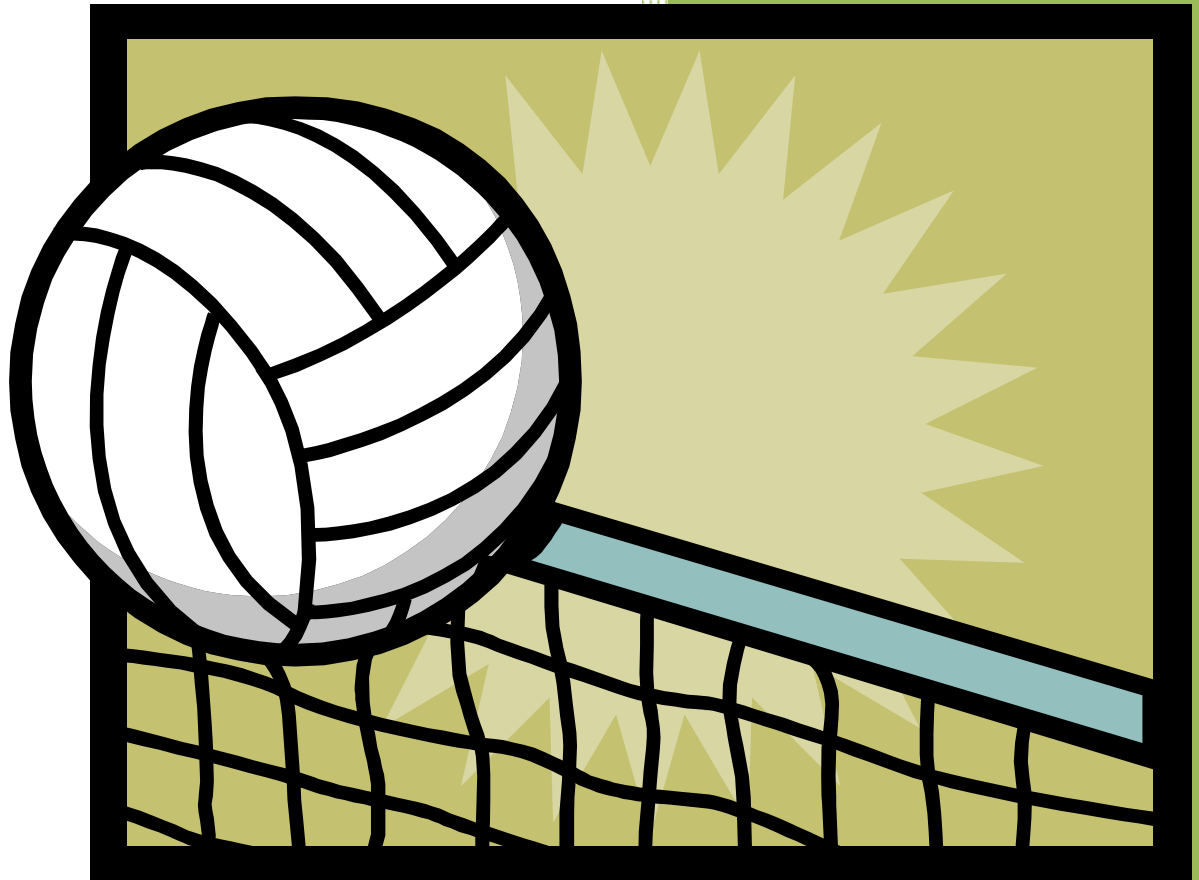


Coed Volleyball League Registration Packet



Consolidated Baptist Church Andrew Center

1625 Russell Cave Rd.
Lexington, KY 40505

Phone: (859) 299-8559 Fax: (859) 299-8264

www.consolidatedbaptist.org

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GENERAL INFORMATION

LENGTH OF SEASON

7 Game Season + Tournament

GAME DATES AND TIMES

- Games will be played on Tuesday evenings.
- Games will begin on Tuesday, April 6.
- Games will end on Tuesday, May 18.
- The tournament will begin on May 25.
- Games will be played between 6:00 p.m. and 8:30 p.m.
- A schedule will be released once all teams are registered.

COST

\$120 per team

Make checks payable to Consolidated Baptist Church, Ref.: Volleyball League

TEAM DEMOGRAPHICS

- There is a maximum of ten (10) players per team.
- Only six (6) players will be on the court at any time.
- Of those six (6) on the court, two (2) must be of the opposite sex.
- Players must be at least 16 years old.

