



JOE DUMARS FIELDHOUSE

INDOOR 6X6 VOLLEYBALL LEAGUE RULES

In all cases during play, the Fieldhouse League rules override the High School & U.S.V.B.A. rules.

1. **PLAYER ELIGIBILITY:**

Any team using an ineligible player in any authorized league game, upon protest of the individual's eligibility by an opposing team or Fieldhouse staff member shall forfeit the game in which the individual has participated. Specific eligibility rules are listed below:

- A. All players must be eighteen (18) to be eligible to participate in Adult Leagues (minimums 7 players).
- B. Women may participate in men's leagues in Adult Leagues only.
- C. No player is allowed to participate on more than one team in his/her respective division.
- D. No player may participate until his/her Player Contract/Liability Waiver Form and appropriate individual player fee are submitted to the Fieldhouse.
- E. Due to eligibility regulations, members of high school volleyball teams **cannot participate** in the Fieldhouse program anytime during their high school volleyball season.

2. **PROTEST OF ELIGIBILITY PROCEDURE:**

A protest will be accepted on the basis of eligibility. Any team captain/coach may lodge a protest of eligibility under the provisions listed below:

- A. Any protest of eligibility must be made during a game of the match.
- B. In the case of an eligibility protest, rosters will be on site.
- C. Player(s) in question must present a pictured ID to verify their eligibility.
- D. Fieldhouse staff will make the final decisions regarding protests.
- E. If a protest of eligibility is upheld, the violating team will forfeit all games of a match in which the ineligible player(s) participated. (Please see policies & procedures for rule violations)
- F. All Fieldhouse rulings are final. Protests of eligibility not covered in this rule shall be handled by the Fieldhouse Program Director in the spirit of these rules.

3. **FINAL DEADLINES FOR ADDING A PLAYER:**

- A. No players may be added after the Player Add date, which is before the start of the third game, or 3rd week whichever is first, unless approved by the League Director.
- B. Each team roster can have a maximum of 2 substitute players.

4. **COURT ENTRANCE TIME:**

Please do not enter the court area prior to five (5) minutes to your scheduled game time.

5. **WARM-UP TIME:**

Teams may warm up on or around their "scheduled court" only if prior match is completed. Please note all teams are guaranteed five (5) minute warm-up on their scheduled game court. Warm-up may take place on non-game courts or in their surrounding area.

6. **MATCH FORFEIT TIME:**

Once the official declares game time a team can have a 5-minute grace period in order to wait for remaining teammates. If, after the 5-minute grace period you do not have enough players to start; your first game is forfeited. You will be given additional time of 15 minutes after game time for your players to arrive for the second and third games. If, after the 15-minute grace period, you still do not have enough players to play, your team forfeits all 3 games. You may then use the court to play until 10 minutes prior to the start of the next game scheduled on your court.

7. **TEAM LINE-UP:**

For indoor 6x6 a team must consist of a minimum of 4 players (2 male and 2 female or 1 male and 3 female) to start a game. In the situation where only 5 players are present there may be 3 males and 2 females to start a game. Under no other circumstance may there be more males than females on the court. The starting lineup must alternate male/female except in the case mentioned above or if more females than males are present. In this situation, only two females or two males may lineup next to one another.

8. **TEAM SPOKESPERSON:**

Only the playing floor captain may address the official and players may only address the official through the captain. Coaches (non-playing) shall remain behind the sidelines and may only address the official concerning time-outs and substitutions. Unsportsman-like conduct brings penalties of warning, loss of service or points awarded and/or disqualifications.

9. **TIME-OUTS:**

Requests for time-outs must be made by the playing floor captain only. One, thirty (30) second time-out per match, per team, will be allowed.

10. **SUBSTITUTIONS:**

There are unlimited substitutions for same sex players, but can only occur on a dead ball at the request of the floor captain. Late entry substitutions may occur at any dead ball, but must be requested by the captain and acknowledged by the referee. Placement shall occur as not to change the starting lineup.

11. **INTERFERENCE - OVERHEAD (OBSTRUCTIONS)**

Any ball from the opposite court or surrounding area that is seen by the official and deemed to be interfering or interrupting play will result in a replay being called. Where fixtures or obstructions are present 15 feet above the playing area (i.e. ceiling, light fixtures, support beams, and/or pipes), a ball striking such obstructions shall be in play as long as the team has a legal hit remaining, and the ball drops on their side of the court. Where fixtures or obstructions are present below 15 feet, such as basketball backboards on the Dream Team and Garden Court are considered out of play and will result in a side out and point to the opposing team. Basketball backboards on Rink B (North Court & South Court) are deemed part of the ceiling and follow the rules for obstructions present 15 feet above the playing area. Air conditioning units are considered a part of the ceiling and shall be in play as long as the team has a legal hit remaining, and the ball drops on their side of the court. If an air conditioning is hit on a serve, then side out and point is awarded to the other team.

