



GARDEN CITY  
PARKS & RECREATION

# Garden City Parks and Recreation Coed Volleyball League

## Information Packet

1. Roster must be filled out completely. All rosters must be signed by the player and rosters are due on the deadline. Players may not switch teams once they have signed the roster and played.

### 2. **Registration Fees:**

Registration Begins	Fee Before January 2nd	Fee After January 2nd	Registration Deadline
December 5th	\$170	\$200	January 16th

3. Regular season games will begin January 23<sup>rd</sup>.
4. Teams will play a 10-game regular season schedule followed by a single elimination post season tournament.
5. Awards will be given to the 1st place team in each division. Maximum of 10 awards will be given out.
6. League play will be held on Monday -Thursdays. If your team has a scheduling conflict, please note it at the top of the roster and we will try to schedule around it. No games will be rescheduled after schedules are completed. Makeup games due to weather or facility conflict will be rescheduled as space permits.
7. Rosters for signing will be available, at the gym, during the 1<sup>st</sup> and 2<sup>nd</sup> week of the regular season.

**If you have any further questions about scheduling conflicts or league play, please contact Jared by email at [robert.fossum@gardencityks.us](mailto:robert.fossum@gardencityks.us) or call the recreation office at 276-1200**

# COED VOLLEYBALL RULES

## A. League Authority

1. The operation of this league will be fully governed by the regulations and policies set forth by the Garden City Parks and Recreation & Holcomb Recreation Commissions. The GCPR staff will be responsible for the overall operation of the league.
2. There shall be no refund of team entry fees under any circumstances unless the program is cancelled due to the lack of participation.
3. The GCPR, its staff, officials, participants, and sponsors are not responsible for any injury sustained due to participation.
4. Games will only be rescheduled because of adverse weather conditions or conflicts in facility rental. Requests for conflicting nights will not be honored in the event of rescheduling.
5. The GCPR reserves the authority to forfeit any games and which an infraction of league rules has been committed.
6. Parks and Recreation Personnel - this being supervisors, officials, etc. - have the right to evict players from the game, from the bench, or to stop and forfeit a game to the opposition, if in their opinion unsportsmanlike conduct is being demonstrated by a player, his team, or fans. If evicted, you must leave the building within two minutes or the game will be forfeited to the opposing team.
7. If a player, team, or fan is evicted from a game that person if deemed necessary could be evicted for not only that game but also the entire season. **This is recreation and we will not tolerate any unsportsmanlike conduct.**
8. Beer or alcoholic beverages are **NOT ALLOWED** in the building. Please pick up any trash brought into the building or parking area.
9. Unsupervised children will not be allowed in the facility. If there is a problem with youth running around in the facility, the team will be warned once and then their game will be forfeited.
10. No Food or Drink will be allowed in the buildings or halls. Failure to obey this rule will result in the dismissal of the player involved for the evening. **NO EXCEPTIONS.**

11. No Dunking on basketball goals. If you break it, you've bought it.

## **B. Roster**

1. All fees and the official roster must be turned into the GCPR on the deadline set. Players may be added to the roster during Garden City Recreation building hours **ONLY** and it must be done before the match they are to play. A player not on the roster and signed is illegal and any games in which they play will be forfeited. Rosters can be signed at 310 N 6<sup>th</sup> St., Monday-Friday, 8:30am-5:30pm. Rosters only, will be available at game site during the first week of the preseason tournament. Fees will **NEVER** be accepted at game sites at any time!

