



HOUSE RULES

Comments and Exceptions to the USAV Domestic Competition Rules (DCR)

1. **BEHAVIOUR:** Treat all Players, Referees (Ref), Line Judges, Spectators, and School Staff with respect. No yelling or obscene gestures will be tolerated. See "Code of Conduct".
2. **DISPUTED CALLS:** On a disputed call, only the acting captains should address the head referee. Discussions between these parties should be limited to two minutes if possible. If no clear resolution can be determined in that time then the referee should call a replay. Any player who was involved in the disputed play may be brought over by the Head Ref to join the discussion.
Should something occur that is not clearly understood within the rules, then a replay should be called.
3. **NET:** Any touch of the net during play is a fault. Please, call yourself when you know you have touched the net.
4. **DIVIDING LINE BETWEEN ADJACENT COURTS/CENTERLINE RULE:** A player may cross the center line or the line between adjacent courts with one or both feet/hands, provided a part of the foot/feet or hand/hands remains on or above the center line or the line between adjacent courts. Contacting the floor across the center line or the line between adjacent courts with any other part of the body is a fault.
Safety first! It is a player's responsibility to play under control to avoid collisions and injuries between players at the net or on adjacent courts. It is the responsibility of the Up/Down Ref & the Line Judges to monitor and make the call.
5. **SERVICE LINE RULE:**
 - a. Standard overhand or underhand serve - the server does not take a multi-step *approach* to hitting the ball; the server may take a single small hop or step but generally, the server is stationary. For a standard serve, players cannot touch or cross the service line during the action of serving a ball.
 - b. Jump serve (spike or float) – the server takes a multi-step (two or more steps) *approach* to hitting the ball. Our gym does not have the required service area (size) so, we allow anyone attempting a jump serve to touch the service line on their final approach step before contacting the ball, but they cannot be fully within the playing court and touching the floor (over the service line) when contacting the ball.
6. **SIDE BASKETBALL BACKBOARD or RIM:** Any ball contacting the backboard or rim above the Ref's head is a dead ball. It is the Head Ref's discretion whether the backboard or rim interfered with the play or not.
There are several interference cases:
 - a. If a player was in close proximity and could have made a legal play on the ball within the allowable number of team contacts then the Ref should call for a replay. If there was no way anyone could have made a legal play on the ball and the ball would have otherwise fallen to the ground or contacted an out of play structure, the result should be a fault.

- b. If a player makes an attack hit and the ball contacts the backboard or rim, the Ref must decide whether or not the ball could have successfully passed between the antenna and into the opponent's court. If it could, a replay should be called and if not, it is a fault.
- c. If a player is in the process of making a "save" within the allowable 3 team contacts and the ball contacts the backboard or rim, the Ref must decide whether or not this contact interfered with the next legal play and if it did, then the ref should call a replay. If not, it is a fault.
- d. It is also a judgement call whether or not a served ball contacting the basketball rim could have passed inside the antenna. The line judges are the best judges in this case and if it was clear that the ball would have crossed the net inside the antenna, then a replay should be called, otherwise it is a fault.

7. BALL CONTACTS OTHER GYM OBSTRUCTIONS:

- a. All walls (including the wall & the hanging net between courts) are out of play
- b. If a player causes a ball (other than a served ball) to contact and rebound off objects (such as the rear backboard, lights, support structures, beams – including the center beam) **over** his/her playing area, a teammate may play the ball so long as the ball remains on their side of the court, does not contact any objects that are out of play or over the opponents court, and is played within the three allowable contacts. No interference should be called and Ref will not stop play.
- c. If a player directs a ball (including a served ball) into the opponent's court and the ball contacts an object out of play or over the player's court on its way into the opponent's court or contacts objects over the opponent's court, it is a fault.

8. REFEREE RESPONSIBILITY: your attention should be 100% focused on the game that you are refereeing. Please show respect to the teams playing. **No** cell phones or other distracting items should be in your possession and there should be **no side discussions** with other attendees.
This pertains to Up Ref, Down Ref, Line Judges, and Scorekeepers.

9. ERRANT BALLS CROSSING THE PLAYING AREA: It is the responsibility of all Players, Refs, and Line Judges to call "Ball On" when any errant ball crosses between courts in the middle of a play and could be an immediate danger to unsuspecting participants. Play should be stopped and a replay directed.

It is ultimately the head referee's judgement call whether an errant ball from an adjacent court interfered with play or not. For example, if a ball passes through the court un-noticed and it did not interfere with the play, then no replay should be called. If a play completes and the ball is already down at the time someone calls a ball on, then no replay should be called. So, both timing and location are critical factors in this judgement.

10. ATTENDANCE: Each Player is responsible to inform his/her team if they will be absent ASAP. The player must contact his/her Captain(s) and/or team when they will not be able to play, and to do so as soon as possible to allow maximum time for finding a replacement sub.

11. SUBSTITUTIONS: Requests for Substitutes are permitted during the season and the Playoffs. Requests are made to the Volunteers (matawanaberdeenvolleyball@gmail.com).

- a. Subs must be like for like.
Replacement must be equivalent (or less) in playing ability to the player that is being subbed for.
- b. Sub requests should be made as soon as the need is known.
We would appreciate any sub request to be made no later than one day prior to the league event.
We do not guarantee we can find a sub.
- c. Teams may also recommend a Sub.

d. **For Playoffs...**

- i. Subs must be requested before the day of the Playoffs.
- ii. The Volunteers will consider & place a Sub on the Playoff team, if possible.
- iii. Level assessment of the Sub will be determined by the volunteers.
- iv. If there is a concern about the fairness of the level of a Sub compared to the Player they are replacing, the decision may be appealed to the volunteers.
- v. If the Playoff Sub is for the team the volunteer is playing on, the other Organizers (not on the same team) need to approve the Sub for equivalence of level.

12. **WARNINGS:** We do not want to be overly heavy handed and unfriendly in managing a game. It is acceptable and at the discretion of the head referee and other referees to provide a 1st warning to players who may not be aware of certain rules, the rule criteria, or what they were doing which is a violation (so long as the initial violation was not totally egregious). A few examples (there may be others):

- a. Serve – ball must be tossed and not hit out of the hand
- b. Foot Faults on serve – If noticed and not egregious, the line judges and the head referee may warn the server that they cannot touch the service line.
- c. **Ball handling** – It is fair for the referee to sensitively mentor & forewarn someone that their ball handling is marginal and further mishandling will be called
- d. Violation of the line between courts