STEPS FOR REGISTERING

- Fill out the registration form completely.
- Return via mail or in person to the address on the front of this packet. The team fee (\$120) must accompany the registration form.

IMPORTANT DATES

March 31 - Registration Ends

April 5 - Schedules published on the Consolidated Baptist Church website

WHAT IS PROVIDED?

Consolidated Baptist Church will provide the facility, equipment, and a referee. Shirts or uniforms will not be provided.

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CONTACT PERSON

Roy Wagner
(859) 299-8559, ext. 136
roy.wagner@cmbclex.com

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CONSOLIDATED BAPTIST CHURCH VOLLEYBALL LEAGUE OFFICIAL RULES

STARTING THE GAME

- The first team with six players at the game site and the score sheet filled out will have the choice of taking the ball or choosing a side for the first game.
- Teams will switch sides of the court for the second game, and the team who did not serve to start the first game shall serve to start the second game.
- A coin toss will determine possession, if a third game is necessary.
- Each team must have at least five players for the game to begin.
- New players must add their names to the score sheet.
- An official team is composed of 6 people with at least two of the players being the opposite gender. If a team has only five players to start a game, two must be women, unless otherwise agreed to by the other team's captain.
- Games may not start with less than five players.
- Games are to begin promptly. Forfeit time is ten (10) minutes. If a team is not prepared to begin the first game of a match, then they shall have five (5) additional minutes before forfeiting the second game and the match.

GAME PLAY

- Allowed time between games of a match will be a maximum of three minutes. If a team is not ready to play at this time, a team warning will be issued. If a second warning occurs, then a delay of game will be issued and loss of serve and a point will be awarded.
- League standings shall be determined by match winners, not individual game winners.
- If hands are not together when making a two-handed hit, a double hit will be called. However, a single-handed hit will be allowed as long as the ball is not carried.
- In case of a block, the blocker may return the ball. The block is not considered a hit by the blocker nor is it counted as one of three hits allowed on each side.
- There is a maximum of 3 team hits. Each team is allowed a maximum of three successive hits of the ball, in order to return the ball to the opponent's playing area.
- A spike is legal only if the ball is hit downward with one hand.

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GAME PLAY (*CONTINUED*)

- A blocker may block the ball over the net *ONLY* if the ball is traveling towards the net and not parallel to or away from the net.
- Free substitution will be allowed; however, when substituting a player he/she must be inserted to the immediate left of the server. The only exception is when substituting for an injured player.
- If the ball comes in contact with any part of the body above the waist, then it will count as a hit.
- The ball may also come in contact with one foot as long as the foot is in contact with ground.
- All serves may be returned with a two-handed or one-handed bump or a set. A served ball cannot be spiked returned. Serves cannot be blocked.
- The ball must cross the net entirely between the antennas or their assumed indefinite vertical extension to be legal.
- If a player comes in contact with the net during play or with any part of the body or uniform, other than hair, including that portion outside the antennas, it is a fault.
- If the ball is driven into the net with such force that it causes the net to contact a player, such contact is not a fault.
- If opponents contact the net simultaneously, it shall constitute a double fault resulting in a play over.
- Contacting the opponent's playing area with any part of the body except the feet is a fault. Touching the opponent's playing area with a foot or feet is not a fault providing that some part of the encroaching foot or feet remains on or above the centerline.
- A front line player may play the ball anywhere on the court. A back line player may not attempt to spike the ball or block when he/she is in front of the 10' spiking line. Also, he/she may not play a ball, which is completely above the net. If a back row player attempts the above, it is called a foot fault and loss of serve and a point is awarded to the opposing team. A back row player may attempt to spike a ball as long as he/she takes off behind the 10' line. Back row players may never participate in a block!

