

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 NFHS 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. A parent, guardian, or coach (18 years or older and out of high school) is needed on the bench **at all times**.
- 1.3. The total team roster shall not exceed 12 players. No new players may be registered after this number has been reached. Additions can be made up until the third week. At that time rosters are frozen. The players listed on the roster after the third week will be your team for the rest of the session.
- 1.4. All rosters must be Co-Ed, all female teams will be allowed, with a maximum of 3 boys on the court at one time (no maximum number of females).
- 1.5. ALL PLAYERS MUST HAVE A VALID KEVA MEMBERSHIP IN ORDER TO PARTICIPATE IN THE LEAGUE!**
- 1.6. A minimum of 4 players must be present in order to play a match in any volleyball league. If a team does not have at least 4 players 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.
- 1.7. Substitutes may be used but the player must appear on the team's roster. If a player is used who is not on the roster, match will be forfeit. Teams may still play but the opposing team will be declared the winner by forfeit.
- 1.8. Players may legally participate on only one team in each division per session.

2. Player Conduct

- 2.1. Managers/Coaches will be held responsible for the actions of their players. In case of a dispute, the manager/coach 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 set and facility. Flagrant or continuous violations will result in suspension or elimination from play for the remainder of the season. The referee 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 or players 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. All players must wear a shirt or jersey during league play.
- 3.2. 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.
 - 3.2.1. 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.
- 3.3. After a set has started, a team playing with less than six players may have a legal player enter the game at the first dead ball opportunity.
- 3.4. 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:
 - 3.4.1. The Libero may not attack above the plane of the net.
 - 3.4.2. The Libero may not overhead set from in front of the 10 foot line.
- 3.5. Injured/Ill Player: 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.
 - 3.5.1. 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 set up 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 to ten minute warm up period before each match. However, the official has the authority to shorten this period.
- 4.2. A coin toss with the official and managers will determine serve and side of play. Teams will change serves and playing sides for subsequent sets.
- 4.3. Teams are allowed two 30 second time-outs per set.
- 4.4. Teams will play on a women's height net [2.24m (7'4 1/8")].**

5. Ball Handling & Service Procedure

- 5.1. Players in the MS league are encouraged to serve from as far back as they are able.
 - 5.1.1. **The server is allowed to step over the line - 8 feet is allowed.**
 - 5.1.2. **After a team scores on 5 consecutive serves, the serving team must rotate to the next server.**
- 5.2. The ball may touch once on any part of the body as long as it is not a prolonged contact.
- 5.3. Intentional heading or kicking the ball will not be allowed. The team will receive one warning. Any subsequent illegal contacts will result in a side out and point for the opposing team.
- 5.4. Double contacts are allowed on a team's first contact.
- 5.5. At all times, player may serve using any style.
- 5.6. Let serves are legal.

5.7. 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 opponent's court. If the last contact from team A was the ceiling and landed into team B's court the ball is dead.

6. Scoring and Duration of the Set

- 6.1. The match shall be divided into three sets with a 90 second break in between.
- 6.2. Points will be scored on every serve, a.k.a. Rally Point System.
- 6.3. Sets will be played to 25 points. Win by two points, with a cap at 27.
- 6.4. Each team will have 60 minutes of court time. 5-10 minutes of that time will be used to warm-up beforehand. Match duration will be 50 minutes to accommodate team scheduling.
- 6.5. With 10 minutes left to play, if the leading team of the third set has less than 10 points, then the third set will only be played to 15 points. Win by two points, with a cap at 17.

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).
- 7.1.1. 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.*