



# BOLINGBROOK PARK DISTRICT CO-REC VOLLEYBALL RULES

## RULES & REGULATIONS

The Bolingbrook Park District has adopted the following set of rules to govern the Co-Rec Volleyball League organized and controlled by the Park District. Rules not covered herein will be determined by the "Official U.S.A. Volleyball Rules."

The purpose of this league is to provide an opportunity for interested adults to play in a safe and organized league. **Fair play and good sportsmanship is the responsibility of every player, coach, and spectator.**

## LEAGUE ORGANIZATION

The League Commissioner (Facility/Athletic Program Manager) has the final power in decision-making in all matters pertaining to the league. The League Commissioner will call all meetings between team captains if necessary. Any special meetings desired by teams must be requested through the team captain.

### 1. LEAGUE POLICIES

- 1.1. **The total league fee must be paid before the first game.** Any team fees still owed will result in a forfeit from the first game onward. Payment may be received in the form of cash, check, credit card or sponsorship money before the first game.
- 1.2. **Non-resident fees are due by the third week of games.** Any non-resident fees still owed after that date will result in a forfeit. Payment may be received in the form of cash, check, credit card or sponsorship money before this date.
- 1.3. **The Park District is not responsible for teams not playing games and/or withdrawing from a league.** In cases of forfeit, the League Commissioner will not reschedule games. Teams are solely responsible for participating in the Park District activities on the scheduled dates and times for which they are registered.

### 2. TEAM CAPTAIN'S RESPONSIBILITIES

- 2.1. Each team shall designate a "team captain" who will be the sole liaison between that team and the Park District. Only the team captain should communicate concerns with the Park District. To avoid confusion, players should speak to their team captain on all inquiries and not contact the Park District directly. The team captain may be either a player or non-player.
- 2.2. It is encouraged for Team Captain (or Team Representative) to attend Captain's Meeting. NOTE: Modifications to the league, including, but not limited to rules and awards, may take place at the Captain's Meeting. Failure of a team representative to attend shall not exempt from any modifications that may be made.
- 2.3. Responsible to distribute copies of all league policies, schedules, etc. to their players. (located on [www.bolingbrookparks.org](http://www.bolingbrookparks.org))
- 2.4. Expected to inform their players of all rules and regulations prior to the first game, and as often thereafter as necessary to ensure no violations occur.
- 2.5. Expected to inform players of the game schedule, make-up dates, etc. and pass along any other information from the Park District.
- 2.6. Responsible for the conduct of their spectators and participants. (see 'Player-Team Conduct' below for explanations of consequences)
- 2.7. **Are the only players that may address the referee.** If a referee does not act appropriately, or if there is consistently poor officiating and/or knowledge of the rules, please contact the Facility/Athletic Program Manager and appropriate action will be taken.

2.8. Must sign score sheet, after each match, to assure accuracy of score and players.

2.9. Responsible for making sure the Park District has current address and home/work phone numbers.

**3. ELIGIBILITY & ROSTERS**

3.1. **Rosters are due before the team’s first scheduled game!** Any team, which does not turn in a roster before their first game, will forfeit the match. Rosters may be turned in right before your scheduled match. No changes to the roster will be allowed after the second week of games.

3.2. Roster maximum of 12 players. No change to the roster will be allowed after the second week of games, except in the case of an injury. A doctor’s note will be required, and the replacement player must be of similar ability to the injured player. Any change(s) will require approval by the Facility/Athletic Program Manager **prior to** the game.

3.3. Each team is allowed an additional 2 “free” subs on their roster. This is not to be abused by putting everyday players in these slots, only subs that will play for your team in emergency situations.

3.4. All roster information must be complete and accurate for a player to be eligible for league play. If any information is incomplete the player will be ineligible until all information is completed on the roster form.

3.5. All players must have a valid I.D. at all games to verify their identity and residency to prove that they are a rostered player. This must be a current State ID, Driver’s License, Passport, or Military ID. No other forms are acceptable.

