



**BISMARCK PARKS AND
RECREATION DISTRICT**
Est. 1927

2025-2026 FALL & WINTER ADULT VOLLEYBALL MANAGER'S HANDBOOK



FALL & Winter VOLLEYBALL REGISTRATION DAYS

Fall:

August 5: 7:30am-5pm

August 6: 7:30am-5pm

Winter:

December 2: 7:30am-5pm

400 East Front Avenue

400 EAST FRONT AVENUE, BISMARCK, ND 58504
222-6455 FAX 221-6838 www.bisparks.org

FEES

1. Fall:

- a. The sponsor fee for the 2025 Fall season is \$100, payable during the Fall Volleyball Registration Days.
- b. **If you know your team will be playing in BOTH the Fall and Winter leagues, we are allowing the sponsor to pay a ONE TIME ONLY rate of \$150 during the Fall Registration Days.** Player fees will still need to be paid for both seasons. Refunds will not be given if a team decides not to play in the winter season.
- c. The players' fees for the 2025 Fall season are \$45.00/player if paid during the Fall Registration Days. These fees and the complete team roster must be in the Bismarck Parks and Recreation District Office, 400 East Front Avenue by August 7.

2. Winter:

- a. The sponsor fee for the 2026 Winter season is \$100, payable during the Winter Volleyball Registration.
- b. The player's fees for the 2026 Winter season are \$45.00/player if paid during the Winter Registration. These fees and the complete team roster must be in the Bismarck Parks and Recreation District Office, 400 East Front Avenue by December 2.

ROSTERS

1. All rosters, fees, and signatures are due during the Fall Volleyball Registration Days during the hours of 7:30am-5:00pm at the BPRD Office, 400 East Front Avenue or emailed to volleyball@bisparks.org. Our staff will contact you for fee payment over the phone. **People who are not able to sign the roster by this time must do it prior to the first day of league play. We will have sign in sheets on site during the first week of league play.**
2. The roster minimum is 7 players for 6-person leagues and 5 players for 4-person leagues. There is no maximum. **YOU MUST PAY FOR A MINIMUM OF EITHER SEVEN OR FIVE PLAYERS.** All players listed on the roster must pay the player's fee.
3. To play on a volleyball team you must be on the roster with a paid fee. In order to decrease the number of forfeits, we will also allow **temporary subs**. Rules for temporary subs are as follows:
 - a. Temporary subs must sign in with the officials prior to the match and should not change your team's level of play (ex. EF teams cannot pick up ABC players as temporary subs).
 - b. **A team may not use a temporary sub if it has six or more rostered players in six-person leagues or four or more rostered players in four-person leagues. Temporary subs may not play over rostered players. If a rostered player arrives late, they must replace the temporary sub at the next dead ball or between sets. (new/rule clarification for winter season 2026)**
 - c. Teams that choose to share a player in order to start a match (Team A allows one of their players to play on Team B at the beginning of a match if other players are running late, etc.), must have permission from both managers. The player may be allowed to return to his/her team once the other team has enough players or he/she can continue to play with the opposing team for the entire game/match.
 - d. Teams should not be playing with temporary subs on a consistent basis. We are allowing temporary subs as a way to decrease forfeits, not as a way to avoid paying for players on your roster. If a team is found to be using the same temporary sub for more than 1/3 of the scheduled matches, that player will be charged the player fee.
 - e. BPRD reserves the right to suspend use of temporary subs at any time throughout the season.
4. All players must be at least 15 (with parent/guardian consent) and on the team roster prior to playing. If someone under the age of 18 is acting as a temporary sub, the parent/guardian must sign the temporary sub form.

