



2016
COLORADO
ASIAN VOLLEYBALL LEAGUE
PLAYING RULES

Presented by N2 Sports, Inc.

Play by the rules and keep it fun for everyone!

**Dedicated to improving the quality of life for the community by
providing exceptional recreational and athletic programs.**

**It is the goal of N2 Sports, Inc. to provide programs that encourage
sportsmanship, respect and fun!**

Revised 1/18/16

National High School Federation Volleyball Rules shall govern play insofar as they do not conflict with the rules stated herein and shall serve as the basis for both Men's and Women's division.

GAME SITE:

1. All league games will be held at Horizon High School, 5321 W. 136th Ave., in Thornton.
2. Generally the Women's will start at 1:30 PM and Mens' at 4:30 PM.
3. Tournament schedules will vary.

NET HEIGHT:

1. The net height shall be approximately 7'4 1/8" for women and 7'11 5/8" for men.

MATCH/CONTEST:

1. A match consists of three sets not best two out of three.
2. A set won by the team which scores 25 points with a minimum point lead of two points (no cap).
3. All three games will count toward league standings.

SCORING:

1. Rally scoring will be used. In the rally score system, a point will be awarded on either service or side-out; there will be point scored on every serve.

TIME LIMIT:

1. During regular league play, there is a time limit of 60 minutes in effect.
2. If the third game is not completed by the end of 60 minutes, the team ahead by two (2) points at that time will be declared the winner.
3. If the teams are tied at the point the time limit expires, the next two (2) points is the winner.

TEAM ROSTER/LINEUP:

1. Prior to the start of the match, each coach/captain must present his/her team roster to the official.
2. Lineups for each set must be made prior to the start of that set including the libero if being used for that set.

COIN TOSS:

1. Prior to the start of each match, the official shall conduct a coin toss between the coaches/captains of each team.
2. First set – the visiting captain shall call the toss. The winner will choose to serve or receive. The loser will choose the playing area.
3. Third set – the home captain shall call the toss. The winner shall choose to serve/receive or the playing area. The loser of the toss shall be given the remaining choice.

GAME TIME & FORFEIT RULE:

1. Scheduled match time is forfeit time unless delayed by the previous contest or as approved by the league.
2. The minimum required players at game time for men's is four (4) and three (3) for women's division).
3. A minimum of three (3) players are required to finish a game in both Men's and Women's division.
4. Teams without the required number of players will forfeit the first game of the match at game time. After 15 minutes, the game second and third games will be forfeited and the match will be declared over.
5. Scores shall be 25-0 for each set in favor of the winning team.
6. ***If a team forfeits two matches in one season, they will be dropped from the league, and their opponents' remaining games will be rescheduled.***
7. Should both teams be unable to field the minimum number of player's necessary, both teams will be credited with applicable number of losses.
8. A **forfeit fee of \$40** must be paid prior to your next scheduled contest. The team will not be allowed to play

again until such fee is paid in cash to the director. The league will keep \$20 and the opposing team from that match will get the other \$20.

9. Forfeits may be declared for the following infractions: Illegal players (players not on your roster, players using an assumed name or ineligible player) participating; misconduct by players, coaches, or team members before, during and after the contest; and, not having the required number of players to play a complete match.

BALLS:

1. The game ball will be provided by the league. It shall measure at least 25 inches but not more than 27 inches in circumference.
2. Teams may, however, agree to play with an alternate ball but both teams just agree.
3. Either way, the referee must approve the ball used on the court and can refuse any ball deemed unacceptable.

ROSTERS:

1. Rosters are limited to 12 players for Men's and eight (8) for Women's division.
2. All players must be listed on your team registration form and waiver signed and fees paid.
3. Roster additions may be made anytime, provided he or she is registered and fees paid, before the third week of competition.

PLAYER ON THE FLOOR:

1. The Men's division shall be 6 vs 6. The Women's shall be 4 vs 4.

PLAYER ELIGIBILITY:

1. All players must be 14 years or older (must be in high school if 14 and not in middle school).
2. All players must be Asians (having East, Southeast or Far East Asian origins). See league director if you're unclear about this eligibility rule.
3. A player may be on a roster for only one team.
4. It's the captain/coach's responsibility to make sure his/her roster on file is updated and accurate.
5. The use of ineligible players will result in the forfeiture of games played and coach/captain may be subject to further penalty.

TEAM CAPTAIN:

1. Each team's representative or coach shall designate to the official who is the team or floor captain.
2. Once this person is designated, he/she is the only person who shall address the official(s) or director.

PLAYING AREA:

1. Any ball hitting an overhead obstruction (basketball rim or backboard, ceiling and support beams) or the ceiling shall remain in play providing the ball remains on your side of the net, your team has a hit remaining and it does not occur on the serve.
2. A ball which travels through the rafters or above the suspended basketball baskets is considered in play unless it makes contact with such object(s) as described above.

WARMUPS:

1. Warm-ups will only be available if there is available time to do so.
2. Teams must provide their own balls.

ROTATION:

1. Rotation is clockwise and according to NFHS volleyball rules.

ROSTER SHEET/SET LINE-UPS:

1. Each team shall submit a roster before the match and set line-up for each set. The coach/captain will be

responsible for completing the roster and line-up sheet. The first server, jersey #3, is in position I, position II, jersey #2, will serve next and set forth. See example below:

SET 1 LINE-UP SHEET	
Libero No: _____	
III	II
8	2
IV	I
6	3

SET 1 LINE-UP SHEET		
Libero No: __ 6 __		
IV	III	II
4	2	24
V	VI	I
10	3	5

SUBSTITUTIONS:

1. Substitutions can be made during any dead ball situations and through the substitution zone.
2. The position of the substitute shall be that of the player replaced without changing the serving order as recorded on the set line-up sheet.
3. Each team is allowed a maximum of 18 substitutions per set for Men’s and 12 for Women’s. A libero entry is never considered as a substitution.
4. Each player is allowed unlimited entries within the team limit. Starting the set does not count as a substitution.
5. If the substitution is for an injured player, then that player will take the place of the injured player in the rotation.