3.6. A player is ineligible if they meet any of these restrictions:

- ⇒ A player who is not 18 years of age on or before the first scheduled game.
- ⇒ A player listed on another team’s roster within the same divisional schedule.
- ⇒ A player not on the team’s roster
- ⇒ A player using a false name or nickname on the roster and/or sign-in sheet.
- ⇒ A player using an improper/incorrect address (i.e. non-resident using a Bolingbrook address).
- ⇒ A player with no photo I.D., proof of residency, and/or incomplete/inaccurate roster information.
- ⇒ A player currently listed on a professional volleyball team roster. Amateur players are eligible.

3.7. To be eligible, a player must meet all of the following criteria:

- ⇒ Must be 18 years of age on or before the first scheduled game.
- ⇒ Must be on the team’s roster
- ⇒ Must have accurate information on the roster and sign-in sheet.
- ⇒ Must have a photo I.D. with them while in the facility (refer above for acceptable ID’s).

3.8. Any team caught using any ineligible player will forfeit the match.

3.9. “Eligible team” definition: The following combinations are considered an “eligible team”:

**FEMALE-TO-MALE OPTIONS:**

- One Female & Two Males . . . . .1F 2M
- One Female & Three Males . . . . . 1F 3M
- Two Females & One Male . . . . . 2F 1M
- Two Females & Two Males . . . . . 2F 2M
- Two Females & Three Males . . . . .2F 3M
- Two Females & Four Males . . . . .2F 4M
- Three Females & One Male . . . . . 3F 1M
- Three Females & Two Males . . . . .3F 2M
- Three Females & Three Males . . . . .3F 3M
- Four Females & One Male . . . . . 4F 1M
- Four Females & Two Males . . . . .4F 2M
- Five Females & One Male . . . . . 5F 1M

\* Libero (male or female) could be used to go outside of the above approved ratios. Libero is treated as a non-gender position, and will be treated as whichever gender satisfies the team ratio for that specific rally, while simultaneously can be treated as

the same or different gender to prevent violating the “3-consecutive-males” rule. However, full restrictions of Libero need to be followed. (see Libero restrictions)

#### 4. MATCH STRUCTURE

- 4.1. Placement of teams within leagues will be at the discretion of the Facility/Athletic Program Manager. The Facility/Athletic Program Manager has the right to move teams within divisions based on previous season’s performance.
- 4.2. A coin toss will determine side and service for Game #1. The other team will serve Game #2 and teams will switch sides. A new coin toss shall determine side and service in Game #3.
- 4.3. All matches (warm-up and match combined) will have a one-hour time limit. Example: the 6:30 p.m. match will end no later than 7:30 p.m. At \_:30, the team with the higher score (by one point, not two) will be declared the winner of that game, and the match will immediately end (regardless of delays during the match).
- 4.4. Teams are allowed 10 minutes shared-court warm-up prior to start of match. Specifically, at \_:30 teams enter court and begin warm-ups, and at \_:40 warm-ups end and match begins. Captains may opt to decline warm-up and, instead, begin match immediately, but **both captains** and referee must agree (referees need bathroom breaks too). Referee may delay start of and progression of match to respond to unexpected situations, and this delay will not affect match ending time.
- 4.5. All games must start with the required amount of players per team on the court. If a team cannot, then a forfeit is ruled. A team can forfeit any of the games and still play the other games providing the team has an eligible team. Note “INJURY/INSURANCE” (Rule #13.4) for exceptions after the start of the match. Teams may elect to field different players, and different male-female ratios for every game.
- 4.6. Game time is forfeit time. Game #1’s start-time is \_:40 and will be forfeited at \_:40. Game #2 will be forfeited 10 minutes after the end of Game #1, and Game #3 will be forfeited 10 minutes after the end of Game #2. A team can forfeit any of the games and still play the other games providing the team has an eligible team.
- 4.7. Any team that FORFEITS an entire evening’s matches must pay a \$25 forfeit fee prior to qualifying in any post-season tournaments. It is the team captain’s responsibility to pay the forfeit fee. If a forfeit fee is not paid by the last week of the season, the team will **NOT QUALIFY** for the post-season and tournament seeding will be adjusted. (For example, if the #2 seed fails to pay the accumulated forfeit fees, the #3 seed now becomes the #2 seed – the #4 seed becomes the #3 seed and so on. The #2 seed will not qualify for post-season contention.)
- 4.8. Any team that has 3 “no-show forfeits” will be dropped from the league with no refunds. Future league consideration will be evaluated. Teams will lose returning team status as well. Please do not assume teams are automatically dropped from league without the prior consent from the Facility/Athletic Program Manager.
- 4.9. Each team will be scheduled to play three games per match. All games will utilize USA Volleyball Rally Scoring. A point is awarded on every rally regardless of which team is serving. A game is won when a team has scored 25 points and is at least two points ahead (to a maximum of 27 points). **Game #3 will also be played to a score of 25 points and a team is at least two points ahead (to a maximum of 27 points), or until the one-hour time limit is reached (win by one point)... whichever comes first.**
- 4.10. Teams may rotate players into the game as long as the intent to rotate is made known before the game and the rotation is followed consistently throughout the game. If rotating, all rotations must adhere to Rule #3.9 and Rule #6.8; if “substituting” players into the game. Teams electing to substitute players into the game must follow U.S.A. Volleyball rules.
- 4.11. Each team is allowed two 30-second timeouts per game. Timeouts will only be granted after a rally has ended. **At \_:25 (the last five minutes of the hour), no more timeouts are permitted.** Specifically, upon the official announcing “5 minutes remaining” and prior to the next beckon for serve, each team is permitted use of all their remaining timeouts. At next beckon for serve, no more timeouts are permitted. Professional volleyball is not a time-limited sport; this rule is to prevent a team from “running down the clock.”
- 4.12. If the match finishes early, both teams are permitted to remain on the court for the remainder of their hour. If **both** teams decline to use their remaining court time, only then will the next match’s teams be permitted to enter the court. Example:

