

SECTION ONE - LEAGUE ORGANIZATION

RULE 1.1 - FORMAT

- A. All Leagues are 8 weeks 16 matches long
- 6 weeks league play into seeded bracket & tourney weeks 7 & 8.

RULE 1.2 - SCHEDULES

- A. Managers will attend the managers meeting at least one week prior to the first game to receive a copy of their league schedule.
- B. Use paper rock scissors to determine service side and first serve.
- C. Midwest Volleyball will notify the managers of the make-up games by way of a phone call, email, or in person at next scheduled game. It is the manager's responsibility to obtain make-up game times.

RULE 1.3 - MANAGER'S RESPONSIBILITY

The manager is the primary link between their team and league management. It is the manager's duty to obtain all information regarding league play at the park.

Responsibilities include:

- A. Attending managers meeting. Managers will be notified of the date, time, and location.
- B. Reading leagues rules and park policies prior to starting league play and informing the players of the rules.
- C. Obtaining league information pertaining to registration deadlines, make-up schedules, league tournaments, and league awards.
- D. Submitting all league paper work on time (registration forms, rosters, etc.)
- E. Informing league office of changes to his/her addresses and/or telephone numbers.
- F. Securing parent/guardian on waiver form for any participating minor. Minimum age for player participation is sixteen (16).
- G. Have all players read and sign the team roster **BEFORE** playing and ascertain the eligibility of each player signing the roster.
- H. Maintaining control over his/her players in all circumstances including disputes on the court. Players will discuss disputes on the court with the other captain only.

RULE 1.4 - MAKE UP GAMES

- A. All games canceled during the regular season, by Midwest Sports Complex, will be rescheduled regardless of team records. The makeup dates and times will be determined by the Park Director.

Due to the increasing requests we will not be rescheduling games at teams' request. We do not have the court space available to accommodate all, so in order to be fair we will not reschedule any games.

RULE 1.5 – FORFEITS

- A. Every team is required to pay a \$40.00 forfeit fee up front when registering. This will provide each opposing team that receives the forfeit a \$20.00 immediate reimbursement for their time and inconvenience.
*only the first opponent will receive their \$20 the remaining \$20 remains on your team's forfeit fee liability account
- B. When calling in forfeit please do the following:
- a. Give the office at least 5 hours notification in order to contact the other team within reasonable amount of time. **DO NOT EMAIL OR LEAVE A MESSAGE OF THE VOICE MAIL. YOU MUST TALK TO A LIVE PERSON BY CALLING 875-8833**
- OR
- b. Have at least 3 players show up for the game. However, the three players that did show up must play a scrimmage game with the opposing team. If your team refuses to play a practice game, you will lose your forfeit fee deposit.
- C. If your team receives the forfeit; the money that your team is entitled to **MUST BE PICKED UP ON THE SAME NIGHT THE FORFEIT OCCURED.**
- D. Midwest Sports Complex understands if your team needs to forfeit a week, but forfeiting two Weeks in a season **WILL NOT BE TOLERATED FOR ANY REASON.** If your team must forfeit a second week, then the forfeit fee is relinquished and your team must refill its forfeit fee account!
- E. Any team forfeiting two weeks during the year without notifying Midwest Sports Complex could be dropped from the league, forfeiting all awards and berths won. No refunds of entry will be given. All remaining games will be recorded as losses. (Management reserves the right to make a team by team decision.)
- F. If your team plays all 16 matches and does not forfeit any games, the forfeit fee will either be carried forward to next league played or refunded to the person or company who paid the forfeit fee deposit.
- G. When keeping your forfeit fee deposit on file, **you have 2 sessions while not playing before your forfeit fee is released or requested back.**

RULE 1.6 – ROSTERS

- A. All rosters must be completed and must include the player's name, signature, email, and telephone number. Incomplete rosters will **not** be accepted. Teams will not be permitted to play without submitting a valid roster. The roster is not to exceed twenty-five (25) players.
Submission date – **All Rosters must be turned in the night of league's first games.**
- B. Roster Changes- Teams may make unlimited changes to the roster of the Spring, Summer1 and Summer 2 sessions. The Park Director must approve all changes before the player is eligible to compete with the team. Players may not switch teams playing in the same league, during the same season. If a player signs two or more rosters with teams playing in the same league, the player is eligible only for the team he/she first participates with as a player.
- C. Any player that is not on your original team roster or any player that has never subbed with your team during league play may NOT play in the league tournament.

RULE 1.7 - GRACE PERIOD

- A. Teams are required to be ready to play at least 15 minutes before game time. If, at game time, one team is short the required minimum number of players, the manager of the team

with the required number of players **MUST** give the opposing team a **MANDATORY** grace period of ten (10) minutes to reach the minimum number of required players. Grace period time will be deducted from the game time. In the event both teams cannot field the minimum required number of players, there will be an automatic ten (10) minute grace period for both teams. Once both teams have reached the minimum number of required players, the game shall begin immediately. **GAMES WILL NOT BE DELAYED IF**

TEAMS HAVE THE MINIMUM PLAYERS! – NO EXCEPTIONS

- B. Games **WILL NOT BE** delayed due to team members playing on another team in another league on a different court. If your team has players playing in different leagues, the manager must notify officemgr@midwestsportscomplex.com prior to the leagues being scheduled. If the league office is aware of possible conflicts, every effort will be made to keep problems to a minimum. Once the team has the minimum number of players the game will begin. **THERE ARE NO EXCEPTIONS!**

RULE 1.8 - LEAGUE STANDINGS

- A. League standings will be posted daily on the league information board on the back deck by bar and website.

