



Adult CoEd Rec. 4v4 Volleyball Rules

General Information

1. RedLine Westminster offers a non-sanctioned volleyball program for the recreational enjoyment of the participants. RedLine is the sole governing body of the program. The leagues will follow the current U.S.A. Volleyball Rulebook with the following exceptions and modifications.
2. RedLine reserves the right to re-classify a team or player at any point in the season in order to maintain a fair balance of competition. Previous season's records (if applicable) will be utilized to assist in classifying teams/players.
3. RedLine also reserves the right to expel any team from the league for reasons of misconduct, failure to observe rules, regulations, and procedures and/or failure to field a team for 2 or more matches. Written notification of such actions will be provided to the individual and/or team manager. Any team forfeiting two or more matches (this includes make up matches) without notifying RedLine in advance will be dropped from the league with no compensation.
4. Teams are responsible for knowing the rules. Managers shall see that all players and spectators are familiar with these rules and regulations. All provisions in the RedLine volleyball rules and Player Code of Conduct regarding behavior and actions of players, managers, and spectators apply to the entire facility before, during, and after the games. Managers are responsible for the conduct of his/her team and spectators during league and tournament play.
5. Any and all situations not specifically covered in the rulebook shall be acted upon by the Facility Supervisor or the GM of RedLine, and all such action taken shall be final.
6. Special scheduling requests (i.e. "our team needs a bye on March 4") must be submitted before the registration deadline but are not guaranteed. Any special scheduling requests needed after the schedules have been made will not be accommodated.
7. Please call RedLine no later than 2pm the day of your game (720-400-8808) if you know in advance that your team needs to forfeit so we can inform the opposing team.
8. If children are brought to the games, they must be continuously supervised by an adult who is not playing in a game. RedLine not responsible for children who are injured during the course of this program. Any children causing play to be stopped will cause the offending team to 1.) Loose a serve. 2.) Loose a time out. 3.) Forfeit the game.
9. All team fees are due in full before the start of your teams' first game. If your team is not paid in full before your first game, you will have ten minutes to pay your remaining balance before the game is called a forfeit.
10. Recreational/Intermediate League – This league is for fun and in general players that have played at the collegiate level are too advanced for this league. All players should know basics but it is up to RedLine personnel if a player exceeds the level of this league and therefore will not be able to participate.

Player Eligibility and Roster

1. Roster size is limited to 6 players for 4's for awards. All members of your team must be on the roster by the 3rd game of the regular season. No players may be added after

your team has played the 3rd game. See the supervisor to add players to your roster. All players must complete and sign roster before playing in any game. By signing the roster form, you and your team are agreeing to follow all rules and the RedLine Code of Conduct (page 5).

2. All players must be at least 18 years of age before the season starts.
3. A player may not participate on more than one team in the same league that plays on the same night.
4. Player protest must be before the next serve.
5. A player may not transfer to a team in the same league without prior approval.
6. The supervisor has the authority to disallow an illegal player(s) to participate.
7. If a team borrows a player from the same league, the game will automatically be a forfeit, which will be enforced by the supervisor.
8. Player Identification- Players must have a legally accepted picture ID (i.e. driver's license) at the court for all games. Players not able to produce a valid ID upon request are ineligible to continue participation in the game. Protests on ineligible players must be done before the player enters the game for the first time. Player eligibility protests and forfeits are not retroactive to matches played before the protest.

Player Quantities

Coed 4v4: Teams can play with two (2) men and two (2) women on the court or 4 women; however, teams will be allowed to play with three (3) players as long as there is at least one (1) woman on the court. No more than two males can play at a time on the same team. Teams may start and finish with three players.

ACCEPTABLE LINEUPS for Coed 4v4: 2 men + 2 women, 2 men + 1 woman, 1 man + 2 women, 1 man + 3 women, 3 women, or 4 women.

The server in a three-person rotation is considered the back-row player, and he/she will not be allowed to leave the ground except to set.

League Play

1. **Game Time** - There is a maximum of 45 minutes time limit for 4v4.
 - a. Teams are allowed 5 minutes to warm-up prior to their match starts as long as games are not running behind.
2. **Game Start** - The captains will rock, paper, scissors for the choice court side or the service for the first and third games. The first to win gets to decide; it's not best two out of three. The winner chooses either side or service. The loser receives the remaining option. Teams will only switch sides after a game is completed.
3. **Forfeits** - Game time is forfeit time.
4. **Scoring** - A match consists of 3 games. Rally scoring will be used for all three games. Games must be won by 2. The first two games will be played to 21 with a cap at 23. The third game will be played to 15 with a cap at 17.
5. **Score Sheets** - Score sheets are provided at each game. Team captains from each team are responsible for recording the final score of each game and signing off on the score sheet.
6. **Rotations** - The standard for 4's rotation is a diamond, (i.e., a front row player (the setter), two hitters (right and left) and a back-row player (server). While players must serve in rotation, they are allowed to line up in any position or rotation. The server

cannot leave the ground except to set (this means you cannot leave your feet to spike), and remains the “back row” or “serving” player until a new player rotates to the serving position.