One team may opt to play 2-on-2 for their remaining time, next matches teams must remain off the court. (officials will not officiate scrimmages)

4.13. Each game that is won shall constitute 1 point in the standings (total of 3 points per match).

## 5. HOUSE RULES

5.1. Facilities, grounds, parking lots, and equipment are considered Park District property.

5.2. Smoking, eating, and drinking are all prohibited in the facilities.

5.3. All on-court players are required to wear non-marking athletic shoes. Bare feet, flip-flops, dress and heeled shoes, etc. are prohibited.

5.4. For safety reasons spectators must watch from the bleachers only! No standing by the courts will be allowed. **Children must be supervised at all times. Unsupervised children and their guardian will be asked to leave the gymnasium.** Participants are not allowed to play and supervise children at the same time.

## 6. LEAGUE RULES

6.1. **For reasons of safety, in between points and games, please roll the ball to the server, do not throw.**

6.2. All players must know the U.S.A.V. Rulebook and abide by these rules.

6.3. Game balls will be provided by the Park District. However, if **both** captains agree, teams may opt to use their own regulation volleyball during the game. Either way, the referee must approve the game ball used on the court, and can refuse any ball they deem unacceptable.

6.4. All players must sign in on the scoresheet before entering the court to warm-up and/or play. If a player shows up late, they sign-in; then they can rotate in or substitute in at any time during the match. The late arriving player is permitted to add into the front or back row, so as to maintain legal positions (Rule #6.8). Team captains may not sign-in players. Signing in will validate rostered players and eligibility for playoffs.

6.5. The "Pursuit Rule" is not in affect in this league. Once the ball completely crosses the center line outside the antennas, it will be ruled "out."

6.6. The "libero" position IS ALLOWED in this league. The Libero IS ALLOWED to serve. The Libero is a non-gender position.

6.7. The "girl-rule" is not in affect at all levels. (a female is NOT required to contact the ball during a team's multiple contacts)

6.8. The serving order and positions on the court shall prohibit 3-males in consecutive positions (i.e. a 3-man front row) as often as "eligible team" allows. Exception: When the team is 3M 1F, it is permitted to have 3 males in consecutive positions. For rotations and substitutions, see Rule #4.10.

6.9. During service, the server is allowed part-or-all of only one foot to enter the court, both feet contacting the floor on/in-front of the service line prior to or during contact of the serve is a fault.

6.10. During service, only one toss or release of the ball is allowed. Allowing the ball to drop for re-service is a fault.

6.11. Wrong server is "not" a fault. The server is corrected and play continues. If a wrong server earns points serving prior to the error detected, all points remain, the positions are corrected, and the correct server continues serving. If the correct server cannot be determined, the current server continues, no fault occurs. However, intentional wrong servers are treated as unsporting conduct resulting in a red-card sanction of one point and a sideout (the opposing team is awarded a total of one point).