## **C. Playing Rules**

1. Games will be played under Kansas State High School Volleyball Association rules unless exceptions have been adopted below, **let served will be allowed!**
2. **All players must be 16 years or older to be eligible for participation.**
3. Ordinary play is based on six players, **but teams may start with four players.** Three players or less constitutes a forfeit. Teams must designate the number of front-line players to the official prior to the start of each game. Rotation of the players is covered in the KSHSVBA rulebook. If someone is present and cannot play, then the coach must notify the official and that player must sit out the entire evening. If a player is injured while playing or is called away on an important matter, then he/she **MUST** notify the official of this and the next player to rotate in must replace him/her. The player leaving or sitting out due to injury may return to the game, by rotating in when ready. **Teams may use KSHSVBA rotation where players may sit out an entire game.**
4. Teams may play with all women line-up if desired. **Teams may not play with more than three men at one time. If more than six players are present then you may play them all and they must rotate in (man for man, woman for woman).** Teams playing with **less than 6 players must designate number of front-line players prior to each game. If you are playing more women than men and a man arrives late, he may rotate in for a woman at center back when ready**
5. The best two out of three games will be the winner. Rally score to 25, **(win by 2)** will be used in league play, rally score to 15, **(1<sup>st</sup> to 15)** will be used in the event of a 3rd game.
6. There will be **NO** warm-up between matches, unless ahead of schedule.
7. **No grace time for scheduled games.** If a team has **NO** players present at game time or at the end of the previous game (whichever is later) then that team will forfeit the entire match. Otherwise, the three games of a match will be forfeited at 15-minute intervals if

a team is short players. The first game being forfeited at game time.

8. All ties for league position will be determined by the following method: (To break a tie between teams only the games played between the tied teams will be used).
  1. Record head to head between tied teams by matches.
  2. Record head to head between tied teams by games.
  3. Total number of points scored between tied teams.
  4. Fewest points allowed between tied teams.
  5. Flip a coin.
9. The team captain is the **ONLY** player to communicate with the official.
10. The first server of a game shall be the right back player of the serving team for the team that serves first. The team that serves second, the first server shall be the player that starts the game in the right front position.
11. For the first and third game of a match, the choice of serve or playing area shall be decided by a coin toss by the referee and the captain of each team. The teams will change courts between game 1 and 2.
12. On Serving Ball - if the ball touches any part of the ceiling the official will call side out. The server shall serve from within the serving area and shall not touch the end line or the floor outside the lines marking the width of the serving area at the instant the ball is contacted for the serve. The server's body maybe in the air over or beyond the serving boundary lines, having left the floor from within the serving area.
13. A 5th or 6th person just arriving may enter the game on a dead ball when ready at center back.
14. Requests for time-out may be **made by the playing captain** when the ball is dead. Each team is allowed two (2) time-outs per game. The length of a time-out is limited to 30 seconds.
15. The head coach or player captain must submit a line-up of players present before the beginning of every match.
16. The server will have five seconds to serve the ball after the referee has given notice by blowing the whistle or side out will occur.
17. Foot Fault - touching the opponent's area with a foot or feet is not a fault providing that some part of the encroaching foot or feet remain on or above the center line and does not interfere with the play of an opponent.

18. Blocks - a man or woman may block the ball at any time whether it is a spike or on regular volley. A block does not count as a hit. **Serves cannot be blocked at all.**
19. **Net Play - Men and women can attack the ball at the net as their first hit.**
20. Reaching Beyond the Net
- In blocking, a player may touch the ball beyond the net, if he/she does not interfere with the opponent's play before or during the latter's attack hit
  - After an attack hit, a player is permitted to pass his/her hand beyond the net, provided that the contact has been made within his/her own playing space.
  - Blocking is the action of players close to the net to intercept the ball coming from the opponent.
21. Blocking within the opponent's space – In blocking, the player may place his/her hands and arms beyond the net, provided that this action does not interfere with the opponent's play. Thus, it is not permitted to touch the ball beyond the net until an opponent has executed an attack hit.
22. **On regular Volley Play- Each side has three hits before the ball must go over the net. If it takes two or three hits to get it back over the net, then one of these hits must be by a woman.**
23. Rotation - everyone present may take turns rotating in. Please notify official before match. If you have three extra men, they would rotate in only after a man has served the ball. A man cannot replace a woman and vice-versa except for rule 4. The rotation is:
- (M) (W) (M)  
(W) (M) (W)
24. We will play with an 8- foot net.
25. If requested by the official, honor calls need to be made on ball touch, net and lines

#### **D. Scoring**

1. A team, which has scored 25 points and is at least two points ahead, is the winner. If the team leading does not have a two-point advantage, then play shall continue until one team has a two-point advantage.
2. Playing of Ceiling - When you hit the ball and it hits the ceiling on your side of the plane of the net and comes back to your side you may play the ball if you have hits remaining.