5. Any roster changes must be made at the BPRD Office, 400 East Front Avenue, Monday – Friday between the hours of 7:30am. – 5:00pm or emailed to eeberle@bisparks.org. ALL PLAYERS MUST BE ON THE ROSTER PRIOR TO PARTICIPATING IN LEAGUE PLAY. **The date for final roster additions is Friday, October 3, 2025, for Fall season and Friday, February 6, 2026 for Winter season.**
6. All players are eligible to play in league play as soon as they are added to their team roster and sign it or sign in as a temporary sub. Players' fees cannot be switched from one player to another after the final day to add players to your roster (Fall: October 3, 2025, and Winter: February 6, 2026). After October 3 for fall and February 6 for winter: Players may be replaced due to an injury or change of employment as long as we receive an appropriate WRITTEN DOCUMENTATION. If a player changes teams, he/she does not have to pay another player's fee, but he/she must have a written release from the manager whose team he/she is leaving. (exception: Medical condition or change of employment – for a player to be replaced on a team roster for either of these exceptions we must have written documentation BEFORE this can be done). All changes on the roster should be done by the team manager either in person or in writing (email to eeberle@bisparks.org).
7. Players may be rostered on more than one team provided that the proper fee is paid on each roster. **Players may play on different teams on the same night as long as the player's fee is paid for both teams (or he/she signs in as a temporary sub). Players/Teams are not allowed to request any schedule adjustments if a player chooses to play on more than one team on the same night.**
8. **COLLEGE PLAYERS:** College players who are currently rostered on a local volleyball team will be allowed to play in BPRD leagues when their season is complete. Teams with more than two CURRENT season college players must play in the A division. Regular fees apply.
9. Teams interested in changing leagues (moving up or down) should attach a note to the roster.
10. **NEW TEAMS:** You MUST put something down on your roster about your previous level of play. DO NOT JUST PUT "NEW TEAM." If we do not have any information, we will automatically put you in the lowest league.

LEAGUE PLAY

1. There are two separate 11-week volleyball seasons, fall and winter.
2. Fall Season: September 8-November 20
3. Winter Season: January 5-March 19
4. Teams will be placed in leagues for an eleven-week season. League schedules will posted online at www.bisparks.org by Tuesday, September 2 for fall and Tuesday December 30 for winter. **WE WILL NOT BE MAILING OUT SCHEDULES.**
5. **Pre-Season:** The first four (4) weeks will be considered pre-season play. We will not keep official standings. A new schedule will be created after the completion of pre-season play.
6. **Regular Season:** League standings will begin the 5th week of league play. This should allow most leagues to play each team once during the season.
7. **TEAM CLASSIFICATION:** Teams will be classified at the beginning of the regular season. Any adjustments to the team classifications will be made after the pre-season. If you have any questions/concerns about your classification, please contact BPRD.
8. **Make-up matches:** Due to school conflicts (programs in gym, Election Day, etc.), there may be many times your school site may not be available. Make-up matches will be held on Sunday evenings at the World War Memorial Building. This will be noted on your schedule.
9. All leagues will follow the USA Volleyball Rulebook with the exceptions stated in the Bismarck Parks & Recreation District's Managers' Handbook.

Fall PRE-SEASON PRACTICE

1. BPRD has arranged FREE practice session dates at the World War Memorial Building, 215 N. 6th Street. They are as follows:

Wednesday, September 3	5pm-9pm
Sunday, September 7	12pm-9pm
2. You MUST call **222-6454** the Friday before to reserve a court for no longer than an hour.

Winter PRE-SEASON PRACTICE

1. The Open Gym program held at the World War Memorial Building on Sundays will provide FREE use of volleyball courts (one hour time slots). You must call 222-6454 the Friday preceding to reserve your court.

WORLD WAR MEMORIAL BUILDING
SUNDAYS 1PM-4PM
RESERVATIONS MADE THE PRECEDING FRIDAY- 222-6454

CONTROL OF CHILDREN

1. If an official must stop play due to a child's action, the official may sanction the team whose player is responsible for the child. If the official has to stop play again because of a child on the same team, the official may request that a player leave the court to monitor the child. This could result in a forfeit if that team does not have enough players to continue.
2. Children MUST BE SEATED IN THE GYM. They are not to be running around on the sideline, stage or anywhere in the school.

CARE OF EQUIPMENT

1. Equipment is very expensive and valuable. Mistreatment of equipment could mean being expelled from a game. These are three areas we will be asking for your help in refraining from while playing volleyball:
 - a. Kicking volleyballs.
 - b. Hanging on the volleyball nets or adjusting the height of the net.
 - c. Slam dunking balls on basketball rims. A player breaking or bending a rim or backboard will be charged for repair or replacement.

Officials have the authority to sanction those players involved in any of the above actions.

GAME BALLS

1. Game balls will be provided at each location. These balls are not to be used for warm-up or practice. **Every team is required to provide their own warm-up ball.**
2. Each year the Park District sells used volleyballs based on their availability. Please check at the office when you drop your roster off if you are interested in purchasing a used volleyball.

