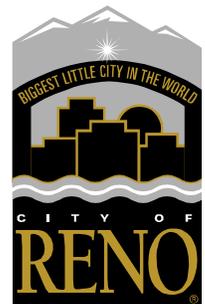


City of Reno Spiking Volleyball



RULES and REGULATIONS

Revised - April 2018



CITY OF RENO
PARKS, RECREATION, & COMMUNITY SERVICES DEPARTMENT
ADULT SPIKING VOLLEYBALL

A. GENERAL POLICIES AND PROCEDURES

1. LOCATION OF VOLLEYBALL GYMS

- a. Northeast Community Center
1301 Valley Road
- b. Neil Road Recreation Center
3925 Neil Road
- c. Plumas Park Gym
475 Monroe Street

2. NOTICE OF POTENTIAL DANGER OR RISK

All participants in Volleyball leagues and programs must execute a liability release and are required to read and comply with the following rules governing participation in the program. All participants are advised that attendance and participation in volleyball programs and leagues and use of City of Reno facilities involves certain inherent risks. These risks may include, but are not limited to, injury or death from exposure to physical exertion and harm from volleyballs and/or other equipment used for this sport. Participation in volleyball is physically challenging and potentially dangerous and the participants shall assume all risks of injury to their person and property that may be sustained in connection therewith.

3. FOOD AND BEVERAGES

The PRCS Department does not allow food and/or beverages into the gymnasium. We do allow water in squeeze bottles. Staff has the authority to confiscate glass containers and cans. Anyone not abiding by this rule shall be removed from the facility.

4. FACILITY ASSISTANTS

City of Reno staff is scheduled at all locations during all volleyball games. Facility Assistants are hired to oversee all operations during play (scheduling, gym maintenance, accidents, incidents, etc.). The Facility Assistant can be found in the gym. Please respect and cooperate with all precautions and decisions made by Facility Assistants and other PRCS staff.

5. FIRST AID

A limited first aid supply is available at the gym locations. They are located with the Facility Assistant. Please contact the Facility Assistant to assist you. Paramedic, fire, and police services are within minutes of the facilities. Under no circumstances will City of Reno PRCS employees administer first aid.

6. LOST AND FOUND

Lost and found items should be turned in to the Facility Assistant. Please contact the Athletics office for information on lost and found items, (775) 334-2262. We strongly suggest that a name and phone

number be on all equipment brought to the gym. We are not responsible for any items left behind. Items not claimed within 2 weeks will be given to charity.

7. **CHILD CARE**

Guardians must supervise children at all times when at a Gym. Guardians are fully responsible for their children. If problems persist, you may be asked to leave the Gym. **There are no childcare areas at Gym facilities, therefore, all children must remain in the spectator bleachers or on the sidelines of the team they are with at all times.**

8. **WARM - UPS**

Warm-ups are allowed only in designated areas away from spectator areas and game area. Players may warm up during game breaks only.

9. **GAME TIMES**

A copy of your schedule is provided to all team managers. It is the manager's responsibility to inform all players of game times and schedules.

10. **STANDINGS**

Please verify that standings are correct week by week. All standings will be updated each Monday and will be in the scorebook at your first game of the week. If you have any corrections or problems with the standings, please notify the Facility Assistant or call the Athletics office.

11. **GAME CARDS**

Please complete the game card prior to scheduled game time. Fill out the game card with your line-up using player's first and last names. Initials are not proof of a player's eligibility.

- a. Each team manager or representative must legibly record their line-up on the game card prior to the game. Failure to do so will result in the game being forfeited. **Any team that has more than 3 forfeits will be removed from the league.**
- b. Managers must sign the game card FOLLOWING the completion of the match. It is the manager's responsibility to make sure that the recorded score is correct.
- c. Only rostered players may play. Players discovered playing under an assumed name will be suspended for one year. Managers that knowingly use an illegal player will also be suspended.
- d. It is the Manager's responsibility to make sure the roster on file is correct.

12. **MAINTENANCE**

Please notify the Facility Assistant or call the Athletics office if there is a problem with nets, gym floor, lights, etc.

