



Adult Volleyball Bylaws

PURPOSE

The primary purpose of the Morristown Parks and Recreation Department (MPRD) Volleyball League is to provide recreation for players and spectators during a definite schedule of regulation play.

BYLAWS

Morristown Parks and Recreation staff reserves the right to make any decisions that may result in changes, temporary or permanent, regarding any part of the bylaws. Changes made will be with the goal of providing for the best interest of the program operations and its participant(s). The Parks & Recreation Department reserves the right to rule on any situation not covered in these bylaws.

OFFICIAL RULES

League rules and regulations that govern play are contained in the VOLLEYBALL BYLAWS. Any changes of rules will be addressed in a pre-season managers meeting or through notification by email or letter.

GAME OFFICIALS

Game officials are designated by MPRD to be in complete charge of the game(s) they are assigned to. The field supervisors are responsible for the operation of the facilities.

LEAGUE SCHEDULE

The league schedule will be drawn up by MPRD staff, and sent by e-mail to the designated team managers. **(An active e-mail is required for all communication from MPRD; schedules, memo notifications, etc.)** Schedules, game results, and any updates will also be posted on the www.mymorristown.com website.

League Standings will be based on a team's Win/Loss record. In case of a tie between teams, head-to-head records will be used to break the tie.

Postponements of games will be made by the Parks and Recreation Department staff by 4pm.

Notification will be sent out through the Citizen Tribune text alert system (sign up for this free service at www.citizentribune.com). If after 4pm, except in extreme circumstances, postponements will be made at the gyms by the game officials and/or facility supervisors.

MPRD will make an attempt to reschedule postponements; however, given the limited time associated with the season, games may not be rescheduled.

PLAYING COURTS

Games will be played at Talley-Ward, West Elementary, Hillcrest, Union Heights, or any other gymnasium scheduled by the Parks & Recreation Department.

UNIFORMS/EQUIPMENT

Uniforms are not required to participate in the league but matching color t-shirts are **highly recommended**.

Game balls will be furnished by MPRD.

Any item, such as catchable jewelry, piercing(s), clothing, etc., determined by the game official to be a potential hazard to any participant **will not be allowed**. **(Game official has full discretion)**

MPRD is not responsible for players or team personal equipment.

CARE OF FACILITIES

Smoking at any field is prohibited; this includes the E-Cigs and other vapor or smokeless cigarettes. Players and/or teams damaging facilities will be indefinitely suspended, and/or face possible prosecution in a court of law.

AWARDS

Tee Shirts will be awarded to the winning team of each league. A date and time after the season will be set that tee shirts can be picked up.

TEAM AND PLAYER ELIGIBILITY

All teams will be allowed to have a maximum of **(20)** players on their roster. Only players that have signed the **Player Information, Waiver, Release of Liability and Indemnification Agreement Signature Sheet**, filed with the MPRD are eligible to participate. Manager's name must be listed if they are a playing manager. Players must be 15 on or before the first league scheduled practice or game, if no practices are scheduled, for the current season of play.

IF A MANAGER FALSIFIES A PLAYER'S RESIDENCE, THE TEAM WILL BE DROPPED FROM THE LEAGUE.

1. **A player will be considered a member of the first team they play with.** (Being in the lineup on a game that is forfeited will not count as participating in a game.) This also applies if a team drops out or is suspended from the league. Any player who is determined to have used an assumed name, player and manager will be declared ineligible for one year.
2. Players may be added to the roster provided the player has not played in the league this season. There will be a \$30 fee for each player added to the roster if the player lives outside Hamblen County. All players added who live within Hamblen County must provide proof of residence. Acceptable proof of residence will be driver's license, utility bills or voter's registration card with the player's name and current address on it. If the player does not have proof of residence they will either pay the \$30 fee or not be added to the roster.
3. Players listed as Free Agents (not registered with a team) with MPRD, are subject to be classified by MPRD staff as to what league they can play in. Military personnel on leave are eligible to be added to a roster provided their permanent residence is in Hamblen County or they pay the \$30 out-of-county fee.
4. Players listed as Free Agents (not registered with a team) with MPRD, are subject to be classified by MPRD staff as to what league they can play in. Military personnel on leave are eligible to be added to a roster provided their permanent residence is in Hamblen County or they pay the \$30 out-of-county fee.
5. Players who are on any school team (college, high school, freshman, middle school either varsity or B-team) at any time during the current school year are not eligible, and cannot be added after their season is completed. This also applies if they are dropped from or quit a team during the season. This does not apply to students who compete or have competed in intramurals.
6. Any player on a professional team will not be eligible at any time during the season.
7. In the event of a scheduled post season tournament, all rosters will be locked at the conclusion of the regular season, and all contestants may be required to show valid picture identification on the day of their scheduled tournament game.