JEWELRY/FORBIDDEN OBJECTS

1. FORBIDDEN OBJECTS: It is forbidden to wear any object that may cause injury to another player, such as pins, bracelets, casts, etc. (Watches and dangling earrings WILL NOT BE ALLOWED). Anything that may cause injury or give artificial advantage to a player must not be worn. If a cast, brace, prosthetic limb,

or headgear is used, padding, or covering may be necessary. All other objects are at the discretion of the official. If the official requests that a player remove an item, that player must do so before being allowed to return to the game. **Fitbits/Activity trackers ARE allowed.**

FOOTWEAR/HATS/EYEWEAR

1. **PLAYERS MUST BRING A CHANGE OF SHOES FOR LEAGUE PLAY.** Officials will be allowed to ask a player to remove his/her shoes before continuing play. A player may play in socks or bare feet. (This request has come from school officials. Please respect their rules.)
2. Hats are not allowed. Sweatbands, do-rags, and other misc. headwear will be allowed at the discretion of the official and BPRD.
3. Glasses can be worn at the players' own risk. BPRD will not be responsible for any damage to glasses or injury to players when glasses are worn during league play.

AWARDS

1. Awards will be given to the following finishers in each league:
 - ◆ 6 teams or less in a leagueAwards to the top two teams.
 - ◆ 7 – 9 teams in a leagueAwards to the top three teams.
 - ◆ 10 or more teams in a leagueAwards to the top four teams.
2. If your team is in a league that requires teams to play an unequal number of games, league awards will be decided by winning percentages (i.e., the number of games won by a team divided by the number of games played by a team).

TIE BREAKING PROCEDURE

1. The number of games won by each team will determine team records.

Tie Breaking Method

- a. Games won.
- b. Head-to-head competition (two-way tie)
- c. Common opponents (greater than two-way tie)
- d. Coin Flip

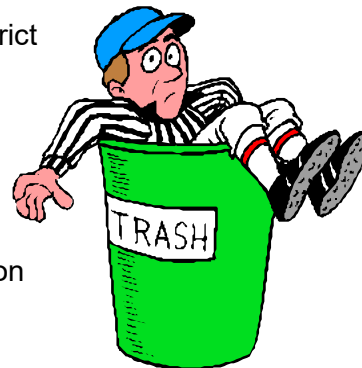
MINIMUM NUMBER OF PLAYERS/FORFEITS

1. Each team will need at least 4 players on the court and ready to play to begin a match. **45- or 50-MINUTE MATCHES:** Forfeit time for the first game of the match is game time. Forfeit time for the second game is 10 minutes after game time and for the third game is 20 minutes after game time. SATELLITE TIME (CELL PHONE) WILL BE THE OFFICIAL TIME.
2. For coed play, teams must also have 4 players on the court, of which at least 2 of these players must be females. A team may NEVER have more males than females on the court.
3. Even though league rules allow teams to play with less than 6 players this is not recommended. **If you know that your team will not have enough players on a given night, please call the Bismarck Parks & Recreation District Office at 222-6455 before 1:00pm. on the night your team participates in league play. You must also call the manager of the opposing team.**
4. Teams forfeiting more than two matches throughout the season may face expulsion from further league play.

UNSPORTSMANLIKE CONDUCT - Don't trash your officials!

1. No player shall at any time lay a hand upon, shove, strike, abuse physically or verbally, or threaten an official, player, teammate, or spectator. Officials are required to suspend the player immediately from further play and report such players to the Parks and Recreation District Representative. Such player shall remain suspended until the Parks and Recreation District Representative has considered the case.

- Minimum Penalty: Suspension from two league matches, and probation for one year.
- Maximum Penalty: Suspension from all recreational activities for two years and probation for the following year, plus annual reviews by the Parks and Recreation District Representative.
- UNSPORTSMANLIKE CONDUCT is NOT part of this GAME!



PREMATCH/MATCH STRUCTURE

1. Prior to the first game of a match the official will have the managers toss a coin for the choice of service or side. Service and side will alternate in the second game of the match. There will be a second coin toss prior to the start of the third game to decide service and side.
2. **NEW IN 2015:** Due to increasing demand and competitiveness, we are adjusting the match structure. The first two games will be played to 25, win by two, capped at 27. If the teams are tied at 26-26, the first team to score the 27th point shall be the winner. The third game will be played to 15, win by two, with no cap. All games will be played in rally point format and teams will always play three games, regardless of the outcome of the first two games. If there is a forfeit in the first or second game, the third game will be played to 25, capped at 27.
3. **TEAMS ARE NOT GUARANTEED WARM-UP TIME!** If we are running behind schedule, teams will be expected to play immediately following the previous match. You may have to warm up on the sidelines.

HONOR CALLS – WHAT ARE THEY?

Bismarck Parks & Recreation District Volleyball leagues are officiated by two officials. Honor calls are a way of helping the official on calls that they may have not seen or that the official was screened.

