



**Bartlett Park District
Co-Ed Wallyball League Rules 2021**

CAPTAINS' RESPONSIBILITIES

1. All teams should send a captain or team representative to the Captain's Meeting.

NOTE: Modifications to the league rules 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. It is the captain's responsibility to make sure all league fees are paid in a timely manner and all players sign the roster/waiver by the start of the first game. Team's who do not pay their team fees by the conclusion of their 2nd game will be dropped from the league.

4. All captains are expected to inform their players of scheduled games, schedule changes, make-ups, and standings.

5. Captains are responsible for notifying the Recreation Manager of a change of address, phone number, or e-mail address.

6. Team captains are responsible for the conduct of their team members and any team spectators at all times, including prior to, during, and after completion of the game.

7. If it is known that the captain will be unavailable during a certain period of time, it is the responsibility of that captain to call the Recreation Manager 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. Players must be at least 17 years of age. ID's will be checked at the start of the season to match up with each team's roster.

3. Rosters are due **before the start of the first game**. Signatures are required on the official roster prior to participation in league play. If changes to the roster need to occur after the 1st game, captains must notify the Recreation Manager ahead of time. It is the discretion of the Recreation Manager to allow or deny the roster change. Any player removed from a team's roster may not be added to another team's roster for the remainder of the season.

4. A player may only play on one team. If a player is on more than one team's roster, 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, 60% of the roster must reside in Bartlett.
7. Rosters will consist of a minimum of four (4) and maximum of ten (10) players.

LEAGUE RULES

- All matches will be played at Bartlett Community Center (700 S Bartlett Road).

Team Composition

- The match shall be played between two teams of four players each. A team may start a match/game with two players. Teams must have at least as many women to men on a side. In the event that playing 3 or 4 males is inevitable, 6 points will be given to the opposing team to start out each game.

Beginning a Match

- The home team will serve first. The losing team will serve first in the second set and third set. After each set of a match, the teams will change playing areas.

Match Procedures

- Sets are to 15 points. You can only score while serving. You must win by two points. There is a 21-point maximum. If the score is tied at 21-21, the next point wins. There is no time limit, however, 45 MINUTES after MATCH starting time; speed (rally) scoring system will be used. (All serves count for points.)
- Matches will consist of 3 sets. Standings will be determined by the win/loss record of each set.
- General USA volleyball rules will apply.
- Games will be self-officiated. Each team must be honest, calling illegal hits, centerlines fouls, etc. ALL NET FOULS MUST BE CALLED. Touching the net at any time is a side out or point.
- Each team will be allowed two time outs per game. Substitutes should come in at the serve unless replacing an injured player.

Reporting Scores

- The winning team must report the scores of the match to the Recreation Manager.

The Set

- The server shall stand as close as possible to the back wall. There are no restrictions as to how the ball may be served except that it must be clearly hit, not thrown or pushed. If the server catches the ball on service toss, the server can replay the serve.
- A serve hit off the serving teams' sidewall will be considered a side out.
- Service order must be kept prior to serving.
- If a ball on the first or second hit goes through a court opening, a replay is awarded.
- Blocking or spiking the ball off of a serve is illegal.
- A player may step on, but not over the centerline.
- A serve that hits two walls, or hits the back wall, before being touched by the receiving team, is out.

Legal Contact

- Legal contact is a touch of the ball by a player's body, above and below the waist. Players are not permitted to scoop, hold, or throw the ball. The ball must not visibly come to rest on the player's hands, fingers, or any other part of the body. A ball cannot contact a player below his or her waist.
- A player shall not make successive contacts of the ball unless he/she has blocked a ball at the net.
- A ball, other than a serve, may be recovered from the net provided the player avoids contact with the net and does not catch or hold the ball.
- The ball must always be returned over the net by the third contact, unless a block is the initial contact in which case the ball must be returned by the fourth contact.
- No climbing or using walls or players assisting each other to gain height at the net.

- A ball can hit the back wall and travel over the net directly (when being played on your side)

Blocking

- Blocking is an act at the net which intercepts the ball coming from the opponent's side by making contact with the ball as it crosses the net, before it crosses the net, or immediately after it crosses the net.
- An attempt to block does not constitute a block unless the ball is contacted during an attempt.
- Two consecutive hits by the same player are only allowed if the first contact is a block.
- The team that has blocked shall have the right to three more contacts with the ball in order to return it to the opponent's side.
- When the ball, after having touched the top of the net and the opponent's block, returns to the attacker's side, the team then has the right of three more contacts in order to return the ball to the opponent's area.

Net play

A player may:

- Reach under the net as long as one doesn't interfere with an opponent's attempt to play the ball.
- Reach over the net to complete a spike which was begun on the player's own side of the net, providing the other team has made its third contact of the ball.
- Reach over the net to block, but not interfere with the opposing team's play.

A player may not:

- Touch the net, unless the ball is driven into the net and the net into the player. If two opposing players touch the net simultaneously the point is replayed.

Out-of-bounds

- ALL walls on offense's side are IN play. A ball can be played off multiple walls and the ceiling on the offense's side to a teammate.
- The offense can play the ball off a SINGLE SIDE wall or their OWN BACK WALL and over the net at any time.
- A ball that goes OVER THE NET and touches the BACK WALL before any opponent or the floor is considered OUT.
- A ball that goes OVER THE NET and touches TWO SIDE WALLS before any opponent or the floor is considered OUT.
- A ball that touches the offense's OWN BACK WALL then a SIDE WALL and goes OVER THE NET is also OUT.
- A ball that touches the CEILING and goes OVER THE NET is considered OUT.
- On hit number one or number two, if the ball passes between the net and the side wall (hole), the point will be replayed. If on hit number three, the ball is considered OUT.

FORFEITS

Any game in which an ineligible player takes part will be an automatic forfeit. Proper identification must be available if the eligibility of a player is questioned. Eligibility of a player must be questioned prior to the conclusion of the first set by the opposing team. If a player does not show up till the second set, the opposing team may call a roster check up until the end of that set. Once the 3rd set begins, roster checks will not be allowed. Opposing team cannot grant an extended forfeit.

STANDINGS

The top 4 teams advance into the playoffs. If 2 or more teams have identical win/loss records, the following tie-break rules will be in effect:

- a. Any team with a forfeit during the regular season automatically loses all ties.
- b. Head to head record during the regular season;
- c. Point differential between the teams tied
- d. Team with fewest points allowed against all teams in all regular season games;

*If 2 or more teams are tied, the process will repeat itself after a team is eliminated.

RULE VIOLATIONS

1. 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.
2. If, for any reason, a player or Park District Staff is physically or verbally threatened or abused, 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.
3. Use of excessive foul language by players and spectators must be policed by their respective captain. Violation of this rule could result in forfeiture of the game.

LEAGUE INFORMATION

1. All rules, schedules, and standings will be available online at <http://www.teamsideline.com/bartlettparkdistrict> Teams may access the schedule by clicking on the “Co-Ed Wallyball League” on the left side of the screen.
2. Changes in the schedule will be e-mailed to the captains when they are produced.
3. Standings will be updated online within 48 hours after the completion of each night’s games.

The Bartlett Park District reserves the right to modify any and all league rules, regulations, and procedures as necessary.