

ROBBINSVILLE TOWNSHIP RECREATION DIVISION

CO-ED ADULT VOLLEYBALL RULES & REGULATIONS

- Registration is open for teams of adults aged 18 and older.
- **All players must be registered to participate in a match. Waivers must be signed during registration; any player without a signed waiver will not be permitted to play.**
- Managers are responsible for informing their teams of all the rules by reviewing them together.
- **Each team must bring its volleyball-approved ball.**
- **MANDATORY: Captains or their assistants MUST email the Rec office or designated volunteer/employee after each game to report results. EVERY team playing is responsible for this task.**
- No smoking OR DRINKING alcohol on or around the sand courts.
- **CHILDREN ARE NOT PERMITTED ON THE SAND DURING MATCHES.** This is a Safety precaution. Parents are responsible for enforcing this safety measure during their respective matches.
- Wearing recording devices while playing is prohibited.
- **PLAYOFFS:** Since the league is divided into two sub-leagues, all teams have an equal chance to make the playoffs. However, if a division has an odd number of teams, the team at the bottom of the standings will automatically be ineligible for the playoffs. If the league has more than 16 teams, only the top 16 teams will qualify for the playoffs based on the final regular-season standings.

Weather Policy

Severe Weather Requires Automatic Game Suspension

- Games must be **immediately suspended** by Team Captains under any of the following severe conditions:
 - Lightning is seen, thunder is heard, high winds, hail or a state of emergency is declared by State, County, or Federal Authorities.



***Recreation cancels games when information of forecasted severe weather/state of emergency is available in time to give notice, but Team Captains must cancel games regardless of receiving cancellation message from Recreation if severe weather is observed at Municipal Complex at time of scheduled game. If severe weather is detected while on site at Municipal Complex, get to safety as quick as possible in a nearby hard-topped vehicle or fully enclosed building.**

Resuming Game Play after Weather Suspension:

- Play may resume only after:
 - 30 minutes have passed since the last lightning strike or thunder
 - Severe weather has fully subsided and warnings/state of emergency have been lifted
- If conditions do not improve in time to complete the game within the scheduled time slot, the game must be cancelled and a makeup game scheduled

Determining Rain Cancellation

- **Light Rain with no lightning/thunder:**
Games will continue as scheduled
- **Heavy Rain:**
Games will be cancelled and make up games rescheduled, subject to agreement between both team captains

Weather Cancellations apply to each individual game time slot

- Do not assume cancellation based on the status of earlier or later games
 - **Example:** A 6:30 PM game may be postponed, while a 7:30 PM game proceeds if conditions improve.

Make-Up Game Process

- All postponed games must be rescheduled **within one week**
- The new date must:
 - Be agreed upon by both Team Captains
 - Be submitted for approval to the League Coordinator (**Kevin Keener**)
- Make-up games should be scheduled **outside regularly scheduled games**

*** To keep things simple and fair, the Recreation Division will not accept special scheduling requests for this league. If your team needs to reschedule a game, please coordinate directly with the other team's captain or manager.**

Officiating will be conducted as follows:
Before each match, each team shall designate one person, preferably the team manager or assistant manager, to serve as the team's "referee." Questionable calls will be handled and mediated only by each team's referee. If a dubious call occurs and the referees cannot agree on a decision, the point in question shall be replayed.

Contact information for each team will be distributed in case teams need to decide whether to postpone a match due to bad weather.

Each captain is responsible for reaching out to the opposing team about a makeup game.

CONDUCT

1. All players must remember that this is a "Recreational League." The league exists to promote fun and sportsmanship. The Recreation Division will not condone illegal actions, including profanity. The Recreation Division reserves the right to suspend or expel any individual from league play for unsportsmanlike conduct, including cheating or rule violations.
2. Team managers are responsible for enforcing league rules as they apply to their team and their spectators. Managers are responsible for the conduct of their players and fans. It is the manager's role to keep the game conducted in an orderly manner.
3. **Alcoholic beverages are prohibited on Township property.**
4. Smoking is prohibited on or around the sand volleyball courts.
5. Children are not permitted anywhere on the sand courts. Parents are responsible for enforcing this safety precaution.

TEAMS

1. Players must be a minimum of 18 years of age. **It is up to each team to verify that all opposing players are registered and eligible to play.**
2. Rosters are limited to 12 players.

