Mokena Community Park District
Adult Volleyball – Coed "C" League
League Rules

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

The following is a list of rules adopted by Mokena Community Park District to govern the recreational volleyball league. Rules not covered herein will be determined by the Illinois High School Association (IHSA).

GENERAL

1. The full league fee must be paid by 5pm of the registration deadline. Non-resident fees (if applicable) are due by Week 3 matches.

2. Each team shall designate a team captain who will be the 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. Captains' responsibilities include:

   A. Attend pre-session meeting to obtain league rules and schedule.

   B. Confirm best mailing address and phone number/email with Park District.

   C. Distribute copies of league rules and schedule to team players.

   D. Sign score sheet (after each match) to assure accuracy of score.

   E. Responsible for the conduct of team's spectators and participants.

3. Participants are expected to abide by the following behavioral guidelines:

   A. Respect all participants, umpires/officials, Park District staff, and spectators. Lead the way in creating a positive, recreational atmosphere.

   B. Avoid the use of foul and/or inappropriate language. Set positive examples for the community.

   C. Refrain from inflicting bodily harm on participants, umpires/officials, Park District staff, and spectators. Play to have FUN.

   D. Respect all equipment, supplies, and facilities provided by Mokena Community Park District.

ROSTER & ELIGIBILITY

1. Rosters are due before Week 2 matches. All roster information (name, address, phone number, and signature) must be legible, complete, and accurate for a player to be eligible for league play.

2. Roster may consist of a maximum of 12 players or a minimum of 6 players. No change to the roster will be allowed after Week 2 matches, except in the case of an injury, or after the last match of the regular season (no changes during playoffs). The replacement player should be of similar ability to the injured player. Any change(s) will require approval by the Athletic Supervisor.

3. All players must be at least 18 years of age before the first scheduled match. Anyone listed on a high school, club, collegiate, or professional team roster is ineligible.

4. All players must have a valid I.D. at all matches to verify their identity at the request of the referee or Athletic Supervisor. If a player can't present an I.D. upon request, he/she will not be allowed to play in the match.

5. If an illegal player is found before a match begins, he/she cannot play and match is still played. If an illegal player is found during a match, he/she can continue to play but team is subject to roster check after the match. If player is found to be illegal, then team forfeits the match in league standings.

6. Once a player's name appears on a team roster, that player may not play for any other team within the same league.

7. The following player combinations make a team eligible for team play: three men/three women, three men/two women, any player combination of more women than men, or two women/two men. Failure to provide any one of the above combinations will result in a forfeit in league standings (forfeit fee applied). Note: Teams must have at least four players of eligible combination to begin a match.

MATCH

1. 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.

2. Teams are allowed a three minute warm-up prior to start of match. Captains may opt to decline warm-up and, instead, begin match immediately, but both captains must agree. Referee may delay start of and progression of match to respond to unexpected situations, and this delay will not affect match ending time.

3. Match time is forfeit time. If a team does not have an eligible combination of players to begin the match, Game #1 will be forfeited. The opposing team does not have the right to waive this rule. If the team can field an eligible combination of players within ten (10) minutes of start time, Games #2 & #3 will be played. Otherwise, the entire match will be forfeited. Any team that forfeits a match due to an insufficient amount of eligible players must pay a $25 forfeit fee prior to qualifying for any post-season playoff, otherwise team will not qualify for playoffs and playoff seedings will be adjusted. Any team with three forfeits will be dropped from the league with no refunds. Future league consideration will be evaluated.

4. Score of any forfeited game within a match will be 12-0.

5. Each match will consist of three games with a time limit of one hour. The first team to rally twenty-five points with a two-point advantage will win the game (all games are capped at twenty-seven). If time expires during the second game of the match, the team winning will be declared the winner of that game. To determine the winner of the third game, the referee will toss a coin to determine service, and the first team to score will be declared winner (sudden death).

6. Each team is allowed two 30-second timeouts per game. Time outs will only be granted after a rally has ended, and they will not be permitted the last five minutes of the hour.

7. Teams may rotate players into the game as long as the rotation is followed consistently throughout the game; rotation must always be male-for-male and female-for-female.