1. **HONOR CALLS** – When an official makes a call or misses a call, (i.e., The ball was out, a player touches the ball, a player was in the net) a team or player may assist the official by helping that official correct that call. The **ONLY** team that may help an official correct a call is the team that would be adversely affected by the changed call. **EXAMPLE:** the official calls the ball “out” and Team A is awarded the ball for service. Team A may “help” the official by letting the official know that the ball was in or good. Team B would then receive the point &/serve.

MANAGER'S RESPONSIBILITIES/GENERAL INFO

1. Collect all players' fees and signatures and turn them in with the roster during Fall Volleyball Registration Days.
2. Roster changes or additions need to be approved and reported to BPRD by the team manager.
3. Provide copies of league schedules to all team managers or direct them to the website.
4. Inform teammates of all rules and guidelines.
5. Uniforms or like-colored shirts are **not** required.
6. Managers must inform all teammates that a change of shoes must be brought to league matches. Participants will not be allowed to play in shoes that have been worn outside. Players may play in socks or bare feet.
7. Participate in a pre-match conference and coin toss prior to each match.
8. REVIEW THE SCORES and sign the scoresheet at the conclusion of every match. We will not change scores once the scoresheet has been signed. It is your responsibility to make sure the scores are correct before you sign.
9. Any contact with the official during a match is to be made by the team manager. This includes requests for time outs and rule clarifications.
10. Participants must accept officials' decisions with sportsmanlike conduct and without dispute. In case of doubt, clarification may be requested by the team manager. A JUDGMENT CALL MAY NEVER BE QUESTIONED!
11. Managers are responsible for all players' behavior on his/her team and must ensure that the official and the opposing team are always treated with respect.
12. OFFICIAL ABSENCE: If you do not have an official 3-5 minutes prior to your start time, notify the custodian or gym supervisor. You are responsible to start the match on time even without an official. Meet with the manager of the other team to determine side/serve and who will keep score.
13. FORFEITS: You **MUST** call BPRD **and** the manager of the other team. If you want to try to reschedule the match, it is your responsibility. You must talk to BPRD about available times/locations and speak with the manager of the other team to make arrangements. If the other team is unable to make it up at another time, your team will get the losses.

USA VOLLEYBALL RULES/BPRD LEAGUE RULES

1. All matches will consist of three games:
The first two games will be played Rally Point to 25, win by two, capped at 27. The third game will be played to 15, win by two, with no cap. Team managers must **review and sign** the scoresheet at the completion of each match. (If the first or second game is a forfeit, the third game will be played to 25, capped at 27)
2. Teams will be allotted two 30 second time-outs per game.
3. Team managers will toss a coin for the right to serve or receive the service OR the side of court. Service and side will alternate in the second game of the match. There will be a second coin toss before the start of the third game of the match to determine right to serve or receive the service OR the side of court. Teams are NOT guaranteed warm-up time.
4. Satellite time (cell phone) will be the official time.
5. Teams must start a game with a minimum of four players. In Coed play, the number of males cannot exceed the number of females. If a team starts with less than six players, they may add late arriving players on the first dead ball. These players may enter at any position except the serving position as long as the other teammates shift positions on the court. Teams will not be allowed to completely rearrange the positions of the players.

6. Forfeits:

45- or 50-minute matches

First game: Game time

Second game: 10 minutes from game time

Third game: 20 minutes from game time

7. FORBIDDEN OBJECTS AND UNIFORMS (BPRD Rule)

It is forbidden to wear any object that may cause injury to another player, such as pins, bracelets, casts, etc. (Watches and dangling earrings WILL NOT be allowed). Casts, braces, prosthetic limbs, or headgear that may cause injury or give artificial advantage to a player must not be worn. If a cast, brace, prosthetic limb, or headgear is used, padding, or covering may be necessary. All other objects are at the discretion of the official. Fitbits/Activity trackers are allowed. **If a player is asked to remove an item, he/she MUST do so, or he/she will not be allowed to play.**

8. Rule 5.1 CAPTAIN

5.1.2 When the ball is out of play, only the game captain is authorized to speak to referees: 5.1.2.1. to ask for an explanation on the application or interpretation of the rules, and also to submit the requests or questions of his/her teammates.

9. Rule 7.1 THE TOSS

Before the match, the official carries out a toss to decide the first service and side of court in the first set.

7.1.1 The toss is taken in presence of the two team captains. 7.1.2 The winner of the toss chooses: EITHER 7.1.2.1 the right to serve or receive the serve 7.1.2.2 OR the side of the court. The loser takes the remaining choice.

10. Rule 7.4 POSITIONS

At the moment the ball is contacted by the server, each team must be positioned within its own court in the rotational order (except the server).