7. **Substitution** - Each game must start and end with the same players. Players may substitute in between games. Substitutes must go in and out for the same person or must rotate into the back position. Once players start game, they must finish that game. However, if there is an injury during a game, a substitution is allowed to take the spot of the player injured for the remainder of the match. Once an injured player comes out of a game, he/she is not allowed to re-enter until the next game.
8. **Co-Ed Rule** - In coed 4's, a woman must do one (or more) of the three hits before it goes over the net. If the ball goes over the net on two hits by two male players, it is a side out.
9. **Referees / Self Officiating** - RedLine does not provide referees for leagues. Teams are asked to call their own games fairly and honestly. If a discrepancy arises or a concern is present, a supervisor will be at present. If there's a discrepancy, consult these rules and replay the point. NO unsportsmanlike conduct will be accepted.
10. **Time-Outs** - Each team is allowed one time-out per game. Timeouts are 30 seconds each and non-cumulative.
11. **Spikes** - All players can legally spike the ball at the net. However, when playing 4's, the “back row” player may never leave their feet to spike since there is no 10-foot line. The back-row player can only leave the ground to set.
12. **Dinks / Tips** - Open-handed dinks are not allowed in the 4's leagues. An opened hand tip allows the player to affect the direction of the ball by using fingertips in conjunction with the twist of the wrist. The ball must leave the hand clean (i.e., the player may not "steer" the ball like an indoor open-handed shot). A miss-hit is NOT an open-handed dink. Roll shots that are cleanly hit off the heel of the palm of the hand are legal. Sets over the net must be pushed out at least one foot off the net in the 4's league otherwise it is considered a tip.
13. **Passes and Sets** - Players may not “set” the serve (i.e. the serve must be “passed” with a bump, hands together below the waist), or with your hands together over your head (above the waist). All other hits may be set clean or spiked. Players should call their own sets, with “cleanliness.” All sets over the net must be clean and must leave the setter's body perpendicular to the player's feet and shoulders. Sets over the net must be facing forward. Balls can be played off any part of the body.
14. **Hard-Driven Balls** - Hard-driven balls are the only time during a game that a double hit is allowed. RedLines' definition of a "Hard-Driven Ball" is a ball that travels its entire flight path, from the hitter's hand to the digger's hands, in a downward direction. This means, in 99% of the instances, the hitter jumped to hit the ball (i.e., if you can't reach above the net, it is impossible to hit the ball down without jumping). Furthermore, a serve is never a hard-driven ball, and may NEVER be taken with two hands (a set). Double hits are illegal while setting the ball.
15. **Blocks** - A block does not count as a touch in any outdoor volleyball leagues. (After a block, you're allowed 3 more touches). Guys can block girls and girls can block guys. Back row players (male or female) cannot come to the net to block.
16. **Uniforms** - Team uniforms are recommended but not required. Athletic, non-marking soled shoes are required. Players can play either barefoot or with shoes on. No Teva's/Crocs/Chaco's or any type of sandal or boot are allowed. Jewelry is not allowed.
17. **Serving**
 - a. You must hit the ball on the first toss of the serve (overhand or underhand). If you catch the ball, drop the ball, or allow the ball to drop to the ground, it is an automatic side out and point for your opponent.

- b. You may serve from anywhere on the red line.
- c. You may not block the serve (you may not leave your feet to attack the serve). You may not set the serve. All serves must be received with hands together.
- d. Service order must alternate between males and females for coed leagues.
 - i. There is no “ghost player” rule if playing with three players.
- e. Let serves are legal and playable.
- f. Before every serve, the player serving must announce the score loudly for both teams to hear. If there is a discrepancy when the score is announced, it must be brought to the attention of the serving team before the ball is served. Team managers will meet at the net to discuss the score and make a decision. Play will continue once the teams come to an agreement.
- g. If an incorrect player attempts to serve, the other team should prevent the error prior to service. Should the error be discovered after the ball has been put into play, the other team can stop play and allow the correct player to serve. Should the incorrect server not be discovered until after points were scored, the service order is merely corrected with teams maintaining their points and a new service is made.