6.12. If the ball contacts the ceiling, antennas, referee stand or any other inanimate surface, or goes out of bounds on a serve, an "out" is ruled. **If a ball contacts the net and crosses over into the opponent's court, it is legal and is a live ball.**

6.13. No blocking or attacking of a serve. **Setting of the serve is legal.**

- 6.14. Exceptional Ball Contact: At any time during play, if the ball contacts an object that is less than 15ft above the court (i.e. basketball hoop in down position), and would have remained playable if the object was not there, it is the referee's discretion to order a replay. However, during service, if the ball contacts an object less than 15ft above the court on the server's side of the court, even during the service toss, the ball will be ruled "out."
- 6.15. **Ball contact "at any time" with the suspended scoreboards will be ruled "out."**
- 6.16. After every side-out, the new serving team must rotate one position clockwise, even on their first serve of the game.
- 6.17. When 2 females and 1 male are in the front row, 1 male back-row player may pull forward to block or play the ball, but NOT attack the ball while the ball is completely above the plane of the net.
- 6.18. During play, if a ball contacts a dividing wall, it will be ruled "out." Only the player attempting to play the ball may move the divider to play the ball. Teammates assisting by moving the divider for the player is ruled a fault.
- 6.19. While playing the ball, the ball may contact any part of the body. Ball contact with the body (even an open palm) is not automatically an illegal hit; if neither prolonged nor double-contacted, it may, in fact, be legal.
- 6.20. While playing a ball on its first-hit, multiple contacts by one player are legal, provided they are one motion of playing the ball. "First-hit" balls can be UGLY while remaining LEGAL. Prolonged contact is always illegal.
- 6.21. Player contact with the net is ruled a fault only if they are in the process of playing or interfering with the playing of a ball, or creating a significant distraction. However, if an opponent's hands are near the net, and the ball contacts that opponent's hands through the net, even causing the ball to deflect its direction, no net fault has occurred unless the referee determines that the opponent attempted to "play the ball" through the net (intentionally causing an unnatural rebound of the ball off the net)... referee's discretion.
- 6.22. If a player makes contact with the net, in a non-distracting manner while not in the process of playing the ball (i.e. after coming down from a block, as they turn to run back to position they brush against the net, OR if a player on the left-side makes non-distracting contact with the net during a right-side attack), no net fault has occurred.
- 6.23. If your team makes the ball hit the ceiling, playing net or overhead objects on your side and within the playing area, (other than on the serve) before 3 hits have occurred, play may continue. Note "Exceptional Ball Contact" (Rule #6.14)
- 6.24. If the opponent returns the ball to your side in a fashion that results in the ball hitting any inanimate surface (other than the playing net), the ball is ruled "out" on that opponent.
- 6.25. In the event that an official cannot see a "line call," a replay shall be ruled.

## 7. THE LIBERO

### 7.1. SELECTING A LIBERO & UNIFORM:

- 7.1.1. Team may elect to use a Libero. Limit one Libero per set.
- 7.1.2. Libero may replace ALL Back row players, regardless of gender and team male/female eligibility. Libero is treated as a non-gender position, and will be treated as whichever gender satisfies the team ratio for that specific rally, while simultaneously can be treated as the same or different gender to prevent violating the "3-consecutive-males" rule.
- 7.1.3. It is legal to have different Liberos for different sets.
- 7.1.4. If a team elects to use a Libero, the Captain must inform the official and the Libero must be introduced to the official "before" the start of the set.
- 7.1.5. Team/Libero uniforms must be contrasting in either of these two options:  
7.1.5.1. The team must wear a similar solid-colored shirt, and the Libero must wear a contrasting solid-colored shirt (yellow/blue is legal, maroon/black is illegal, yellow/white is illegal)

7.1.5.2. The team must wear any solid-colored shirt, and the Libero must wear a contrasting colored safety or soccer vest. Example: Yellow vest, no teammate may wear a yellow shirt; Orange vest, no teammate may wear an orange shirt. NOTE: You must supply your own safety or soccer vest if you choose this option.