8. A team will receive one point for each game won in a match. The team that wins at least two out of three games will receive an additional point for the match (total possible points per match is four).

SERVICE & PLAYING THE BALL

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

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

3. A female IS required to contact the ball during a team's multiple contacts.

4. After every side-out (except for the first serve of the game), the new serving team must rotate one position clockwise. The serving order and positions on the court shall alternate male-female or vice-versa as often as eligible player combinations allow. Note: Before each serve, players must be positioned in the proper serving order.

5. Players may use an underhand or sidearm (no higher than shoulder height) serve. During service, the server is not allowed to step on or over the back line, as it will be ruled a fault. Jump serves are not allowed in C League.

6. Back-line attacks are allowed. However, a back-line player returning the ball to the opponent's side while forward of the attack line must contact the ball when at least part of the ball is below the level of the top of the net. The restriction does not apply if the back-line player jumps from behind the attack line and, after contacting the ball, lands on or in front of the line.

7. Contacting the opponents playing area with any part of the body except the feet is a fault. Touching the opponent's area with a foot or feet is not a fault providing that some part of the encroaching foot or feet remain on or above the center line.

8. If the ball contacts any inanimate surface, it is declared a side-out and point to the other team. If a ball contacts the net and crosses over the net into the opponent's court, it is legal and is a live ball (includes the serve). Note: If your team makes the ball hit the ceiling or playing net on your side and within your playing area (other than on the serve) before 3 hits have occurred, play may continue.

9. When the ball is completely above the level of the top of the net, front-row attackers may not use a spike (a ball contacted with force by an offensive player who intends to terminate the ball on the opponent's floor or off a blocker) or power tip (a ball that is pushed or directed with force and intended to terminate on the opponent's floor). They are only allowed to use a "dink" (a quick poke or stab at the ball to get around or over blockers) when the ball is completely above the level of the top of the net. However, front-row players may use any type of overhand hit when at least part of the ball is below the level of the top of the net – all of the above is at the discretion of the referee.

10. Blocking is legal, and a ball hit off a block is not considered a spike or a hit. A ball can't be blocked on the opponent's side of the net. No blocking or attacking of a serve at the net; setting of the serve is legal.

11. While playing the ball, the ball may contact any part of the body (including the foot). 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 - referee's discretion.

12. Player contact with the net is ruled a fault whether or not a player is in the process of playing or interfering with the playing of a ball. 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 - referee's discretion.

AWARDS & PLAYOFFS

1. Cash prizes will be awarded to winners of the regular season and playoffs. Prize amounts will be determined by number of participating teams.

2. Prize money recipients must provide the Park District with a completed W-9 Form before receiving cash prize. The Park District will report (to the IRS on Form 1099-Misc) payments to an individual receiving $600 or more in a calendar year.

3. Playoffs are single-match elimination. Number of teams qualifying for playoffs will be determined by number of participating teams. Post-season play is a best-of-three series. If a team wins the first and second games of the match, game three will not be played (not necessary).

4. The first two games will be rally scoring to 25 (capped at 27). If the third game is necessary, the game will be rally scoring to 15 (capped at 17). When the sum of the scores in the 3rd game equals 15, teams must switch sides.

5. Playoff information will be posted on the Park District website @ www.mokenapark.com (click on League Info) within 24-48 business hours of the last scheduled match of the regular season.

STANDINGS

1. Standings will be updated weekly on the website @ www.mokenapark.com (click on League Info) within 24-48 business hours.

2. Total points will determine final league standings. In the case of a tie (two or more teams), the following will be used to determine league standings:

    A. If a team did not have its captain or a team representative present for the captain's meeting, then that team automatically loses the tie-breaker in league standings.

    B. If a team forfeited any matches in the regular season, then that team automatically loses the tie-breaker in league standings.

    C. Results of the in-season head-to-head competition shall be used to break the tie. The team with the most matches won is seeded highest. If tied teams split head-to-head competition, then proceed to C below.

    D. Total number of games won in head-to-head competition. The team with the most games won is seeded highest. If teams split total number of games, then proceed to D below.

    E. Point differential in matches played between the tied teams. The team with the best point differential is seeded highest.