7.4.3.1 Each front-row player must have at least a part of a foot closer to the center line than both feet of the corresponding back-row player.

7.4.3.2 Each right (left)-side player must have at least a part of a foot closer to the right (left)-sideline than both feet of the center player in the corresponding row. The server is exempt from the application of this rule.

USAV 7.4.3 The position of the players is judged according to the position of the foot last in contact with the floor at the time the ball is contacted for service.

11. Rule 7.6 ROTATION

When the receiving team has gained the right to serve, its players must rotate one position clockwise.

12. SUBSTITUTIONS (This is a BPRD Rule)

- Substitutions MUST be made one of two ways:
 - a) In the center back position
 - b) Person for person
- The substitution pattern must remain the same for an entire game. It can be changed at the beginning of a new game.
- If at any time, the substitution pattern is broken (e.g., missed rotation), the players on the court at that time will have to play out the remainder of the game.
- Exceptions would be made for injuries or expelled players.
- Males must sub for males and females must sub for females.

13. Rule 8. STATES OF PLAY**

8.2 BALL OUT OF PLAY

The ball is out of play at the moment of the fault, which is whistled by one of the referees, in absence of a fault, at the moment of whistle.

8.3 The ball is “in” when it touches the floor of playing court, including the boundary lines.

USAV 8.4.2: A ball, other than a served ball, shall remain in play if it contacts the ceiling above the playing area. The ball is out of play if it makes contact with the ceiling above the opponent’s playing area or above the team’s playing area and crosses the plane of the net into the opponent’s court.

8.4.2 A. If benches, bleachers, low hanging baskets or other floor obstructions are less than 2 m (6’6”) from the court and interfere with play of the ball, the ball becomes out of play and a playover may be directed at the first referee’s discretion. C. A ball is out of play and a playover directed if it contacts overhead object(s) or the supports (e.g., basketball backboard) less than 4.6 m (15’) above the playing area and would have remained playable if the object had not been present. D. A ball is out of play if it contacts the ceiling or overhead objects, regardless of height, over non-playing areas.

**Please refer to the site guidelines regarding the ground rules for obstructions.

14. Rule 9.1.2 SIMULTANEOUS CONTACT

Two or three players may touch the ball at the same moment.

9.1.2.1 When two or more teammates touch the ball simultaneously, it is counted as one contact. If teammates collide, no fault is committed. Any player may play the ball next if the simultaneous contact is not the third team contact.

9.1.2.2 If two opponents simultaneously contact the ball and it remains in play, the team receiving the ball is entitled to another three hits. If such a ball goes “out,” it is the fault of the team on the opposite side.

9.1.2.3 If simultaneous hits by two opponents above the net lead to extended contact with the ball, play continues.

15. Rule 9.2 CHARACTERISTICS OF THE HIT (NEW IN FALL 2014)

9.2.1 The ball may touch any part of the body. (BPRD Commentary: Volleyball is a REBOUND sport. The ball can rebound from any part of the body, including the legs and feet, but **KICKING IS NOT ALLOWED**. Any motion or attempt to kick the ball is a loss of rally/point and the penalty for kicking it during a dead ball is the sanction.)

Kicking the ball is NEVER allowed after the play is called dead. Anyone who intentionally kicks a ball after the play is called dead will be sanctioned for unsportsmanlike conduct and a point and service will be awarded to the opposing team.

9.2.2 The ball must be hit, not caught, or thrown. It can rebound in any direction.

9.2.3 The ball may touch various parts of the body provided that the contacts take place simultaneously. EXCEPTIONS:

9.2.3.1 During blocking, consecutive contacts may occur by one or more blockers, provided the contacts occur during one action.

9.2.3.2 During the first hit of a team (not blocking), the ball may contact various parts of the body consecutively, provided that the contacts occur during one action.

9.2.3.3 Commentary: The first hit of the team includes reception: (a) of the serve; (b) of an attack hit by the opponent (this may be hard or soft); (c) of a ball blocked by one’s own team and (d) of a ball blocked by the opponents. During the team’s first hit, successive contacts with various parts of the player’s body are permitted in a single action of playing the ball. These include contacts involving “finger action” on the ball and contact with the foot. The ball, however, may not be caught and/or thrown.

16. Rule 9.3 FAULTS IN PLAYING THE BALL

9.3.1 Four hits

9.3.3 Catch: A player does not hit the ball, and the ball is caught and thrown.

9.3.4 Double contact: A player contacts the ball twice in succession or the ball contacts various parts of the body successively.