13. **ROSTERS**

All players must be listed on team rosters. The maximum number of active players per roster is ten (10). A player may be listed on only one (1) roster in the league. Every player must read the waiver at the top of the roster form and sign her/his name to be eligible to play. All managers must have a roster completely filled out and turned into the Athletics office no later than your first scheduled game. All additions and deletions to the roster must be made in writing and signed by the manager after play begins. Deadlines for adding players will be announced at the Manager's Meeting. There is a liability issue if we do not have a complete and correct roster on file. **If your roster is not turned in by the deadline, your team cannot continue to play until the roster is completed and on file in the**

Athletics office at the Northeast Community Center, 1301 Valley Road, Reno, NV 89512. The Athletics office Phone # is (775) 334-2262

- a. All players must be listed on team rosters. Team may carry a maximum of ten (10) players.
- b. A player may be listed on only one (1) roster in a division in the league.
- c. It is the manager's responsibility to make sure the roster on file is correct.
- d. All additions and deletions must be made by the deadline specified at the bottom of the schedules.
- e. Rosters must be turned in to the Facility Assistant by the first game.

14. SPECTATOR AND PLAYER SAFETY

Only rostered players may sit in the bench area. No children or spectators are allowed in bench area. Parents are encouraged to keep all children in spectator areas while games are being played. Failure to comply with this could result in ejection from the gymnasium.

15. BLOOD RULE

A player, coach, or official who is bleeding or who has blood on their uniform shall be prohibited from participating further in the game until appropriate treatment can be administered in a reasonable length of time. The individual will not have to leave the game. The length of time that is considered reasonable is left to the official's judgment. Uniform rule violations will not be enforced if a uniform change is required. The official shall:

- a. Stop the game and allow treatment if the injured player would affect the continuation of the game. (I.e. Major injuries, not scrapes, etc.)
- b. Immediately call a coach or other authorized person to the injured player.

B. GENERAL SPIKING VOLLEYBALL RULES

1. PLAYERS & TEAMS

Players must be 18 years or older to play. Players discovered playing under an assumed name or on more than one team will be suspended for one year. Managers that knowingly use an illegal player will also be suspended.

- a. A team may play with at least **TWO** (2) rostered players without forfeit and at most **SIX** (6) rostered players on the court at the same time. Extra players may rotate in.
- b. The team manager is responsible for all team member's and spectator's conduct and attitude prior, during, and after all league and tournament games.

2. UNIFORMS

Uniforms are not required.

3. EQUIPMENT

Balls will be provided for the volleyball program by the PRCS Department. Use of a non-program volleyball is permitted with agreement of both teams. If a team refuses to play with another team's volleyball this refusal should be respected, and a program volleyball brought out for use. Refusal should not be taken personally.

4. ROTATION

Because each player must serve, all members will rotate clockwise. The player in the rear right corner position is the server. Failure to rotate, or rotation out of turn, will result in loss of serve.

5. GAME

a. Match time is one hour long. If time elapses before all three games are complete the winner will be the team who is ahead at that time. If time expires and the ball is still in play, finish the play. If the game is tied then play will continue under the rally point scoring system, meaning that either team can score a point regardless of who serves. The game will go to the team who scores 3 points. **YOU DO NOT HAVE TO WIN BY TWO POINTS IN THIS SITUATION.**

b. **All games/matches in the playoffs must be played out in full (to 15) regardless of the time on the clock or if the game clock has expired.**

c. If only two games have been completed and the third game has not been started:

- If one team has both wins, this team will automatically receive the third win.

- If each team has one win then there will be a "quick" match. Scoring will be based on the rally point system. The game will go to the team who scores 5 points. **YOU DO NOT HAVE TO WIN BY TWO POINTS IN THIS SITUATION.**

d. If only one game has finished then there will be a quick match for each of the final two games or until one team is ahead by two.

e. Each team may play three (3) games, if time permits, an evening. The best two out of three games will be considered the winner of the match. However, all games do count in case of a tie in the standings.