PROTESTS

1. Protests based solely on a decision that involved accuracy of judgment on the part of a referee will not be considered.

REFEREES

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

2. If a referee does not act appropriately, is late, or if there is consistently poor officiating and knowledge of the rules, please contact the Athletic Supervisor and appropriate action will be taken - refrain from confrontation with the referees.

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

PLAYER-TEAM CONDUCT

1. Players ejected from a match must leave the facility immediately, are suspended for the next league match, and must pay a $25 reinstatement fee before being allowed to play again. Players ejected two times in the same session are suspended for the remainder of the session, including playoffs. If a player ejection causes a team to have less than 4 eligible players on the court, the match will be forfeited.

2. PROFANITY RULE: If a player directs profanity at a referee, opposing player/coach, or spectator during a match, the penalty shall be as follows:

    A. First Offense - Player is issued a yellow card and the team is penalized with a loss of rally.

    B. Second Offense - Player is issued a red card and team is penalized with a loss of rally. He/She is ejected from the match and must leave facility.

3. Any player participating in any physical conduct/fighting with another player, referee, Park District employee, or spectator before, during, or after a match will be indefinitely suspended from league play; possible civil action. Team will be fined $25, which must be paid before next scheduled match. Failure to do so will result in forfeit in league standings.

4. Any player who verbally threatens a player, referee, Park District employee, or spectator before, during, or after a match will be indefinitely suspended from league play; possible civil action. Team will be fined $25, which must be paid before next scheduled match. Failure to do so will result in forfeit in league standings.

5. Any player damaging equipment before, during, or after a match (on Park property) will be indefinitely suspended from league play. Player will be fined for damages, and possible criminal prosecution.

6. Persistent poor behavior by a team, including harassment of referees or other teams, may result in the dismissal of that team from the league (includes team’s spectators).

7. Drugs and/or alcoholic beverages are prohibited on Park District property. Players caught with alcoholic beverages and/or drugs will be permanently suspended from league play.

8. During a player's suspension, he/she cannot participate in nor be a spectator of any scheduled matches of the volleyball league.

9. Teams may not replace a suspended/disqualified player on their roster.

10. The Athletic Supervisor has the right to disqualify any player or team from league play due to unsportsmanlike conduct with no league refund.

INJURIES

1. Mokena Community Park District is not responsible for any injuries incurred while on the premises of Mokena Community Park District and its facilities before, during, or after a match. The Park District does not provide insurance for teams, but it recommends that teams and individuals be commercially insured.

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

3. If a player suffers an injury during play:

   A. The play stops immediately.

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

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

   D. 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 combination of players on the court – no forfeits due to injuries. However, the injured player will be allowed to return to play, in his/her original position, as soon as they elect to return.

FIELD HOUSE RULES – OAKS (Indoor)

1. Players are asked to refrain from wearing marking shoes (black-soled) when playing in matches.

2. Outside food / drinks are prohibited inside the field house. Only exception is bottled water.

3. For safety reasons, spectators must watch from the bleachers only. Children must be supervised at all times! Unsupervised children and their guardian will be asked to leave the field house. Players are not allowed to play and supervise children at the same time.

RAINOUTS (Outdoor)

1. Court conditions at 4:45pm on match-day will determine whether or not matches will be played. Captains and players can call the ATHLETIC HOTLINE after 4:45pm @ 1-708-390-2408 to check the status of matches.

2. Rainout matches will be played on the same night of the week as originally scheduled, however, the Mokena Community Park District reserves the right to schedule makeup games on days other than the league's scheduled evening. All teams will receive at least a week (7 days) notice if games are to be made up on a different evening. If a team is scheduled to play a rain makeup and is unable to play, they will forfeit the game. If a match has to be cancelled during Game #1 or Game #2, it will be continued from the last score on a make-up date. If a match has to be cancelled during Game #3, whichever team has the higher score will be declared winner of that game and the match will be over.

3. Any match that is in progress may be cancelled by the referee due to inclement weather (referee's discretion). There is a Thorguard Lightning Warning System located in the southwest corner of Main Park. If the system beeps one time, it is indicating that there is severe weather in the area and shelter is recommended. If the system beeps three times, the system is indicating that it is safe to play.

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