## **7.2. LIBERO RESTRICTIONS:**

7.2.1. The Libero is a defensive specialist; they may only replace back row players and is prohibited from playing a front row position.

7.2.2. The Libero must replace a back row player through the Libero replacement zone, between attack line and end line, and only after a completed rally and prior to beckon for serve.

7.2.3. It is illegal for the Libero to:

7.2.3.1. Block or ATTEMPT to block.

7.2.3.2. Overhand set the ball, while they are on or in front of the attack line, to an attacker (anywhere on the court) whom attacks the ball while the ball is entirely above the height of the net.

7.2.3.3. Attack the ball from anywhere on the court while the ball is entirely above the height of the net.

7.2.4. The Libero is allowed unlimited replacements during a set.

7.2.5. The Libero IS ALLOWED to serve.

## **8. TOURNAMENT PLAY RULES**

8.1. Only players having played 25% of “regular season” matches will be eligible for that season’s tournament.

8.2. Tournaments are single-match elimination.

8.3. Tournament play is best-of-three. If one team has won both the Game #1 and #2, then Game #3 will not be played. Game #3 is only played if necessary.

8.4. During tournament play, side and service will be determined by a coin toss. The team serving Game #1 shall receive in Game #2, and teams shall switch sides. If a third game is necessary, a new coin toss will determine side and service for that game.

8.5. All three games (if 3<sup>rd</sup> game needed) will be rally scoring to 25 (must win by 2 to a maximum of 27) for all tournament play.

## **9. STANDINGS**

9.1. Standings will be updated weekly on the website within 48-72 business hours. ([www.bolingbrookparks.org](http://www.bolingbrookparks.org))

9.2. League standings during regular season are based on the wins and losses of all “games.”

9.3. End-of-regular-season standings will be the seeding for playoffs. If two or more teams are tied for any position in the regular season, the following procedures will be utilized to determine the final “regular season” league standings, in order, until all ties are broken:

9.3.1. Any team with a forfeit during the regular season automatically loses all ties. (at discretion of Facility/Athletic Program Manager)

9.3.2. Team with the best record in head-to-head competition against the other team(s) involved in the tie.

9.3.3. Total points in head-to-head game(s) AGAINST the other team(s) involved in the tie.

9.3.4. Team with the least amount of points allowed AGAINST all the other team(s) involved in the tie.

9.3.5. Lastly, Coin toss will determine seeds.

9.4. Final standings at conclusion of playoffs to determine team movement, and playoff standings.

9.4.1. Team movement will be determined by ALL wins and losses of ALL games throughout “regular season” AND “playoffs” and then calculating “win percentage” (i.e. Total Wins divided by Total Wins + Total Losses).

9.4.1.1. TO DETERMINE TOTAL WINS:

- 9.4.1.1.1. Take the total GAMES (not matches) won during regular season
- 9.4.1.1.2. Add the total GAMES won during playoffs
- 9.4.1.1.3. If the team had a BYE for first tier of playoffs, they will be given 2 additional GAMES WON and 0 additional GAMES LOST with a match score of 25-0 and 25-0.

9.4.1.2. TO DETERMINE TOTAL LOSSES:

- 9.4.1.2.1. Take the total GAMES (not matches) lost during regular season
- 9.4.1.2.2. Add the total GAMES lost during playoffs
- 9.4.1.2.3. If the team had a BYE for first tier of playoffs, they will be given 2 additional GAMES WON and 0 additional GAMES LOST with a match score of 25-0 and 25-0.

9.4.1.3. EXAMPLE:

- 9.4.1.3.1. Team A has a 23-1 Season + a BYE for playoffs + a record of 6-2 Post-Season = 31-3 Final Total

9.4.1.4. TIE-BREAKER FOR PLAYOFFS: If two or more teams are tied for any position in the playoffs, the following procedures will be utilized, in order, until all ties are broken:

- 9.4.1.4.1. Any team with a forfeit during the regular or post season automatically loses all ties. (at discretion of Facility/Athletic Program Manager)
- 9.4.1.4.2. Team with the best "regular season" record in head-to-head competition against the other team(s) involved in the tie.
- 9.4.1.4.3. Total "regular season" points in head-to-head game(s) AGAINST the other team(s) involved in the tie.
- 9.4.1.4.4. Team with the least amount of "regular season" points allowed AGAINST all the other team(s) involved in the tie.
- 9.4.1.4.5. Lastly, a coin toss will determine seeds/final standing

9.4.1.5. TIE-BREAKER FOR FINAL STANDINGS: If two or more teams are tied for any position in the final standings, the following procedures will be utilized, in order, until all ties are broken:

- 9.4.1.5.1. Any team with a forfeit during the regular or post season automatically loses all ties. (at discretion of Facility/Athletic Program Manager)
- 9.4.1.5.2. Higher placed team from playoff competition.

