



GLEN ELLYN PARK DISTRICT VOLLEYBALL LEAGUE

Revised July 3, 2018

- Games are held at the Ackerman Sports & Fitness Center
- Games are held at 6:30, 7:30, 8:30, & 9:30pm (dependent on the number of teams)
- All leagues play an 8 game regular season + single-elimination, post-season tournament*
- League fees - \$545/resident team; \$645/non-resident team
- \$75 cash award for tournament bracket champions*
- \$50 cash award for tournament bracket runners-up*

** Teams are divided into separate brackets for playoffs dependent on regular season standings.*

NOTE: REGISTRATION WILL BE ACCEPTED ON A FIRST-COME, FIRST-SERVED BASIS. DEPENDING ON AVAILABILITY, THERE IS NO GUARANTEE THAT RETURNING TEAMS WILL BE ABLE TO SECURE A SPOT IN THE SAME LEAGUE THAT THEY PARTICIPATED IN LAST YEAR.

REGISTRATION CODE #

Friday League 112355

DATES TO REMEMBER

Monday, September 10, 2018 Last day for teams to secure a spot for the Fall 2018 season.

REGISTER ONLINE AT www.gepark.org

A payment plan option is available for those who register online using a credit card. 50% of the league fees will be due upon registration with the balance being automatically charged to your credit card on January 9th.

Monday, September 10, 2018 Captain's Meeting held at the Spring Avenue Recreation Center, 185 Spring Avenue at 6pm.

Tuesday, September 11, 2017 Schedules available after 2pm at www.gepark.org.

Friday, September 14, 2017 Season begins.

NOTE: Completed rosters are due prior to the first game.

OBJECTIVE

To provide an opportunity for interested persons to play organized volleyball. Fair play and sportsmanship are the responsibility of every player AND manager.

ELIGIBILITY

Players must be at least 18 years of age or older prior to participation in league play. All players must have their name, home address, and home phone numbers on the team roster/waiver form BEFORE they can participate in any Glen Ellyn Park District game.

CAPTAIN'S RESPONSIBILITIES

1. All teams should send a captain (or other team representative) to attend the Captain's Meeting.
NOTE: Modifications to the league, including, but not limited to rules and awards, may take place at the Captain's Meeting. Failure of a team representative to attend shall not exempt that team from any modifications that may be made.
2. All captains are expected to inform their players concerning all rules and regulations prior to the first game and as many times thereafter as necessary to make sure that no violations will occur.
3. All captains are expected to inform their players of scheduled games, schedule changes, make-ups and standings.
4. Captains are responsible for notifying the Recreation Supervisor of a change of address and/or phone number.
5. It is the captain's responsibility to check the final score to insure accuracy.
6. Team captains are responsible for the conduct of their team members and any team spectators.
7. Captains are the only player allowed to address the referee during match play.
8. Captains are the team liaisons to the Park District. All telephone calls and league info will first go to the captain; if the captain is not available the information will go to the co-captain.
9. If it is known that the captain will be unavailable during a certain period of time, it is the responsibility of that manager to call the Recreation Supervisor and submit another contact name, if other than the co-captain.

LEAGUE ROSTER/WAIVER

1. All teams must submit an official roster/waiver. Roster/waivers must include each player's name, address, home phone number and signature.
2. All players must be at least 18 years of age or older prior to participation in league play.
3. Roster changes will be allowed as designated by the Park District deadline, **before the third game of the season**. Signatures are required on the official roster prior to participation in league play.
4. A player may only play on one team. If a player is on more than one team's roster in a given league, he/she will be declared ineligible for that league.
5. Any team giving false information on a roster shall be dismissed from the league without any money being refunded.
6. For consideration as a resident team, 75% of the roster must reside in Glen Ellyn or work for a Glen Ellyn business that is sponsoring the team.
7. All players with a Glen Ellyn address must submit a copy of their Driver's License or photo identification with their current address to prove residency within Park District boundaries. Those players not providing photo identification shall be considered as non-residents for purposes of determining the percentage of resident players on the roster.
8. Rosters will consist of a maximum of twelve (12) players.

CANCELLATIONS

1. Do not assume games are canceled because of weather conditions. Every effort will be made to play the games. If games are determined to be playable and your team does not show, you will lose by forfeit. If there are any

questions as to whether a game is canceled due to weather conditions, **information will be available on the main park district website at www.gepark.org or by calling 630-984-5075 after 4:00pm.** It is the captain's responsibility to contact their players. If captains are not notified, they are to assume the game is on and, if need be, the game will be canceled at the game location.

