GENERAL

1. First and foremost, while play is competitive, the number one priority is FUN for everyone involved. Every player is expected to show good sportsmanship and play for the love of the game.
2. Teams need to provide their own volleyball for play.
3. No alcohol is to be consumed in the parking lot or court area.
4. Court lights must be turned out by 11:00 p.m. If matches finish before the allotted time, teams may play “pickup” games until that time.

LEAGUES

1. Entries for league play are taken on a first come, first serve basis until all spots are filled.
2. Unless otherwise noted, leagues will play on Tuesday and Wednesday night.
3. If there are enough teams, there will be “A” league (highly competitive) and “B” league (fun) play each night. If there are not enough teams for both, a decision will be made as to what type (A or B) of league play will be offered and teams can decide if they wish to participate.

SCHEDULES

1. Schedules will be determined by the number of teams in each league, will be provided to team captains, and published on the website.
2. At the end of each session a tournament will be held involving all teams based on regular season standings.
3. Play will begin at 6:30 and then hourly unless otherwise noted. Teams are expected to start/finish on time.
4. Teams will be given a 5 minute grace period if they don’t have enough players to start a match. If after 5 minutes, they do not have the needed players, they will forfeit the first game. They will then have 15 minutes to have the needed players to start game two. If after these 15 minutes, they do not have the needed players, all 3 games will be forfeited.
5. League play sessions will typically be 8 weeks followed by the tournament.
6. If a team knows in advance it will not be able to play, the team captain is to notify Steve (614 578-0088) and the opposing team captain.
7. Failure to play a scheduled match will result in a forfeit unless both teams agree to reschedule, and a time can be found to play the match.
8. Team standings will be provided to the team captains and posted on the website.

ROSTERS

1. Team rosters and waiver forms must be submitted by the first scheduled game.
2. Teams may have up to 12 players on the roster. Roster changes, additions, and subtractions can be made through the first 5 weeks of the season.
3. Players may only play for one team in the league (unless mutually agreed upon by both team captains prior to the start of a match).
4. Players must be over 18 to play.
5. For tournament play, only players on the team roster are eligible to play.
6. All teams are coed and must play a minimum of two females (unless otherwise agreed upon by the team captains).

MATCHES

1. A match will consist of 3 games with 55 minutes allotted for each match. The first two games will be played to 25 (27 point cap) and the third game will be played to 21 (23 point cap) if time allows. All scoring is rally scoring.
2. Teams must win by two points unless the cap is reached or the allotted time for the match has expired (team leading by 1 point will be declared the winner).
3. There will be scorecards provided at each net. Teams are expected to fill these out and captains (or a designee) will sign to confirm match scores.
4. There will be no referees so teams will keep their own scores, call their own violations, start and finish on time, etc. Any disagreements must be worked out between the team captains, remembering sportsmanship as a priority.
5. Teams are allotted one 30 second time out per game.
6. If weather is problematic prior to the start of that evening’s scheduled matches, teams will be notified if the matches are cancelled. Gatsby’s courts have excellent drainage and almost never have to cancel for rain alone.
7. If weather becomes problematic during match play, team captains will make the decision as to whether to continue play, delay, or reschedule (if possible) the match. Light rain should not mean a match is not played. No games should ever be played with thunder and lightning in the area and such play will be considered “at your own risk”.
8. Cancelled games will be rescheduled if possible.

Specific rules for play

1. Any ball touching any obstacle outside the net or court area is considered out of play. This includes but is not limited to:
2. Net poles
3. Cables or Ropes between the net and net poles
4. Fencing or netting outside the court area
5. Light and Poles
6. Any ball or player entering the adjacent court area is considered out of play. This includes:
7. A player entering the adjacent court after playing the ball.
8. A player touching the adjacent court lines.

Exceptions: 1. If no game or match is scheduled on the adjacent court and both captains agree, the adjacent court will be in play. 2. If the last scheduled game or match is completed on the adjacent court and both captains agree for the adjacent court to be in play.

1. Any ball, person, or any other obstacle that enters the court during a volley and potentially interferes with the volley should be replayed.
2. Players are allowed to have multiple contacts on a hard driven ball only. The serve does not count as a hard driven ball.
3. Players are allowed to set the ball on the serve/receive.
4. Players may not touch the net during a volley or while the ball is in play. Note: the ball pushing a player into the net is not a fault.
5. If the ball is stopped between the player and the net, it is considered a fault.
6. Players must not “scoop” or carry the ball with an open hand/hands.
7. Players must not make disruptive comments or noises while the opponent is playing the ball.
8. Players are allowed to make “honor” calls against themselves or their team.
9. Both a serving and positioning rotation must be kept.
10. Teams must rotate after each volley resulting in a sideout.
11. There is no “girl hit” rule in effect.
12. Back row player may attack the ball from behind the 10’ line.
13. If a team is short a player(s), players who arrive late may play immediately.

If a team has any questions or suggestions, please email Gatsbys1@aol.com