9.5. End-of-season team movement (based on FINAL STANDINGS):

- 9.5.1. Last Place of upper level will move down, and 1st Place of lower level will move up.
  - 9.5.1.1. If both teams decline to move, no moves will occur.
- 9.5.2. However, if Last Place of upper level wishes to move down, then:
  - 9.5.2.1. The 2nd Place team of lower level has option to move up
  - 9.5.2.2. If 2nd Place of lower level declines to move up, then 1st Place of lower level **MUST** move up.
- 9.5.3. Exception: Open League is exempt from this rule, and is an "invitation only" league.

## 10. PROTESTS

- 10.1. Protests based solely on a decision that involved accuracy of judgment on the part of an official will not be considered.
- 10.2. All protests (player eligibility or rule interpretation) must be made solely by the team captain. No protests will be honored by the official if not made by the captain.
- 10.3. Protests will be accepted on rules interpretation if informed by Captain to Referee immediately.
- 10.4. All information including the score, time, and protest must be recorded with the referee and opposing team captain.
- 10.5. **Protest of player eligibility prior to start of game:** If a protest about an ineligible player is made prior to the start of a game, there is no "protest fee" assessed, and the team captain must quickly decide whether or not to allow their player onto the court. If the captain affirms the player's eligibility, the player must immediately present a valid ID to the referee (to record for possible roster verification). If the player does not have a valid ID on them, that player is ruled ineligible and will not be able to play until a valid ID is presented. With a valid ID, the player may play in the match, and the entire team risk a later forfeit of the match if it is determined that the player is ineligible. The opposing team must file a "written protest" for this action to occur.
- 10.6. **Protest of player eligibility after start of game:** If a protest about an ineligible player is made after the start of a game, it must be a "written protest," and the match will continue uninterrupted. The team roster will be checked by Park District to determine eligibility of the player. If the player is not found on the roster or is determined to be an ineligible player, that team automatically forfeits all matches the ineligible player had played. However, the opposing team must protest within 24 hours after the scheduled time of the game.

10.7. **Written protest:** Acceptable protests must be in writing to the Facility/Athletic Program Manager within 24 hours after the scheduled time of the game. A written account along with a \$25 protest fee must be submitted during the 24-hour period. The fee will be returned if the protest is won. A decision on the protest will be returned within 48 hours. Contact information is on the last page of this document.

## 11. REFEREES

11.1. Referees must be treated with respect at all times. All disagreements with a referee's application/interpretation of a rule **MUST** be conducted by the team captain in a civil manner.

11.2. In the event of a "no-show" by the scheduled referee, teams must agree to play the scheduled games without the referee. The scores will count toward the standings.

11.3. If a referee does not act appropriately, or if there is consistently poor officiating and knowledge of the rules, please contact the Facility/Athletic Program Manager and appropriate action will be taken.

11.4. The referee's clock is the "official clock" for their specific court. Captains may request a "time check" in between points and games, provided it does not cause a delay of game.

## 12. PLAYER-TEAM CONDUCT

12.1. Any unsportsmanlike behavior such as abuse of equipment, taunting, etc. displayed before, during or after a match, on Park District property, shall automatically disqualify the offending player for the next match on a first offense, and for the rest of the season (including any post-season play) for the second offense. These are automatic suspensions.

12.2. YELLOW/RED CARDS If a player receives an individual yellow card the penalty shall be as follows:

12.2.1. First Offense: Individual Yellow Card is a "warning" which will only be used "once per team, per match."

12.2.2. Second Offense: Any further (or severe initial) unsporting conduct will result in Individual Red Card(s) which will be a point for opposing team (and loss of rally if serving team is at fault).