17. Rule 10.2 BALL TOUCHING THE NET

The ball may touch the net while crossing (this includes serving).

18. Rule 11.1 REACHING BEYOND THE NET

11.1.1 In blocking, a blocker may touch the ball beyond the net, provided that he/she does not interfere with the opponents' play before or during the latter's attack hit.

11.1.2 A player making an attack-hit is permitted to pass hand(s) beyond the net after the attack-hit, provided the ball is contacted within his /her own playing space.

19. Rule 11.2 PENETRATION UNDER THE NET

11.2.1 It is permitted to penetrate into the opponents' space under the net, provided that this does not interfere with the opponents' play.

11.2.2 Penetration into the opponent's court, beyond the center line to:

11.2.2.1 Touch the opponent's court a foot or feet is permitted, provided some part of the penetrating foot/feet remains either in contact with or directly above the center line.

11.2.2.2 To touch the opponent's court with any part of the body above the feet is permitted provided that it doesn't interfere with the opponent's play.

11.2.3 A player may enter the opponent's court after the ball goes out of play.

11.2.4 Players may penetrate into the opponent's free zone provided that they do not interfere with the opponents' play.

20. Rule 11.3 CONTACT WITH THE NET (NEW IN FALL 2013)

11.3.1 Contact with the net by a player is not a fault, unless it is made during the action of playing the ball or interferes with play.

11.3.2 Once a player has hit the ball, he/she may touch a post, ropes, or any other object outside the antennae, including the net, provided that it does not interfere with play.

11.3.3 When the ball is driven into the net and causes it to touch an opponent, no fault is committed.

21. Rule 11.4 PLAYERS' FAULTS AT THE NET

11.4.1 A player touches the ball or an opponent in the opponent's space before or during the opponent's attack-hit.

11.4.2 A player interferes with the opponent's play while penetrating into the opponent's space under the net.

11.4.3 A player's foot (feet) penetrates completely into the opponent's court.

11.4.4 Touches the net while in the action of playing the ball (hair does not count)

22. Rule 12.3 AUTHORIZATION OF SERVICE

The first referee authorizes the service after having checked that the two teams are ready to play, and that the server is in possession of the ball.

23. Rule 12.4 EXECUTION OF SERVICE

12.4.1 The ball shall be hit with one hand or any part of the arm after being tossed or released from the hand(s).

12.4.2 Only one toss or release of the ball is allowed. Dribbling or moving the ball in the hands is permitted.

12.4.3 At the moment of the service hit or take-off for a jump service, the server must not touch the court (the end line included) or the ground outside the service zone.

12.4.4 The server must hit the ball within 8 seconds after the first referee whistles for service.

12.4.5 A service executed before the referee's whistle is cancelled and repeated.

24. Rule 12.6 FAULTS MADE DURING THE SERVICE

12.6.1 The following faults lead to a change of service, even if the opponent has a position fault. The server:

12.6.1.1 violates the service order.

12.6.1.2 does not execute the service properly.

12.6.1.2 if the service toss touches any obstruction before the service contact.

12.6.2 Faults after the service hit

After the ball has been correctly hit, the service becomes a fault (unless a player is out of position) if a ball:

12.6.2.1 touches a player of the serving team or fails to cross the vertical plane of the net completely through the crossing space.

12.6.2.2 goes "out."

12.6.2.3 passes over a screen.

25. Rule 12.7 FAULTS MADE AFTER THE SERVICE AND POSITIONAL FAULTS

12.7.1 If the server makes a fault at the moment of the service hit (improper execution, wrong rotational order, etc.) and the opponent is out of position, it is the serving fault which is sanctioned.

12.7.2 Instead, if the execution of the service has been correct, but the service subsequently becomes faulty (goes out, goes over a screen, etc.), the positional fault has taken place first and is sanctioned.

26. Rule 13.1 ATTACK HIT-DEFINITION

13.1.1 All actions directing the ball toward the opponent except a serve or a block, are attack-hits.

13.1.2 During an attack-hit, tipping (directing the ball by contact with fingers only) is permitted only if the ball is cleanly hit, and not caught or thrown.

13.1.3 An attack-hit is completed the moment the ball completely crosses the vertical plane of the net or is touched by an opponent.

27. Rule 13.2 RESTRICTIONS OF THE ATTACK HIT

13.2.1 A front-row player may carry out an attack-hit at any height, provided the ball contact has been made within the team's playing space (except on a serve).

13.2.2 A back-row player may complete an attack hit at any height from behind the front zone:

13.2.2.1 At take-off, the foot (feet) must neither have touched or crossed over the attack line or its imaginary extension.