LIBERO PLAYER:

1. The libero (lee-bah-ro) is intended to be a player who specializes in defense and serve reception.
2. When the libero enters the match, the entry is not considered one of the allowed team substitutions. When a libero replaces a back row player, it is called a “replacement” rather than a substitution. The number of replacements is unlimited.
3. Only one libero is designated per set.
4. The libero can replace any back row player (then must be replaced by that same player). The libero can replace any number of teammates in the same game.
5. A different libero can be designated for each set, but the designation must be made on the lineup sheet when it is submitted before the set.
6. If no libero is used in a set, the team is still restricted to the team substitutions that the rules allow. Playing with a libero player is optional. Teams do not have to have a libero player.
7. A libero must wear a different color shirt. A pinnie may be used to designate such player if a different color shirt or uniform is not available.

TIME-OUTS:

1. Teams are allowed two (2) timeouts per game. Each time-out will not exceed 60 seconds. Only team or floor captains may call time-outs.

REST PERIODS:

1. The rest period between games/sets of a match shall not exceed three (3) minutes.

OFFICIALS:

1. Game official(s), as assigned by the league, shall have full authority over the game.
2. We'll utilize an up official for both division and a down official whenever possible. Match or games can be played with just one game official.
3. Line judges may be used at the discretion of the director or supervisor.

PROTESTS:

1. A protest will be ruled upon by the director or supervisor when it concerns player eligibility or rules interpretation.
2. Protests involving referee's decision (judgment) will not be considered!
3. All protests involving rule interpretations must be submitted to the league director within 24 hours in writing.
4. The game official must be informed that the game is under protest before the ball is put into play.

PLAYER CODE OF CONDUCT:

1. Every player is expected to show respect and courtesy to League Staff and game officials.
2. Each player must refrain from addressing or commenting on their decisions during or after the game. Each player is expected to display good sportsmanship at all times as well as maintain control of his/her emotions, avoid the use of abusive or profane language and avoid any taunting or humiliating remarks, gestures and physical contact.
3. Violation of the Player Code of Conduct can use a player to be suspended from games as determined by the league director. Depending on the violation, a player can be banned from the league. The amount of games in the suspension or ban can depend of the severity of the offense, and the history of the particular offender.
4. Any fighting or display of poor sportsmanship will be considered a violation of the Player Code of Conduct.
5. Any physical fighting or serious verbal threats may result in the police being called and violators removed or arrested and persecuted to the fullest extent of the law.
6. This means you will comply with the Code of Conduct or be suspended, dismissed or banned.

PENALTIES:

1. Unsporting conduct shall be penalized as follows:
 - a) Warning (yellow card) for the first minor offense;
 - b) Unsporting penalty (red card) for the first serious offense or second minor offenses and loss of rally/point awarded to the opponent;
 - c) Disqualification (yellow and red card displayed apart) for first flagrant offense, second serious offense; or third minor offense and loss of rally/point awarded to opponent. Offender is disqualified from further participation in and removed from the premises (if a minor, he/she must be supervise while on the team bench, any problem while on the bench may result in his/her removal from the gym.).
2. Cards issued for unsporting conduct carry over from set to set throughout the match.

3. Three (3) red cards from the same team during the same match set will result in a forfeit(s) of any remaining set(s).

EJECTED PLAYERS:

1. Players who are ejected from the contest will be suspended for the remainder of the contest, as well as, the next scheduled competition.
2. Ejected players must leave the premises immediately.
3. Two (2) ejections from the same season may result in disqualifications from the league.

JEWELRY:

1. All exposed jewelry including but not limited to rings, necklaces, hoop earrings, and facial piercing must be removed.
2. Medical alert bracelets or necklaces as well as religious items (of major recognized religions) are not considered jewelry. If worn, they must be taped to the body.
3. If a player wishes not to remove his/her jewelry, they cannot participate.
4. Hats, caps, visors and bandanas are not allowed. Headbands are permitted.

UNIFORMS:

1. All players must be in uniforms with number clearly visible.
2. Game tee-shirts will be issued by the league at not additional costs.
3. Teams may wear their own shirts or uniforms but they must of similar styles, colors and have numbers.

SCOREKEEPER:

1. The designated home team shall provide the official scorekeeping duty in the absence of a league scorekeeper.

LEAGUE STANDINGS AND TIE-BREAKING POLICY:

1. A cumulative total of wins and losses as well as team standings posted at the gym after each week.
2. Remember, league standings during regular season are based on the wins and losses of all “sets.”
3. For two tied teams, we’ll use the head to head to determine tournament seeding. If still tied, least scored against in all their matches.
4. If three or more teams are tied, it will be total points scored against in all their matches played. If still tied, then most points scored for in all their matches.

POST-SEASON TOURNAMENT:

1. At the conclusion of regular league play, all teams are eligible for post-season play. Teams will be seeded according to win-lose records.
2. During tournament play, a match will be played best two out of three games (if a team wins two consecutive games, there will be no third game).
3. All tournament roster members must have played at least half the season of the regular season matches or he/she will not be eligible for tournament play.
4. Team trophies will be award to top finishers of each division.

LEAGUE DIRECTORS:

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