12.3. **Any physical conduct / fighting with another player, spectator, official or Park District employee before, during or after a match will not be tolerated.** Any player participating in any physical conduct will be automatically suspended for a minimum of 1 season up to a possible indefinite league suspension and civil action. The team will also be fined \$25 per individual suspended. This fee must be paid prior to the team's next match or a forfeit will be enforced. Teams will not be allowed to replace the suspended player on their roster.

12.4. Any player who verbally threatens a player, spectator, official or Park District employee before, during or after a match will be suspended a minimum of 6 matches up to a possible indefinite league suspension.

12.5. Persistent poor behavior, including harassment of officials or other teams, (aka "trash talking") may result in the dismissal of that team from league and loss of returning team status. Teams exhibiting such behavior will receive a written warning from the Facility/Athletic Program Manager. Issuance of a second warning for team misbehavior will result in that team being placed on probationary status with possible individual suspensions to follow.

12.6. **Teams are responsible for the conduct of their spectators.** Spectators' behavior can result in the same suspensions as stated above.

12.7. Any drugs (unless prescribed by a physician) and/or alcoholic beverages are prohibited on Park District property.

12.7.1. Players caught with alcoholic beverages will be suspended from the match and the next match.

12.7.2. Players caught with alcohol "after the match" will be suspended for the next match.

12.7.3. The second time a player is caught with alcohol; they will be suspended from the league.

12.7.4. Players caught with drugs will be reported to the Police and suspended as above.

12.7.5. If the problem continues, the team will forfeit each match containing an occurrence.

12.7.6. Spectators will be escorted from the building if caught with alcohol.

12.7.7. Park District and Village Police are empowered to issue tickets to violators in addition to the penalties listed above.

12.8. Any player ejected from a match must leave the building immediately. Before a suspended/ejected player is reinstated into the league, a \$25 suspension fine must be paid to the Park District office no later than 24 hours before the next scheduled match. Failure to do so will result in continued suspension until the payment is made.

12.9. During a player's suspension, the player cannot participate in, nor be a spectator of any scheduled matches of the "entire" Bolingbrook Park District volleyball league. Any player that plays during a suspension will be considered an ineligible player, the team will forfeit all of those matches the ineligible player played in, and will be escorted from the building. Further penalties for any violations of these rules, during their suspension, will be determined by the League Commissioner (Facility/Athletic Program Manager).

12.10. The Facility/Athletic Program Manager has the right to disqualify any player or team from league play due to unsportsmanlike conduct with no league refund.

12.11. Teams will not be allowed to replace a disqualified player(s) on their roster at any time.

### **13. INJURIES / INSURANCE**

13.1. The Bolingbrook Park District is not responsible for any injuries incurred while on the premises of the Bolingbrook Park District and its' facilities before, during or after a game and/or practice.

13.2. All teams and individuals should be commercially insured (carry own insurance). The Bolingbrook Park District provides no insurance.

13.3. A player who is bleeding, or has an open wound, or has an excessive amount of blood on his uniform must leave the game and may not return until the situation has been resolved.

13.4. If a player suffers an injury during play:

13.4.1. The play stops immediately, and a replay is ordered if the injury/interruption affected the outcome of the play.

13.4.2. The player is given 30 seconds to return to play.

13.4.3. If the player cannot return to play within time, the team may utilize their time-out(s) and/or substitution.

13.4.4. If the team has no legal substitute, an exceptional substitution is permitted, but must adhere to Rule #6.8.

13.4.5. Finally, if the injured player cannot safely return to play within time, AND no other players are available, that team will be allowed to play without that player for the remainder of that day only, even if this would cause them to have a less than eligible number/ratio of players on the court. However, the injured player will be allowed to return to play, in their original position, as soon as they elect to return. Note: If a player utilizes this rule, later returns to play, and then utilizes this rule a second time during that match, they will not be permitted to re-enter the match.

### **14. AWARDS & PLAYOFFS**

14.1. Cash prizes will be awarded to league and playoff finishes. Prize amounts will be determined based on total number of registered teams.

14.2. A single-elimination tournament will be held at the end of the regular season. Number of teams and games will be determined based on the number of teams participating in the league.

14.3. All playoff schedules and standings will be viewable online at [www.bolingbrookparks.org](http://www.bolingbrookparks.org)

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