PROTEST

Before a game begins, game official(s) will ask each manager if they want to protest the participation of any of the opposing team's players. If a player is protested, the player(s) in question must show a photo ID to verify they are listed correctly on the game roster or lineup, or forfeit their right to participate. If the player provides identification the game can continue to be played, but under protest. The player protested will be noted in the official scorebook for verification on the next business day at the Parks & Recreation office. A forfeit will result if the player is not listed on the official roster filed with Parks & Recreation. If both teams approve of the other team's players then the game will begin, and no further protest for illegal players will be allowed.

If a player is on the lineup and is not present before the game begins, he or she may be asked to show photo ID when they arrive to their game.

The intention to protest a rule must be indicated to and noted by the game official before the next order of play in the game. No protest will be honored after the game is over. A protest cannot be entered involving judgment calls made by a game official(s). Only a manager may protest. In all protests, proof of burden is on the accuser. Other protest must be received in the Parks and Recreation Office within 24 hours (Monday for Friday or Saturday games). The protest must be clearly written, and point of protest fully explained. A sum of \$50 must accompany the protest. If the protest is proven to be valid, and a decision in favor of the accuser is rendered the \$50 will be refunded. If the protest is proven to not be valid the \$50 will not be refunded. All protests will be submitted to a protest committee and the decision of that committee will be final.

TEAM AND PLAYER CONDUCT

ATTENTION * ATTENTION * ATTENTION

Teams are expected to police the behavior of their members for the entire duration of the season at hand regardless of whether or not they are currently playing. Any subject behavior at the facilities, after games or at any later date where team members are assembled as part of a MPRD athletics event will be subject to conduct penalties. Understand that if any member of a team or person known to be associated directly with that team is ejected from the game or park for any violation or if a person is a constant source of controversy, **THE ENTIRE TEAM MAY BE SUBJECT TO PENALTY.**

Captains, coaches, managers, are expected to be the first line of prevention and expected to police their members, which includes players, children of its players, and team spectators. If a person cannot control his or herself on or off the field at a MPRD athletic event, it may be in the best interest of the team to remove that person from participating. If the problem is not handled within the team then MPRD reserves the right to make a decision for the betterment of the league without exceptions.

Misconduct that is detrimental to the operation of games or the league including constant complaining, etc., will not be tolerated. Profanity and/or obscene language will not be tolerated.

MPRD retains the right to extend the suspension(s) up to a permanent ban from MPRD facilities dependent on information obtained pertaining to the offense committed.

Any player, coach, or manager who is ejected from a game for unsportsmanlike conduct will automatically be suspended for the team's next **(2)** matches **(6 games)**.

Unsportsmanlike conduct definition: a non-contact, unfair, unethical or dishonorable conduct, such as cursing, offensive hand gestures, etc.

Inappropriate or constant complaining to or about an official may result in a player, coach, or manager being suspend for the remainder of a game or for the entire match as deemed necessary. Each team is responsible for designating a team captain, who may call a time out to address an official about any concerns during the course of a game.

Any player, coach, or manager who verbally threatens, strikes, pushes or manhandles any official in any way before, during or after a game will be disqualified from the league for the remainder of the season. Disqualification can carry over to the next season, or permanently, or be prosecuted in a court of law.

Any player, coach, or manager who intentionally throws a ball at the referee will automatically be suspended for a minimum of **(3)** matches **(nine games)** starting with the teams next scheduled match. Any player or manager will automatically be suspended for a minimum of one **(1)** year of participating in MPRD athletic leagues for a second offense.

Any player, coach, or manager involved in fighting will result in a minimum **(3)** match **(nine games)** suspension starting with the teams next scheduled match. All involved are subject to suspension. Any player, coach, or manager who is involved in a second offense of fighting will automatically be suspended from participating in MPRD athletic leagues for one **(1)** year.

A manager shall not play any member of their team who is under the influence of alcohol or drugs. The official, gym supervisor or any member of the MPRD Staff shall have the authority to remove a player or manager who is, in their opinion, under the influence of alcohol or drugs.

Game suspension(s) will not be considered served when a game was forfeited to their team, however, if the player's team forfeits, that would count as suspension served. Any player, coach, or manager suspended from local league will be suspended from participation in local league play and tournaments.

Suspensions will carry over to all sports, i.e., softball, volleyball and basketball. If suspended, an individual cannot coach or play during the time they are suspended from any sport.