2. Teams will be given advance notice for all make up games, if possible.

SCHEDULES

1. The Glen Ellyn Park District reserves the right to change and/or adapt all volleyball schedules in any way necessary to operate the league with proper notice.
2. Anytime there are make ups, rescheduling, playoffs, etc., they will be scheduled according to the availability of the Park District facilities and staff.
3. Schedules will be available for pick-up at the Spring Avenue Recreation Center, 185 Spring Avenue after 2pm on the Thursday following the Captain's Meeting on the Glen Ellyn Park District's athletics website at www.geparks.org.

RULES

1. IHSA rules apply except where the Glen Ellyn Park District has made adaptations.
2. No player can play on more than one team in a given league.
3. Only players listed on the team roster will be allowed to play. Use of a non-rostered player shall result in a forfeit.
4. A team must start and play a game with no less than four players or a forfeit will be declared (maximum of six on the playing court at one time). If you lose a player during the match due to injury, the match may continue with three players. However, if one player is ejected and brings your team to less than four players, the game(s) is forfeited.
5. For CoEd games- at least 2 women and 2 men must be on the court at all times. Teams may play with 1 female or male, but can then only play with 4 total players. Acceptable ratios include:
 - 1 woman/man : 3 men/women
 - 2 women/men : 4 men/women
 - 3 women/men : 3 men/women
6. Teams playing with five players are considered to have two back row players and three front row players. When playing with four players, teams are considered to have one back row player (the server) and three front row players.
7. All League matches consist of three games to 25, win by 2 (cap at 27) using the rally scoring system. All three games may be played if time allows. Matches are 55 minutes in length. After 50 minutes of play, the referee may remind both teams that five minutes are left in the match. The game will end at that time; if the score is tied then one more serve will be allowed. If the match ends early, players may stay on the court to play until the next set of teams take the court. Be ready to play; warm-up time is limited. Winner is recorded as best of 2 games.
8. Coin flip: A coin flip or odd/even will be used to determine choice of serve or side for Game 1 then alternating for the remaining games.
9. Time-outs: Only one, 60-second time-out per team per game (no timeouts will be permitted in the last two minutes of play).
10. Game time / forfeits: Ten minutes after match time, the team will forfeit the first game. Second and third games will be forfeited after a passage of 10 minutes for each game. If the match is forfeited, the teams will have 50 minutes (after scheduled starting time) for practice / play without officials.

11. Rotating Players: If you are rotating in players be consistent.
 - Example: One player is playing front row, another player subs in to play back row and the cycle continues.
 - Another example: If you have seven players rotating in and out of the game, they should all rotate out after they play the right front position and then rotate back in at the serving position.
 - Again, be consistent and still follow the acceptable ratios that began the game.
12. Substitutions: There will be an unlimited amount of substitutions allowed per game. In case of injury, a substitute may enter at the injured player's position.
13. Late arrivals: If a player arrives late, he / she may rotate in at any position- assuming acceptable ratios are maintained.
14. Each team is allowed three (3) successive hits on the ball. The ball must be cleanly hit. Scooping, lifting, pushing or carrying the ball will be considered an illegal hit.
15. You may not block or attack the serve. The serve must be received with an underhand or "bump" pass or a legal "set".
16. Server has 5 seconds to make contact with the ball.
 - Server's foot must not make contact with the service line. This is considered a fault and the opposing team will receive a point and the ball.
 - On a bad toss, the server may let the ball drop (or catch) and the referee will signal for a re-serve. You may re-serve once (meaning you need to make contact on your second toss).
 - If the ball is served before the whistle is blown, the referee will blow the play dead and you may re-serve as a warning. Each team will receive one warning per game. If this happens again during the same game, the receiving team will be awarded a point and the ball.
17. A serve that touches the net, but goes over is a legal serve and must be played by the receiving team.
18. Players must rotate before your team's first serve of the game.
19. A block may include wrist action as long as there is not prolonged contact with the ball. A player may reach over the net to block a spike or to follow through on a spike. It is illegal to reach over the net to block a set (unless the set begins to go over the net).
20. Multiple contacts are more than one contact by a player during one attempt to play the ball. Multiple contacts are permitted only when the ball rebounds from one part of the player's body to one or more other legal parts in one attempt to:
 - Block;
 - Or save a hard-driven spike on the teams' first hit, provided there is no setting/overhead action (as well as off the serve).
21. Centerline: If the majority of a player's foot goes over the centerline and makes contact with the floor or the opposing team – it is illegal (discretion of referee). Or if another body part (such as an arm) goes over the line and makes contact with the floor or the opposing team, it is illegal. For safety reasons, do your best to stay on your side of the net and centerline. Again, it is the discretion of the referee.
22. A net foul is illegal if a player makes contact with a standard/pole or wire leading from the pole to the floor. Making contact with the referee's stand is Illegal.