Fifteen (15) points constitutes a game, however, the game must have been won with a two-point advantage unless the match is a "quick" match.

f. Teams will volley for first serve.

g. Losing team will serve the next game upon changing sides.

6. FORFEIT

Forfeits will occur five (5) minutes after the starting time for the 6:30pm game ONLY. Past that grace period, if no team, or no suitable team is present, the whole match is forfeited. The five minutes comes off of the game time and the team that takes the grace period will forfeit two (2) points in the first game. In order for the grace period to apply there must be some representative for the team on the court at game time. **THERE IS NO GRACE PERIOD AFTER THE FIRST GAME. AFTER THE 6:30PM GAME, GAME TIME IS FORFEIT TIME.**

Make sure you team's line-up is recorded on the game card prior to the game. **Incomplete game cards will be recorded as a forfeit.**

Any team that has more than 3 forfeits will be removed from the league.

7. PROTESTS

Protests involving illegal players must be made before the game starts, or immediately after the player in question, enters the game. All managers should be aware that the Facility Assistant will report any illegal players to the Athletics office. If a player is found to be illegal by the Recreation Coordinator, the game will be forfeited, and the illegal player and manager will be subject to a penalty. All final decisions will be verified by City of Reno Recreation documents on file.

8. SERVING

- a. The server **MUST** announce the score, clearly and loud enough for the other team to hear, **PRIOR** to the serve or the serve is forfeit.
- b. The server must serve from behind the end line and may not step on the line before the ball is released. Players may serve either an over- or under-hand serve.
- c. Let serves are legal, meaning the ball can touch the net on a serve as long as the ball goes over the net, is not aided by another player, and is inbounds.
- d. One serve attempt is permitted.
- e. Points may be awarded only to the serving team.
- f. The team retains the serve as long as they continue to win the point.
- g. The serve **CANNOT BE BLOCKED**.

9. RETURNING THE BALL

- a. A ball may be hit only three (3) times on one side of the net.
- b. A ball from a return may touch the net when going over and is considered still in play.
- c. A player may not reach over the net in returning the ball.
- d. A player may not touch the net when the ball is in play.
- e. A player may not step over the center line of the court while the ball is still in play.
- f. A player can use any part of the body to keep the ball in play for indoor volleyball. Contact counts as one hit.
- g. A block does not count as a hit, but if the ball is blocked and it is touched, and the ball goes out of play, the touch counts.

10. OUT OF BOUNDS

- a. A ball is out-of-bounds when it touches the ground or any object outside of the playing field.
- b. A ball hit outside of the area may be recovered before it strikes out-of-bounds or any object.
- c. The line is in play.

11. MISCELLANEOUS RULES

- a. A player may not catch or hold the ball. Scooping, lifting, shoving, or throwing the ball are also violations of this rule.
- b. It is considered one hit when two or more players touch the ball simultaneously.
- c. Blocking is permitted at the net, however, the player blocking may NOT reach over the net to block the ball.

C. MANAGER RESPONSIBILITIES AND PLAYER CONDUCT

The Spiking Volleyball league will be governed by the "Player Code of Conduct" which follows.

1. NO PLAYER SHALL:

Be guilty of physical attack as an aggressor upon any player, official, staff, or spectator. Staff are required to immediately suspend player from further play, and report such player to the Recreation Coordinator. Such player shall remain suspended until his/her case has been considered.

MINIMUM PENALTY: Suspension of one (1) year from the point of detection.

MAXIMUM PENALTY: Suspension for life and/or assault charges filed.

2. NO PLAYER SHALL:

At any time lay a hand upon, shove, strike, or threaten an official/staff. Staff are required to immediately suspend the player from further play, and report such player to the Recreation Coordinator. Such player shall remain suspended until his/her case has been considered.

MINIMUM PENALTY: Two (2) game suspension and probation for the season.

MAXIMUM PENALTY: Life suspension and/or assault charges filed.

3. NO PLAYER SHALL:

Refuse to abide by a staff member's decisions. Staff are required to immediately suspend player from further play, and report such player to the Recreation Coordinator. Such player shall remain suspended until his/her case has been considered.