FORFEITED GAME

1. There will be no grace period for players to arrive. Games must start promptly. A team must have five (4) players present to start a game. **One or both teams may use their timeouts at the beginning of the game and between the 1st and 2nd game to attempt to avoid forfeiture if they are waiting on player(s) to arrive.**
2. A forfeited game shall be declared by the game official in favor of the team not at fault, and the score shall be recorded as 3-0 in the following cases:
 - a. At game time, **one** game is forfeited if a team does not have (4) players present to start the match. Three (3), or Seven (7) minutes later if all available timeouts are used, the second game and match will be forfeited if (4) players are not present to play.
 - b. If a team does not have (4) players able to participate at any time during a game.
 - c. Teams will not forfeit until game time even if prior game ends early. Teams can play with four players.
 - d. If a team fails to appear upon the court or being on the court refuses to begin a game.
 - e. If after warning by the referee, any one of the rules of the game is constantly, willfully and intentionally violated.
 - f. If, after the game has begun, one side refuses to continue play, unless the game has been suspended or terminated by referee.
 - g. If the removal of a player is not obeyed within one (1) minute.
 - h. If a game official is physically attacked by any team member and/or spectator.

RULES

1. A coin toss determines who shall get the choice of either the serve or the court for the 1st and 3rd games. The team not serving first in the first set of a match shall serve first in the second set.
2. All games will be to 25 points -- win by 2 or more. A point will be scored on every serve regardless of which team is serving. No cap.
3. Teams will play three games each night they are scheduled. All three games will count in the team standings. For one night, a team could be either 3-0, 2-1, 1-2 or 0-3.
4. Each team will be allowed two (2) time outs per game. A timeout period cannot be longer than one minute.
5. **Teams have the right to decide who substitutes in and when, but substitution can only be done upon the team rotating to serve. The player substituting in, only one player at a time, must serve upon entering the game. Substitution for illness or injury can take place at any time.**
6. Each member of the team shall serve in order of the rotation. If a team begins with less than six players and others arrive, they may be put into the game on serve rotation only.
7. The server shall stand with both feet back of the rear boundary line and must maintain that position until the ball is served.
8. If a served ball hits the net and goes across, it will be in play.

9. **Teams will be allowed to receive the serve with an over-head pass, but will not be allowed to attack (spike or block) the serve.**
10. If a player touches the ball or the ball touches a player, they are considered to have played the ball unless it is a block at the net.
11. It is permissible to run out of bounds and play a ball. A ball which is knocked out of bounds by the opponents must be allowed to hit the floor or wall outside before being touched, or unless successfully returned, it counts against the player touching it.
12. When a ball touches a boundary line, it is considered good.
13. Players are not permitted to scoop or hold the ball. The ball cannot be thrown over the net with the open hand. The ball must be clearly batted.
14. A ball touching the body more than once is considered as being dribbled.
15. In playing the ball, it is permissible to use any part of the body above the waist.
16. A ball is kept in play if it hits the net and goes into the opponent's court.
17. A ball hit into the net by the team may still be kept in play; provided the net is not touched by any player and the team has not already had three hits.
18. One player may play the ball twice during the volley, but not twice in succession unless after a block at the net.
19. The ball must be returned over the net on the third contact.
20. Players may not touch the net after the official has blown the whistle to begin play. Touching of the net will result in a point for the opponent. If both sides touch the net simultaneously, the ball is declared dead and is served again.
21. A backline player may not spike in advance of the 10-foot spiking line. They are allowed freedom in moving about the court but may not run up to the net and spike or kill the ball.
22. A ball hit into the ceiling (on your side of the net) by the opponent will be called out of bounds. If your team hits the ball into the ceiling (or anything 'in' the ceiling, i.e., lights, air conditioning units, etc.) on your side of the net, the ball will be in play as long as it is not the third hit. **Any serve** hitting the ceiling on either side of net will constitute a loss of service.
23. Balls that hit the basketball goals or goal supports and/or the side and back walls are out.

SPECIAL COED RULES

A TEAM CAN NEVER START OR PLAY DURING A MATCH WITH A COMBINATION OF PLAYERS WHERE THERE ARE MORE MEN THAN WOMEN. THERE WILL BE NO EXCEPTIONS TO THIS RULE EVEN IF BOTH TEAMS AGREE!!!

CONCERNING NUMBER OF HITS: If there is only one hit before the ball goes back across the net, it may be by either a man or woman. If there are two hits, both can be made by a man or woman. If there are three hits, a woman must make at least one of the hits (woman can make two or all three.)

COED games will be played on Wednesday nights until the end of the men's and women's volleyball season. At that point, teams are subject to play on all nights of the week until the schedule is complete.

MORRISTOWN PARKS AND RECREATION CONTACT INFORMATION

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