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SERVICE:

- The ball shall be hit with one hand or any part of the arm, and **does not** have to be tossed or released from the hand(s) before being contacted.
- The server has five seconds after the official's whistle to serve.
- If the server elects not to hit the ball after releasing it for service, he/she may catch the ball or allow it to drop to the ground and will be allowed a re-serve.
- If the ball is served before the official's whistle for service, a re-serve will be directed. A second occasion during the same match by the same team results in loss of serve and a point is awarded to the other team.
- A point and loss of serve will be awarded if any of the following serving faults occur:
- Ball passes under net.
- Ball touches an antenna or does not pass over the net completely between the antennas or their indefinite extensions.
- The ball may touch the net and go over as long as it is between the vertical extensions.
- Screening the players of the serving team must not prevent the receiving player from watching the server or trajectory of the ball. Screening is illegal and a fault, loss of serve and a point will be awarded to the other team.
- At the time the ball is contacted for the serve, the placement of players must conform to the service order.
- In the front or back row, the center player may not be as near the right sideline as the right player nor as near the left sideline as the left player. No back row player may be as near the net as the corresponding front row player. After the ball is contacted, players may move from their respective position.
- Before the start of a new game, the serving order may be changed.

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LENGTH OF MATCHES:

- Matches are best-of-three rally-scoring sets.
- A set (except the deciding, third set) is won by the team which first scores 25 points with a minimum lead of two points.
- In the case of a 24-24 tie, play is continued until a two-point lead is achieved. However, if neither team is able to win the game by two or more points, the first team to score 30 points shall win the game, even if they only have a one-point lead.
- If a third set is necessary, it is played to 15 points (20 point hard cap) with a minimum lead of two points.

SCORING METHOD:

- All sets will be played with rally scoring.

EQUIPMENT:

- The ball, net, and standards will be provided by Consolidated Baptist Church.
- The net height will be 7'9".
- Proper shoes are required; no jogging or black soled shoes, cleats, or street shoes.
- Knee braces shall be permitted, if padded and no metal is exposed.
- Equipment representing possible hazards to all participants in a game will not be permitted to be worn during a game. Hand, finger, wrist, forearm, or elbow guard, cast, or brace made of hard and unyielding leather, plastic, pliable plastic, plaster, metal, or any other hard substance, even though covered with soft padding, shall always be considered illegal.
- All players must remove all jewelry before a game begins.
- Failure to remove any of this equipment when asked to do so will result in that player being suspended from further play until the equipment is removed.
- Glasses must have shatterproof lenses and be made of a durable material.

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TEAM CAPTAINS:

- The team captain will be the only person to discuss issues with officials.
- The captain or coach will be in charge of calling time-outs, substitutions, etc.

SUBSTITUTIONS/ REMOVALS:

- Teams are allowed an unlimited number of substitutions per set.
- Any player that is bleeding must be removed from the game until bleeding is stopped. An intramural official or staff has the authority to remove a player due to bleeding at his or her own discretion. An intramural official or staff must give approval for the player to re-enter the game.
- It is an automatic yellow card for any player (including those on the bench) to disrespectfully address an official, attempt to influence an official's decision, use profanity, or bait an opponent. The player or players who receive the yellow card will sit out for the rest of the game.
- Any player who receives two yellow cards will be ejected from the game and must speak with an Andrew Center staff member to evaluate whether he/she will be eligible to participate again.
- Any player called for unsportsmanlike conduct or actions (not limited to fighting, threatening to fight, verbal abuse, etc.) will be ejected from the game and the opponent is awarded 1 point and service.
- Any player ejected from the game must leave the gym within (1) minute or the game is forfeited.
- NOTE: There will be a suspension from all intramural programs and action taken by Andrew Center staff for physically touching or verbally threatening staff, officials, or players.
- Teams that do not consistently show good sportsmanship will not be allowed to play in the tournament. Decisions will be made by the Andrew Center staff.

TIME OUTS:

- Each team is allowed two time outs per game (1 minute in length).

Consolidated Baptist Church, Coed Volleyball League					
Team Name:	First Name	Phone Number 1	Phone Number 2	E-mail Address	Church (optional)
Captain/Player 1					
Player 2					
Player 3					
Player 4					
Player 5					
Player 6					
Player 7					
Player 8					
Player 9					
Player 10					

Registration Procedures

1. Fill out this sign-up sheet.
2. Return the sheet by mail or in person to Consolidated Baptist Church. Payment must be received at the same time that your team registers. The cost for the league is \$120 per team. Please make checks payable to Consolidated Baptist Church. On the memo line, please note *Volleyball League*.
3. Contact Roy Wagner at (859) 299-8559, ext. 136 or roy.wagner@cmbclex.com, if you have any questions. We are looking forward to a great season!