18. The Net

- a. No part of the body, arm, or hand may pass over the top of the net during play except on the block.
- b. There is no center line under the net. A players’ body may partially or completely pass under the net into the opponents’ court. Interference occurs only if the opponent is hindered in playing the ball.
- c. An interference results in a side-out or point in favor of the hindered team.
- d. No contact with the net or cables which attach the net to the standards is allowed.
- e. Net height is 7 feet, 11 5/8 inches for coed leagues.
- f. Contact with the net by a player is not a fault, unless it is made during the action of playing the ball, or it interferes with the play. Incidental contact of the hair is never a fault.
- g. We will use the AVP/FIVB volleyball for league and tournament play. RedLine will provide the ball.
- h. The antennas are considered out of bounds and the ball must travel inside the antennas when crossing the plane of the net. If teams cannot agree, replay the point. If players make contact with the poles or support ropes, play may continue unless it affects the point (i.e., the equipment collapses = side out; the net shakes and there is a net violation = side out; the net moves but it does not affect play; play on, etc.). If teams cannot agree, replay the point.

Language - There will be zero tolerance on vulgar or inappropriate language by teams and their identifiable spectators. Players and identifiable spectators that use vulgar or inappropriate language will be immediately ejected from the game and the facility.

League Tie Breakers & Awards

Whoever wins the tournament wins the entire league. There will be cash prizes for the champion.

If teams are tied at the end of the season, the following tie breaker procedure will take place:

1. Any team in the tie breaker that has a forfeit is dropped from the tie.
2. Head to head competition.

3. Point differential between tied teams.
4. Total points against (how many points you allowed to be scored).
5. Total points scored.

Tournament Play

All teams will automatically play in a single elimination tournament once all leagues games are completed. Whoever wins the tournament, wins the entire league.

Tournaments will follow league rules except for the following:

1. Winner of the matches will be determined by the best 2 out of 3 games. 3 games are not guaranteed.
2. Games will be played to 21 with a cap of 23. If a third game is played, it will be played to 15 with a cap at 17.

Have FUN!!

CODE OF CONDUCT

RedLine has taken the policy of prosecuting any player, coach or spectator that violates any of the following rules.

RedLine also reserves the right to expel any team, without a refund, for reasons of conduct, failure to observe rules, regulations, procedures and/or failure to field a team for 2 or more games. Written notification of such actions will be provided to the individual and/or team manager.

Misconduct / Ejection(s): The supervisor shall be empowered to penalize an offending player, coach and/or team as follows:

- A. Warning to player and both teams.
- B. Ejection from current game and suspension for subsequent game(s).
- C. Forfeit of game.

Any player or spectator ejected from the game must leave the court and facility. Failure to leave when instructed can result in a forfeit.

Anytime a game gets out of control, the supervisor or any RedLine employee has the authority to forfeit the game. Any team with 3 or more ejection will result in a forfeit.

- ✓ **NO PLAYER** at any time shall lay a hand upon, push, shove or threaten to strike or verbally threaten a supervisor, staff member or spectator.
Penalty: Be ejected from the game, receive minimum 3 game suspension (maximum of a season) and will be placed on probation.
- ✓ **ANY PLAYER** involved in a physical altercation (strike/hit) with another player, coach, staff member or spectator.
Penalty: Player(s) will be ejected from the game and suspended that sport for one full year. NOTE: Any player throwing a punch will be suspended for a full year no matter who started the fight.
- ✓ **NO PLAYER** will be allowed to play if acting in an intoxicated manner.
Penalty: player(s) will be removed from the game. This will be ruled upon by any RedLine supervisor.
- ✓ **ALL PLAYERS, COACHES AND SPECTATORS** will abstain from the use of vulgarity or unsportsmanlike manners while at the RedLine facility.
Penalty: Depending upon severity, officials can enforce A, B, or C of Misconduct/Ejection rule.

TEAMS ARE RESPONSIBLE FOR THEIR PLAYERS AND SPECTATORS CONDUCT BEFORE, DURING AND AFTER THE GAMES. All spectators, as well as participants, must conform to all RedLines' Regulations and Rules. Improper behavior will not be tolerated.

Penalty: Ejections, Forfeit of game and/or remaining games, arrest and prosecution and no refund of fees.

Once a player(s), coach and/or team have been placed on probation, their conduct will be evaluated throughout the remainder of the season, including tournaments. Further conduct violations will result in further suspension that could extending through the remainder of the season, including tournaments, as well as forfeiting all fees paid to date.

All players and/or coaches will abide by the supervisors' decision including a decision concerning a team's conduct. The second time a player, coach or manager is ejected from a game, and a more severe suspension will be administered.