

WISCONSIN DELLS VOLLEYBALL LEAGUE RULES
DELLS INTERNATIONAL

Team managers have the responsibility of informing team members of these rules and regulations and to assure DELLS INTERNATIONAL these rules will be followed

Team Roster Registration and Player Eligibility

- Online waivers are to be submitted prior to team's first game; visit www.dellsinternationalsoccer.com to submit waiver online waivers are valid for one (1) year.
- The total team roster shall not exceed 8 players. New players must be added only if team losses players, only.
- The team roster must have a minimum of 4 players on it by week 2. If a team roster has less than 5, the team will not play until the roster requirements have been met.
- All players must be on the roster to participate.
- A minimum of 4 players must be present in order to play a match in any volleyball league.
- There is no maximum on the number of female players on the court, but no more than 3 males are ever allowed to play at the same time.
- 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.
- Substitutes may not be used during tournament play. If a player is used who is not on the roster during tournament play, the match will be forfeited. Teams may still play but the opposing team will be declared the winner by forfeit.
- Players may legally participate on only one team in each division per session.

Player Conduct

- Managers will be held responsible for the actions of their players. In case of a dispute, the manager or captain shall be the person to talk to the official.
- Any unsportsmanlike tactics, profanity or derogatory remarks by a player or manager may result in eviction from the game and facility. Flagrant or continuous violations will result in suspension or elimination from play for the remainder of the session. The official shall have the power to declare side-out or point, for any unsportsmanlike conduct during the match.
- The official is the sanctioned representative of Dells international and is not expected to tolerate abuse.
- Teams not abiding by these rules or other policies and regulations established by Dells International will be dropped from the league. No refunds will be made.

Player Rules and Procedures

- 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.
- 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.
- 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.
- 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. The entering player must start in the back row.
- 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.
- The Libero may not attack above the plane of the net

- 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.
- 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 start as if the injured/ill player was not there.

Match rules and procedures

- If at all possible, teams will be allowed a five-minute warm up period before each match. However, the official has the authority to shorten this period.
- A coin toss or Rock, Paper, Scissors with the official and managers will determine serve and side of play. Teams will change serves and playing sides for subsequent games.
- Teams are allowed one 30 second timeout per set.
- Teams will play on a men’s height net (2.43m 7’ 11 5/8”).

Complications Due to Weather

- Lightning or thunder in the vicinity of the courts is grounds for immediate interruption of play. Play may not continue until at least 15 minutes pass without re-occurrence of thunder or lightning unless room indoors.
- Games will be moved, and players must have appropriate shoes to play. No Sandals.
- Any match that is called off prior to the completion of the second set due to the weather will be rescheduled.
- Any match that is called off due to weather after the second set will result in this manner:
 - one team won both of the first two sets, that team will be named the match winner.
 - If each team has won one set a piece, the team that is winning in the third set will be declared match winner.

Ball Handling, Serving Procedure, and Gender Rules

- During a return of service, it is illegal to return a ball that is completely above the top of the net. This would eliminate the block or attack of a serve.
- Serving order is not restricted by gender, nor is positioning on the court at service.
- The ball may touch once on any part of the body as long as it is not a prolonged contact.
- Double contacts are allowed on a team’s first contact.
- At all times, players may serve using any style.
- Is legal to intentionally kick the ball with your foot in any fashion as long as it does not violate the double or carry rule.
- Contacting the ball with your foot while it is still on the ground (a “foot dig”) is legal.
- It is fair play if a ball, after being legally served, contacts the net.
- There is no requirement for a specific gendered player to contact the ball, regardless of the number of hits by a team. Up to three hits by female players or by male players is legal.
- If the ball were to contact any outside object such as basketball hoops, netting, or lighting, it will result in an automatic out.

Scoring and Duration of the Game

- The match shall be divided into three sets with a two-minute break in between.
- Points will be scored on every serve (Rally Point System).
- Sets will be played to 21, win by 2, cap at 24.

- If there are 10 minutes or less before the start of the 3rd game, it will be played to 15. Referees will notify both teams before the 3rd game starts. Hard cap at 15.
- Each team will have 50 minutes of court time. Part of that may be used for warm-up. Play may be shortened to 50 minutes in order to accommodate team scheduling.

League Format

- 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.
- Teams will be emailed the tournament brackets the day after the last regular session match.

Ranking Standing Report

- Weekly set and match results will be posted in the web site.
- League Points: total matches won during the season.
- Set Points: total individual sets won during the session.
- Tiebreaker, Matches won, Head to head, Sets won, Points against, Points for.