3. **The last day to make changes to team rosters is two weeks after the start of the season.**
 - i. No additions or changes may be made to team rosters after the second week of the season.
 - ii. Emergency changes/additions after the first two weeks require approval by Recreation.
4. If a team plays with an ineligible player not listed on the roster, the team will be disqualified for the remainder of the season.
5. The minimum requirement is seven players to fill a team, with a minimum of 2 females on the court.
6. A team with only five players must play with a vacant spot for the 6th player. This spot is included in the region where the team will have two play-at-one pointers on the front line at one point. This vacancy is skipped in serving, so the team does not lose service.
7. If a 6th player arrives late, they must enter the game in the empty spot when their team next serves.
8. If a team is not present and ready to play by 10 minutes after the initially scheduled match time, the team forfeits the match.
9. If a team only has one girl for that night, that team can only play with four people on the court.
10. Any team that wins the B League championship in two consecutive seasons in which they participate will be promoted to the A League for the following season. Once promoted, the team must compete in League A for at least one full season before being eligible to return to League B.

OFFICIATING

1. Before each match, each team shall designate one person, preferably the team manager or assistant manager, to serve as the team's "referee." Questionable calls will be handled and mediated only by each team's referee. If a dubious call occurs and the referees cannot agree on a decision, the point in question shall be replayed.

SCORING

1. A match consists of winning two out of three games, scoring points by side out.
2. The opposing team wins the rally whenever a team fails to serve, return the ball, or commit any other fault.
3. If the serving team wins a rally, it scores a point and continues to serve. If the receiving team wins a rally, it gains the right to serve but does not score a point.
4. A-League - Rallying scoring up to 25. (Win by 2 pts)
5. B-League - Regular scoring up to 15 (Win by 2 pts)
6. Each team is entitled to one timeout during each game.

SUBSTITUTIONS

1. Players may only substitute on a dead ball.
2. No change will be made in the position of other players when substitutions are made.
3. There is no limit on the number of players permitted to substitute simultaneously.
4. Substitutions must be male for male and female for female only unless it is to bring the ratio to 4 and 2.

STARTING THE GAME

1. The coin toss winner has the choice of service or side of the court.
2. The team not serving first in the first game shall serve first in the second game. The coin toss winner shall have the choice of service or side of the court for the third game (If necessary).
3. Teams change courts after each game.
4. The serving area is the entire area behind the end line between the sidelines and as deep as the court allows.
5. Service may be underhand or overhand.
6. The service is considered good when the ball passes over the net, without touching it, between the antenna or their infinite extensions.

7. The team receiving the ball after a side-out shall rotate one position clockwise before serving.



PLAYING THE BALL

1. Each team is entitled to three contacts to return the ball to the opponents.
2. One player may not intentionally hit the ball twice in succession; however, the ball may unintentionally bounce off one player twice on a team's first hit.
3. Simultaneous contact by two or more players on the same team is considered one play, and any player is eligible to play the ball again.
4. A player may touch the ball with any body part.
5. The ball must be contacted cleanly and not held (including lifted, pushed, caught, carried, or thrown). The ball cannot roll or rest on any part of a player's body. An exception is allowed during the defensive play of a hard-driven ball, which is an attack-hit or blocked ball traveling at a high rate of speed (as judged by the referee). In that case, the ball may be momentarily lifted or pushed, provided that the attempt is a single continuous motion and the player does not change the direction of the motion while contacting the ball.
6. Receiving the serve with an underhand bump is strongly recommended.
7. If two opponents simultaneously contact the ball above the net, the ball remains in play, and the team receiving the ball is entitled to another three hits. If the ball lands out of bounds, it is the team's fault opposite the net from where the ball lands.
8. Attacking ("spiking") or blocking a serve is prohibited.
9. A back-row player positioned in the front row may not attack ("spike") a ball above the net's height.
10. No blocking or spiking on a serve.

BLOCKING THE BALL

1. Only front-row players are permitted to block. Back-row players are not allowed to participate in an attempt to block.
2. A block is not counted as one of a team's three hits.
3. A player participating in a block may play the ball again.
4. Passing the hands over the net on a block is legal.
5. Contacting the ball over the net on a block before the opponent's 3rd hit is not legal unless the opponent has no opportunity to play the ball.

PLAY AT THE NET

1. A player may not touch the net with any part of their body or clothing while making a play on the ball (except the hair). No fault is committed when a ball is driven into the net, or the wind blows the net and causes the net to touch a player.
2. While blocking, players may touch the ball beyond the net, provided they do not interfere with the opponent's play before or during the attack hit.
3. A player can pass their hand(s) beyond the net after an attack-hit, if the contact was made within their team's playing space.
4. If your body crosses underneath the net, it's the other team's ball or point.

To contact us:

Robbinsville Township
Recreation Division
2300 Route 33, Robbinsville, NJ

rec@robbinsville.net
609-259-3600 x1132