If the ball goes to the opposite court or if the ball hits the ceiling after passing the vertical plane of the net, it is side-out or point.

3. Rally scoring will be used on ALL games of the match to 25, (**win by 2**) except 3<sup>rd</sup> game will be played to 15, (**1<sup>st</sup> to 15**). Each time the ball is served a point will be awarded. The team does not have to serve to win the game.

#### **E. Unsportsmanlike Conduct**

1. For the first minor offense, a yellow card will issue. This is a warning and will be recorded as such. For the second minor offense, a red card will be issued, and a point or side out will be given. For the third minor offense, a red and yellow card will be administered, and the player will be disqualified from that match. If the situation warrants the official may go directly to the red or red and yellow on a first unsportsmanlike conduct.
2. Profanity or verbal abuse towards the official will warrant a red and yellow card.
3. A player that is disqualified from a match will be suspended from their team's next match. No appeals.
4. Any player that is disqualified from three matches during the season will be suspended from the remainder of the season and will have to apply for reinstatement formally the following year.
5. **Zero Tolerance Rule** - There will be zero tolerance for players, coaches and spectators who engage in harassing and/or unsportsmanlike behavior with umpires / officials, other spectators, game supervisors, other players, or GCPR Athletic Staff. Officials, game supervisors and GCPR Athletic Staff have the authority to penalize the player, coach, spectator, or team if an official is sworn at, harassed, argued with, or insulted. Penalties will range from: warning, to ejection from game, to suspension from future games and possible forfeiture of the game.

The Garden City Recreation has the authority to suspend individuals from participation in programs due to unsportsmanlike conduct towards officials, spectators, and players of staff for a determined amount of time or for life.





GARDEN CITY  
PARKS & RECREATION

## OFFICIAL LEAGUE OR TOURNAMENT ROSTER WAVIER AND RELEASE OF LIABILITY

TEAM NAME: \_\_\_\_\_ SPORT: \_\_\_\_\_ LEAGUE: \_\_\_\_\_

MANAGER NAME: \_\_\_\_\_ MANAGER EMAIL: \_\_\_\_\_

ADDRESS: \_\_\_\_\_ CITY/STATE/ZIP: \_\_\_\_\_

PHONE (HOME): \_\_\_\_\_ CELL PHONE: \_\_\_\_\_

### READ BEFORE SIGNING

In consideration of being allowed to participate in any way in Garden City Parks and Recreation (GCPR) athletic/sports activities, events, leagues, and tournaments, the undersigned acknowledges, appreciates, and agrees that:

1. The risk of injury from the activities involved in the program is significant, including the potential for permanent paralysis and death, and while particular rules, equipment, and personal discipline may reduce the risk, the risk of serious injury does exist;
2. I knowingly and freely assume all such risks, both known and unknown, and assume full responsibility for my participation;
3. I willingly agree to comply with the stated and customary terms and conditions for participation. If, however, I observe any unusual significant hazard during my presence or participation, I will remove myself from participation and bring such to the attention of the nearest official immediately;
4. I, for myself and on the behalf of my heirs, assigns, personal representatives and next of kin, hereby release and hold harmless the GCPR and the City of Garden City, Kansas, its officers, elected officials, employees, agents and volunteers, and, if applicable, owners and lessors of premises used to conduct the event, with respect to any and all injury, disability, death, or loss or damage to person or property.

I have read this waiver, release of liability, and assumption of risk, and I fully understand its terms. I understand that I have given up substantial rights by signing it, and I sign it freely and voluntarily without inducement.

TYPE OR PRINT NAME	PLAYER SIGNATURE	ADDRESS	CELL #	Receipt #
1	I HAVE READ THIS RELEASE			
2	I HAVE READ THIS RELEASE			
3	I HAVE READ THIS RELEASE			
4	I HAVE READ THIS RELEASE			
5	I HAVE READ THIS RELEASE			
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SPONSOR FEE: \_\_\_\_\_ DATE PAID: \_\_\_\_\_ RECEIPT #: \_\_\_\_\_

### MANAGER'S VERIFICATION

This is to certify that to the best of my knowledge that this roster does not include any assumed names and that each player is eligible to participate in this program. MANAGER'S SIGNATURE: \_\_\_\_\_



