

League Rules

Team managers have the responsibility of informing team members of these rules and regulations and to assure KEVA these rules will be followed.

Refer to USAV rules for those not listed.

1. Team Roster Registration & Player Eligibility

- 1.1. Online waivers are to be submitted prior to team's first game; visit www.kevasports.com to submit waiver.
 - 1.1.1. Online waivers are valid for one (1) year.
- 1.2. The total team roster shall not exceed 12 players. No new players may be registered after this number has been reached.
 - 1.2.1. **The team roster must have a minimum of 4 players(3 for 4's league) on it by week 2. If a team roster has less than 4, the team will not play until the roster requirements have been met.**
 - 1.2.2. **All players on roster must have a valid KEVA membership by week 2. If a player does not have a membership, they are then unable to play until they purchase one.**
 - 1.2.3. We are not allowing the use of guest passes at this time. Any substitute players will have to be added to the roster and purchase a KEVA membership.
 - 1.2.3.1. Substitutes may not be used during tournament play. If a player is used who is not on the roster during tournament play, the match will be forfeited. Teams may still play but the opposing team will be declared the winner by forfeit.
- 1.3. A minimum of 4 players must be present in order to play a match in all sixes volleyball leagues. A minimum of 3 players must be present in order to play a match in all fours volleyball leagues.
 - 1.3.1. There is no maximum on the number of female players on the court, but no more than 3 males (2 for fours leagues) are ever allowed to play at the same time.
 - 1.3.2. If a team does not have at least 4 players for sixes leagues (3 for fours leagues) ready to play five minutes after the scheduled start time, the first set is forfeit. If after ten minutes they still don't have enough to play, the match is forfeit.
- 1.4. **If needed, each team will be allowed 1 reschedule to be used in the regular season. After the reschedule is used, any no show or cancellation will result in an automatic forfeit and will NOT be rescheduled. If you are rescheduling, you will need to contact KEVA at 608-662-7529 by 12pm the day before your scheduled game (Please plan accordingly if your game is after a Holiday as the reschedule request needs to come in on a day we are open) in order to accommodate the reschedule. KEVA does reserve the right to reschedule on an alternate day of play based on availability. If the need to reschedule is covid related, we will evaluate those situations on a case by case basis and do our best to accommodate as we cannot guarantee all of these games will be made up.**

- 1.5. All league fees must be paid in full before the start of the first game. A late fee of \$25 will be assessed to the team if the balance is not paid prior to the first game, and the team will not be allowed to play in game two until the balance is paid.

2. Player Conduct

- 2.1. Managers will be held responsible for the actions of their players. In case of a dispute, the manager or captain shall be the person to talk to the official.
- 2.2. Any unsportsmanlike tactics, profanity or derogatory remarks by a player or manager may result in eviction from the game and facility. Flagrant or continuous violations will result in suspension or elimination from play for the remainder of the session. The official shall have the power to declare side-out or point, for any unsportsmanlike conduct during the match.
- 2.3. The official is the sanctioned representative of KEVA Sports Center and is not expected to tolerate abuse.
- 2.4. Teams not abiding by these rules or other policies and regulations established by KEVA Sports Center will be dropped from the league. No refunds will be made.

3. Player Rules and Procedures

- 3.1. Players must remove all jewelry or tape over it if it cannot be removed- will be enforced.
- 3.2. All players must wear a shirt or jersey during league play.
- 3.3. All teams have the option of either substituting or rotating players into and out of each set. Managers are to inform the official of their method before each set begins and must use it through the whole set. Teams may switch methods in between sets.
 - 3.3.1. If a team decides to rotate players into the set, they may rotate into or out of no more than two positions at a time. The rotation of players into a set must be established at the time of the second side out for that particular team.
- 3.4. After a set has started, a team playing with less than four players may have a legal player enter the game at the first dead ball opportunity.
- 3.5. Teams must rotate every time they win a side out, this includes the side out after the first serve has been completed.
- 3.6. **Libero:** Teams will be allowed to use a libero. Teams must notify the official which member of their team will play libero for that set. A different player may play the libero position for each set. All other USAV rules apply:
 - 3.6.1. The Libero may **not** attack above the plane of the net
 - 3.6.2. The Libero may **not** overhead set from in front of the 10 foot line.
- 3.7. An injured/ill player who is legally replaced through proper substituting procedures may re-enter the set. If a team is rotating players into the set, an injured/ill player may be substituted for an additional player, providing all player requirements continue to be met for that league. If an injured/ill player cannot continue playing, and the team will no longer be able to meet the minimum player requirement, then the set and/or match is forfeit.
 - 3.7.1. If a player becomes injured/ill and unable to continue participating in that set, but the team still has the required number of players to continue playing, there will be a "ghost player" in their position. When service gets to the "ghost player" it will be an automatic side out and point for the opposing team. The next set the team is allowed to start as if the injured/ill player was not there.