13.2.2.2 After the attack-hit, the player may land within the front zone.

13.2.3 A back-row player may also complete an attack hit from the front zone, if at the moment of the contact part of the ball is lower than the top of the net.

13.2.4 No player is permitted to complete an attack hit on the opponents' service, when the ball is in the front zone and entirely higher than the top of the net.

28. Rule 13.3 FAULTS OF THE ATTACK HIT

13.3.1. A player initiates an attack-hit on the ball completely within the playing space of the opposing team.

13.3.2 A player hits the ball "out."

13.3.3 A back-row player completes an attack-hit from the front zone, when, at the moment of the attack-hit, the ball is entirely above the top of the net.

13.3.4 A player completes an attack-hit on the opponent's serve when the ball is in the front zone and entirely higher than the top of the net.

13.3.6 (USA) If an attack-hit fault is completed simultaneously with a blocking fault by the opponents, a double fault is committed.

29. Rule 14.1 BLOCKING

14.1.1 Blocking is the action of players close to the net to intercept the ball coming from the opponents by reaching higher than the top of the net regardless of the height of ball contact. Only front-row players are permitted to complete a block, but at the moment of contact with the ball, part of the body must be higher than the top of the net.

14.1.2 Block attempt-a block attempt is the action of blocking without touching the ball.

14.1.3 Completed block- A block is completed whenever the ball is touched by a blocker.

14.1.4 Collective block- A collective block is executed by two or three players close to each other and is completed when one of them touches the ball.

30. Rule 14.2 BLOCK CONTACT

Consecutive (quick and continuous) contacts may occur by one or more blockers provided that the contacts are made during one action.

USA 14.2 A block is an interception of a ball coming from the opponents. Accordingly, it is a double contact fault if a player has successive contacts while using a blocking action when directing a ball toward the opponent during the execution of the second or third team hit.

31. Rule 14.3 BLOCK WITHIN THE OPPONENT'S SPACE

In blocking, the player may place his/her hands and arms beyond the net, provided this action does not interfere with the opponents' play. Thus, it is not permitted to touch the ball beyond the net before the opponent has executed an attack hit.

USA 14.3 Blocking of the ball across the net above the opponent's team area shall be permitted, provided:

- a. The block is made after the opponents have hit the ball in such a manner that the ball would, in the first referee's judgment, clearly cross the net if not touched by a player and no member of the attacking team is in a position to make a play on the ball.
- b. The ball is falling near the net and no member of the attacking team could, in the first referee's judgment, make a play on the ball.

32. Rule 14.4 BLOCK AND TEAM HITS

14.4.1 A block contact is not counted as a team hit. Consequently, after a block contact, a team is entitled to three hits to return the ball.

14.4.2 The first hit after the block may be executed by any player, including the player who contacted the ball to complete the block.

33. Rule 14.6 BLOCKING FAULTS

14.6.1 A blocker touches the ball in the opponent's space before the opponent's attack-hit.

14.6.2 A back-row player completes the block or participates in a completed block.

14.6.3 Blocking the opponents' service.

14.6.4 The ball is sent "out" off the block.

14.6.5 A blocker contacts the ball in the opponent's space from outside the antenna.

34. Rule 17.1 INJURY

17.1.1 Should a serious accident occur while the ball is in play, a referee must stop the game immediately. The rally is replayed.

17.1.2 If a substitution for an injured player cannot be made, legally or exceptionally, the player is given a three-minute recovery time, but not more than once for the same player in the match. If the player does not recover, the team is declared incomplete.

35. Rule 20.1 SPORTSMANLIKE CONDUCT

20.1.1 Participants must know the "Official Volleyball Rules" and abide by them.

20.1.2 Participants must accept referees' decisions with sportsmanlike conduct, without disputing them. In case of doubt, clarification may be requested only through the game captain.

20.1.3 Participants must refrain from actions or attitudes aimed at influencing the decisions of the referees or covering up faults committed by their team.

37. Rule 21.2 FAIR PLAY

21.2.1 Participants must behave respectfully and courteously in the spirit of FAIR PLAY, not only toward the referees, but also toward other officials, the opponents, teammates, and spectators.

21.2.2 Communication between team members during the match is permitted.

38. Rule 21.1 MINOR MISCONDUCT

Minor misconduct offenses are not subject to sanctions. It is the first referee's duty to prevent the teams from approaching the sanctioning level by issuing a verbal or hand signal warning to a team member or to the team through the game captain.