23. A ball hitting the ceiling or any fixture (basketball backboard) on the ceiling can be played by a team on the same side of the net, provided that the ball did not cross the plane of the net and did not come to a complete stop.
24. A ball hitting the wall, or curtain will be considered out of bounds and the play will be whistled dead.

FORFEITS

1. If a team fails to have at least 4 rostered players by game time, the game will be awarded to the opposing team. Once an official declares a game forfeited, the game cannot be played. If a team forfeits 3 games, they will not be eligible for the post-season tournament. **Please carry enough rostered players so as to not forfeit during the season.**
2. ***Teams will be given a 5 minute grace period for 6:30pm games only. If after 5 minutes, a team does not have the minimum number of players required to start, the game shall be declared a forfeit.***

PROTESTS

Protests will not be allowed except with regards to eligibility. Judgment calls cannot be protested. Protests will not be allowed in any post-season tournaments.

RULE VIOLATIONS (CONDUCT)

1. Players or captains in violation of the following shall be ejected from the game in which they are participating, as well as a minimum of one additional game (at the Recreation Supervisor's discretion):
 - A. Use of excessive foul language
 - B. Being under the influence of alcohol or any mind-altering substance.
 - C. Team members, other than the manager, discussing disagreements or arguing with the official(s)
2. Active participation in any type of disorderly conduct (fighting, etc.) will result in expulsion from the league for a minimum of one (1) full year, beginning the day of the incident, for the player and possibly the team.
3. We ask that you respect the rights of the officials and Park District Staff. If, for any reason, an official or Park District Staff is verbally threatened, physically threatened, or struck by a player or captain before, during or after a game, that person will be expelled from participation in any adult leagues indefinitely.
4. Use of excessive foul language by spectators, or spectators in possession of alcohol, must be policed by their respective team members. Violation of this rule will result in forfeiture of the game.
5. Use of an unrostered (illegal) player will result in the forfeiture of the game in which he is caught illegally playing.

In the event that a team suspects that the opposing team is using an unrostered (illegal) player, a roster check may be requested. At that time all players from both teams will be required to produce photo identification.

Should the roster check occur prior to the beginning of the game, all players without photo identification will not be allowed to participate. Should the roster check occur during the game, the game shall immediately be stopped and photo identification of all participants from both teams will be checked. Any participants unable to produce photo identification at that time shall be declared an unrostered (illegal) player.

In either situation, applicable forfeit rules apply, including the possibility of a double forfeit.

TOURNAMENTS

1. A single-elimination tournament is conducted at the end of league play. *Teams are divided into separate brackets for playoffs dependent on regular season standings. Bracket seeding parameters shall be based on the number of registered teams.*
 - A. If twelve (12) or more teams have registered to participate for the season, the playoffs shall consist of three (3) brackets divided approximately evenly.
 - B. If more than eight (8) but less than twelve (12) teams have registered to participate for the season, the playoffs shall consist of two (2) brackets divided approximately evenly.
 - C. If less than eight (8) teams have registered for the season, the playoffs shall consist of one (1) bracket with all teams included.
2. Several games may be played in succession, which is common in tournament play.
3. Tournament rules will be the same as regular season rules.

TIE-BREAKER POLICY

In order to determine a league champion and tournament seeds, the tiebreaker will be based on: 1) league standing during the regular season (winning percentage), 2) head-to-head competition, 3) head-to-head point differential, 4) average point differential, 5) average points against, 6) record against common opponents, 7) strength of schedule, 8) forfeits, 9) coin toss.

GENERAL INFORMATION

1. If you have any questions regarding the league, please contact the Recreation Supervisor at 630-942-7268.
2. Local ordinances prohibit any alcoholic beverages on Park District property. Players and captains are subject to game suspensions and/or team forfeitures. Teams will be held responsible for fans.
2. Teams are reminded that the Glen Ellyn Park District does not carry medical insurance covering injuries incurred while participating in the Glen Ellyn Park District Volleyball League.
4. The Glen Ellyn Park District reserves the right to modify and all league rules, regulations, and procedures as necessary.
5. League information, including schedules, standings, and rainout information will be available at www.geparks.org.