4. Match Rules and Procedures

- 4.1. If at all possible, teams will be allowed a five minute warm up period before each match. However, the official has the authority to shorten this period.

- 4.2. A coin toss or rock, paper, scissors, with the official and managers will determine serve and/or side of play. Teams will change serves and playing sides for subsequent games.
- 4.3. Teams are allowed one 30 second timeouts per set.
- 4.4. Any ball touching an outside object such as dividing nets is automatically OUT with the exception of rule 4.5.
- 4.5. A ball that touches the ceiling/or basketball hoop is considered legal as long as it is within the 3 touches per side and does not enter or land on the opponents court. If the last contact from team A was the ceiling and landed into team B's court the ball is dead.

5. Ball Handling, Serving Procedure, and Gender Rules

- 5.1. During a return of service, it is illegal to return a ball that is completely above the top of the net. This would eliminate the block or attack of a serve.
- 5.2. Serving order is not restricted by gender, nor is positioning on the court at service.
- 5.3. The ball may touch once on any part of the body as long as it is not a prolonged contact.
- 5.4. Double contacts are allowed on a team's first contact.
- 5.5. At all times, players may serve using any style.
- 5.6. It is fair play if a ball, after being legally served, contacts the net.
- 5.7. There is no requirement for a specific gendered player to contact the ball, regardless of the number of hits by a team. Up to three hits by female players or by male players is legal.
- 5.8. If the ball touches any outside objects such as basketball hoops, netting or lighting it will result in an automatic out.

5.9. Coed Reverse 4's Specific Rules (High Intermediate league)

- 5.9.1. Both female players are considered front row players. Both male players are considered back row players.
- 5.9.2. Tipping is only allowed if the players shoulders and squared up with the net.
 - 5.9.2.1. One handed, open handed tipping is NOT allowed – it must be a strike or closed-hand.
 - 5.9.2.2. A two handed push/set over the net is allowed as long as you push the ball in the direction that you/your shoulders are facing. A set that is intended for the an attacker but goes over the net is a violation.
- 5.9.3. No male may participate in a block. This includes jumping and having their hands up in the air close to the net.
- 5.9.4. Male players may attack the ball from above the height of the net as long as they take off behind the 10' line.
 - 5.9.4.1. Male players on or in front of the 10' line may attack the ball from below the height of the net as long as the ball has an upward trajectory immediately after contact.
- 5.9.5. If playing with more than two (2) females, the extra females must be distinguished as a "male" participant and is subject to the male rules.
- 5.9.6. Minimum of 3 players in order to play and a maximum of 2 males on the court at a time.
- 5.9.7. Rotation is not necessary with the exception of service order.
- 5.9.8. The height of the net for reverse coed play shall be women's height [2.24m (7'4 1/8")].

6. Scoring and Duration of the Game

- 6.1. The match shall be divided into three sets with a 30 second break in between.
- 6.2. Points will be scored on every serve (Rally Point System).
- 6.3. All three sets will be played to 21, win by 2, cap at 24.

- 6.3.1. If there are 10 minutes or less before the start of the 3rd game, it will be played to 15. Referees will notify both teams before the 3rd game starts. Hard cap at 15.
- 6.4. Each team will have a maximum of 50 minutes of court time. Part of that may be used for warm-up, *if time available*.

7. League Format

- 7.1. Following the completion of regular session play, a tournament will be held (unless otherwise specified). All teams qualify and will be ranked depending on league record. Tournament brackets will be posted to the KEVA website (www.kevasports.com). Teams will be emailed the tournament brackets the day after the last regular session match.

8. Ranking Standing Report

- 8.1. Weekly set and match results will be posted on DASH.
- 8.2. **League Points:** total matches won during the season
- 8.3. **Set Points:** total individual sets won during the session
- 8.4. **Tiebreaker:**
- 8.4.1. Matches won
 - 8.4.2. Head to head
 - 8.4.3. Sets won
 - 8.4.4. Points against
 - 8.4.5. Points for

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*Schedules are available online through DASH! Let us know if you
need an account.*

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