39. Rule 21.2 MISCONDUCT LEADING TO SANCTIONS

Incorrect conduct by a team member toward officials, opponents, teammates, or spectators is classified in three categories according to the seriousness of the offense.

21.2.1 **Rude Conduct:** acting contrary to good manners or moral principles or any action expressing contempt.

21.2.2 **Offensive conduct:** defamatory or insulting words or gestures.

21.2.3 **Aggression:** physical attack or aggressive or threatening behavior.

40. Rule 21.3 SANCTION SCALE

21.3.1 Penalty: For rude conduct, the team is penalized with a point and service to the opponent.

21.3.2 Expulsion:

22.3.2.1 A team member who is sanctioned by expulsion shall not play for the rest of the set and must remain seated in the penalty area with no other consequences.

22.3.2.2 The first offensive conduct by a team member is sanctioned by expulsion with no other consequences.

22.3.2.3 The second rude conduct in the same match by the same team member is sanctioned by expulsion with no other consequences.

21.3.3 Disqualification

21.3.3.1 A team member who is sanctioned by disqualification must leave the competition for the rest of the match. (BPRD Rule: The participant will have 3 minutes to leave the gym).

21.3.3.2 The first aggression is sanctioned by disqualification with no other consequences.

21.3.3.3 The second offensive conduct in the same match by the same team member is sanctioned by disqualification with no other consequences.

21.3.3.4 The third rude conduct in the same match by the same team member is sanctioned by disqualification with no other consequences.

41. Rule 21.4 APPLICATION OF MISCONDUCT SANCTIONS

21.4.1 All misconduct sanctions are individual sanctions, remain in force for the entire match and are recorded on the scoresheet.

21.4.2 The repetition of misconduct by the same team member in the same match is sanctioned progressively. USA 22.4 A warning does not need to precede a penalty for rude conduct.

21.4.3 Expulsion or disqualification due to offensive conduct or aggression does not require a previous sanction.

42. Rule 21.5 MISCONDUCT BEFORE AND BETWEEN SETS

Any misconduct occurring before or between sets is sanctioned according to Rule 22.3 and sanctions apply in the following set.

BPRD Rule: Any misconduct occurring after the match may be sanctioned the following week.

43. Rule 21.6 SANCTION CARDS

Warning	verbal or hand signal only
Penalty	yellow card
Expulsion	red card
Disqualification	yellow + red card jointly

44. CO-ED RULES

1.1 The serving order and positions on the court at service shall be male and female alternated or vice-versa.

1.2 When the ball is played more than once by a team, a female player shall make at least one of the contacts. Contact of the ball during blocking shall not constitute playing the ball. There is no requirement for a male player to contact the ball, regardless of the number of hits by a team.

1.2.2 If a team contacts the ball more than one time during offensive action, one of the contacts must be made by a female player, but there is no restriction preventing all three team hits from being made by female players. Contact of the ball during a blocking action does not count as one of the three team hits. Therefore, after a block, a male player may play the ball back over the net as such a contact would be considered the first team hit.

1.4 When only one male player is in the front row at service, one male back-row player may be forward of the attack line for the purpose of blocking. The remaining back-row player must be behind the attack line until the ball has been contacted by the blocker(s) or has been hit in such a manner that no block is possible.

BPRD RULES:

1. At no time may the number of males exceed the number of females on the court
2. A team may play with 4 females and 2 males on the court or any other combination as long as the number of males never exceeds the number of females and there are always four players on the court.
3. Spiking is allowed in all leagues.
4. If the ball is hit more than once, a female **MUST** make one of the hits.
5. Teams must play true coed whenever possible (three females, three males)

45. HONOR CALLS (BPRD Rule)

These will be accepted as long as they are against the team making the call (i.e., line calls).

46. NO ALCOHOL OR SMOKING

No alcohol or smoking allowed on school or BPRD property. Any team/player found to be violating this rule may be subject to league suspension.

46. SPECTATOR CODE OF CONDUCT

I WILL:

1. I WILL abide by the officials' rules of USA Volleyball
2. I WILL display good sportsmanship at all times.
3. I WILL educate myself on the unique rules of this facility and abide by them.
4. I WILL generate goodwill by being polite and respectful to those around me at this event.
5. I WILL immediately notify the Event Director and/or Program Administrator in the event I witness any illegal activity.

I WILL NOT:

1. I WILL NOT harass or intimidate the officials, including line judges and scorers.
2. I WILL NOT bring and/or carry any firearms to any BPRD event.
3. I WILL NOT bring, purchase, or consume alcohol during BPRD league volleyball.
4. I WILL NOT smoke or vape on school or BPRD property.