MINIMUM PENALTY: Probation for remainder of season.

MAXIMUM PENALTY: Two (2) game suspension and probation for the season.

4. NO PLAYER SHALL:

Be guilty of objectionable demonstration of dissent at a staff member's decisions. Only one representative shall be allowed to have any verbal contact with the officials.

MINIMUM PENALTY: Warning by the staff on duty.

MAXIMUM PENALTY: Ejection from the game and up to a two (2) game suspension.

5. NO PLAYER SHALL:

Be guilty of using unnecessary rough tactics in the play of the game against the body or person of an opposing player. Staff are required to immediately suspend player from further play, and report such player to the Recreation Coordinator. Such player shall remain suspended until his/her case has been considered.

MINIMUM PENALTY: Probation for remainder of season.

MAXIMUM PENALTY: Two (2) game suspension and probation for the season.

6. NO PLAYER SHALL:

Be guilty of an abusive verbal attack or using severe vulgarities as an aggressor upon any player, official, staff, or spectator. Staff are required to immediately suspend player from further play, and report such player to the Recreation Coordinator. Such player shall remain suspended until his/her case has been considered.

MINIMUM PENALTY: Probation for remainder of season.

MAXIMUM PENALTY: Suspension for remainder of season.

7. NO PLAYER SHALL:

Be guilty of appearing intoxicated on the field of play. Staff are required to immediately suspend player from further play, and report such player to the Recreation Coordinator. Such player shall remain suspended until his/her case has been considered.

MINIMUM PENALTY: Two (2) game suspension and probation for the season.

MAXIMUM PENALTY: Suspension for the remainder of the season.

8. NO PLAYER SHALL:

Be guilty of smoking on or in the vicinity of the playing field while participating in a game.

MINIMUM PENALTY: Warning by the staff on duty.

MAXIMUM PENALTY: Ejection from the game and up to a two (2) game suspension.

- 9.** Any player placed on probation and reported again for a violation of the Code of Conduct will be given a minimum penalty of suspension for the remainder of the probation period.
- 10.** Any player ejected from a game must leave the complex immediately. Failure to do so will result in forfeiture of the game and automatic suspension for two (2) games for the player.
- 11.** Throwing equipment, regardless of intention, is prohibited. Throwing of the ball or other equipment intentionally or maliciously will incur the Penalty of ejection and a two (2) game suspension.
- 12.** Team managers are responsible for their players and spectators. Failure to control team members or fans may result in forfeiture of the game and suspension for the program.
- 13.** Participants may be held liable for damages caused by negligence or malice.
- 14.** Suspended players are suspended from all leagues in which they participate. During suspension such player is not allowed to be at the playing field, even as a spectator.
- 15.** DRINKING ALCOHOLIC BEVERAGES DURING THE GAME WILL NOT BE TOLERATED. IF A PLAYER IS DRINKING ALCOHOLIC BEVERAGES DURING THE GAME, THE COACH WILL RECEIVE A WARNING. THE NEXT TIME A PLAYER ON THAT TEAM IS SEEN DRINKING AN ALCOHOLIC BEVERAGE, THAT PLAYER WILL BE EJECTED AND THE GAME MAY RESULT IN A FORFEIT.
- 16.** All participants are governed by the aforementioned rules which cover conduct before, during, and after the game.
- 17.** The PRCS Department has the right to modify any Code of Conduct rule and/or penalty when deemed appropriate.

Effective October 1, 2005

N.R.S. 199.300 - No person shall directly or indirectly, address any threat or intimidation to a public officer, public employee, juror, referee, arbitrator, appraiser, assessor or any person authorized by law to hear or determine any controversy or matter, with the intent to induce him

REMINDER

This is a recreational program. Players are not professionals, and while we encourage competition, the win-loss aspect is not a matter of life and death.

Stay under control.

The referees and other officials/staff are not professionals either, and errors may be made. All efforts are made to limit and correct errors but they are not all correctable.

To reach the City of Reno Athletics Office to speak with the Recreation Coordinator, please call 334-2262

Thank you for participating in our leagues.