12. **INTERFERENCE – PLANE VIOLATION (OBSTRUCTION):**

A player may not touch the ball or an opponent in the opponent's space before or during the opponent's attack-hit. Penetration into the opponent's court, beyond the centerline to touch the opponent's court with a hand, foot, or feet is permitted, provided some part of the penetrating hand(s)/foot/feet remains either in contact with or directly above the center line. (Contact of the opponent's court with any other part of the body, except hair, is a fault.)

13. **PRE-GAME**

Captains shall meet with the referee 5 minutes prior to the start of the game, or at game time in the event of a possible forfeit. Captains will represent their team in a coin toss and the winner chooses either: (1) to select serve or receive service of the first ball or (2) the side of the court on which to start the game. The loser takes the remaining choice.

To comply with the liability policy of Joe Dumars, all jewelry (i.e. necklace, bracelets, rings and earrings) shall be removed. Flat wedding bands shall be permitted.

14. **DURATION OF MATCHES:**

In all leagues, three games will constitute a match. All three games will count in the standings. There is a one-hour time limit for each match. 3 games to 25 points, rally scoring used in all three games, (cap at 27).

15. **POST-GAME**

Captains shall verify and sign the score sheet. Teams may play open ball until 10 minutes prior to the start of the next game.

16. **TIES/PLAYOFFS:**

If a tie exists, within a division, prior to a "position round", or ties to determine playoff positions, the following criteria will be used:

- A. Head-to-Head competition between the tied team(s).
- B. Total points scored by each of the tied teams in matches among tied teams.

In order to be eligible to play in any playoff games the following conditions must be met:

- A. Each player must be listed on the official team roster.
- B. Substitutes may play only if they have played at least four regular season games or 4 out of 10 teams.
- C. All player contracts and team fees must be turned in prior to game time.

17. **AWARDS:**

T-shirts or trophies and an in-house team plaque will be awarded to the winner of the playoffs.

18. **FORFEITURE POLICY:**

Any team that forfeits two matches (with the exception of forfeits resulting from an illegal substitution, or failure to have a sufficient number of players present due to an ejection) in a given season will forfeit their remaining matches on the schedule unless the following condition is met:

- A. If a team wished to continue playing after their second forfeit, they must pay a league re-entry fee of \$50.00 to the Fieldhouse within seven days of their second forfeit. As a courtesy measure a phone call will be given to acknowledge a team's second forfeit. The Program Director may also waive the re-entry fee at her discretion if deemed appropriate.

19. **BALL CONTACT:**

The attempt of an overhand pass is legal, only if the contact is clean. Finger action is not an automatic illegal hit. Blocking and/or attacking the serve is illegal. Contacting the ball so that a player's momentum carries into another court shall immediately be whistled dead, and a point and side out awarded accordingly.

20. **VOLLEYBALLS:**

Teams may provide their own volleyball(s) for warm-ups and practice. The Fieldhouse will also provide volleyballs for practice and games.

21. **NET PLAY:**

Let serve will be in effect. A player may reach or penetrate into the opponent's court over the net, provided there is no contact and it does not interfere with the opponent's play (set interference). It is a fault to touch any part of the net or antennas, except for incidental contact by a player's hair and insignificant contact by a player not involved in the action of playing the ball.

22. **UNSPORTSMANLIKE BEHAVIOR:**

Any unsportsmanlike behavior will not be tolerated. As a reminder:

- A. Arguing with an official in an unsportsmanlike manner is prohibited. A player will be warned of the first offense and a point will be awarded to the opposing team. On the second offense the player will be ejected from the contest and must leave the building and an additional point will be awarded to the opposing team.

- B. No taunting will be allowed. Taunting includes any actions or comments by players or spectators, which are intended to bait, anger, embarrass, ridicule or demean others. A player will be warned of the first offense and a point will be awarded to the opposing team. On the second offense the player will be ejected from the contest and must leave the building and an additional point will be awarded to the opposing team.

23. **EJECTIONS & SUSPENSIONS:**

A players' second ejection of the season will result in an automatic two game suspension, the third ejection will result in a three game suspension, etc. This suspension will also carry over into the next season if there are not enough games in the current season to complete the full suspension. **Zero Tolerance** – No Fighting – a player will receive an automatic league suspension without refund. All protests or appeals of suspensions must be given to the League Directors in writing. Final decisions regarding suspensions and ejections are up to the League Directors. If a player receives a season or indefinite suspension, Joe Dumars Fieldhouse reserves the right, to suspend that player for any/all leagues that player is participating in for that season. No refunds will be issued to teams/players suspended.

24. **PROTEST ON OFFICIAL INTERPRETATIONS:**

There will be no protests on an officials' judgments/decisions.