PLEASE REPORT ANY MISTAKES FOUND ON THE STANDINGS TO LEAGUE OFFICE IMMEDIATELY.

- B. The team with the best record at the end of the tournament will be declared the champion.
C. Tie breaking rule for SECOND PLACE only:
D. 1> Winning Percentage
2> Head-To-Head
3> Head-To-Head Differential
4> Total Points For
5> Total Points Against
6> Total Points Differential
7> Lowest Number of Forfeits
8> Coin Toss
E. The top teams in each league will be moved, whenever possible, to the next stronger league the same night for the upcoming season. Likewise, the bottom teams will be dropped to a weaker league during the upcoming season.

SECTION TWO - AWARDS AND BERTHS

RULE 2.1 - AWARDS

- A. Awards for leagues:
1. Individual awards - First place awards
B. The maximum number of individual awards given (+2 more than required), FOR SIGNED ROSTER PLAYERS ONLY. If additional awards are needed, they may be purchased through the league office.
C. All first place teams in the spring league will receive a paid free entry into an adult volleyball tournament of your choice

SECTION THREE - PLAYING RULES

Players:

1. When playing 6's, six individuals are allowed on the court. However, a team may play with fewer players. There needs to be at least 3 players, with at least one female, on the court for a game to count as an official game.
2. When Playing 4's, four players are allowed on the court. A team may play with fewer players, there must be at least 2 players on the court with one female for the game to count as an official game.
3. Substitutes are allowed, but they have to rotate with the next available player of same sex as they would rotate the then resting player would rotate into the game to serve.
4. When playing co-ed, there should be an equal number of men and women. If a team is short a woman, the team may not substitute a man in her place. However, if a team is short a guy the team may substitute his spot with a woman.
 - a. When short a female the team must take a side out in the missing female's serving position
5. If a team does not have at least half a team present ready to play within 10 minutes from scheduled start of the match that team will forfeit the 1st playable game. If this required minimum isn't met prior to 25 minutes from the start of the game the match will be forfeited.

Serving:

1. The teams will play rock, paper, scissors (1, 2, 3, shoot) to determine the serve.
2. The players must rotate who is serving after every side out.
3. Every player on the court must serve before any player may serve a second time, and the team must maintain the same serving rotation.
 - a. Should a team violate this rule the serving team will be deducted a point and turn the serve over to the other team
 - b. After the opposing team has sided out the violating team may resume their rotation at the spot of the player who was skipped in the service rotation.

4. While serving, a player gets one fault (does not hit the ball due to bad toss). This does not mean if a player misses their serve that they get another serve.
5. A player's foot may not cross or touch the backline until after the player has contacted the ball.
6. If the ball hits the net and goes over the net at anytime, it is a playable ball.

Blocking:

1. A block does not count as a team's first touch.
2. A blocker may not interfere with a member of the opposite team's attempt to hit the ball
3. The blocker may hit the ball twice in a row if the first contact came in attempt to block the ball.

Passing:

1. A player can not use open hands below shoulder level to pass the ball.
2. A player may not touch the ball two times in a row, unless blocking touch.
3. A player may use any body part to keep the ball up in play.
4. If two players from the same team contact the ball at the same time, it counts as TWO hits and either player MAY play the third ball.
5. **In sixes and Recreational Quads**, a player may set the ball over at anytime in any direction.
6. **In Competitive and Intermediate Quads**, a player may set the ball over the net only if their body is square to the direction of the ball's intended trajectory.
7. **In Competitive and Intermediate Quads**, if a set intended for a teammate's hit goes over the net this is a side out. If the ball goes over the net and the flight of the ball does not go squarely in the direction of the setter's body, this is a side out.
8. **In Competitive and Intermediate Quads**, an individual may not make an offensive attempt on a ball with open hands as the first received hit unless the ball being played is a hard driven ball from the other team.
9. In Sixes an individual can receive any ball with open hands above the shoulders so long as there isn't a carry.

Tips:

1. OPEN HAND TIPS ARE LEGAL IN 6'S PLAY and RECREATIONAL QUADS
2. **In Intermediate and Competitive Quads**, Open hand tips are illegal
 - a. This means a player does not swing on the ball, but tips the ball with an open hand over the net
3. The proper tip in competitive and intermediate quads or doubles play is with knuckles or a semi closed hand
4. A player may not "throw" the ball. (This is considered a carry)

Setting:

1. The ball may not be thrown or caught.
2. in 6's and Recreational quads a player can set the ball at any time
3. in 4's an individual can set the ball as the second hit, when receiving a hard driven ball, or when setting the ball over as long as their body is square to the direction of the set ball

Attacks:

1. **In Sixes** A player from back row may not attack at the net.
2. **In Quads** any player may attack at the net
3. A player may not interfere with a member of the other teams attempt to hit the ball

Court Rules:

1. If any part of the ball touches the line, the ball is in.
2. A player may contact the net as long as it does not interfere with play or when attempting to make a play on the ball.
3. A player may cross under the net as long as it does not interfere with play.
4. Any part of your body that touches the net is illegal, whether accidental or not interfering with the play.
5. Do not raise/lower the nets, adjust boundary lines or antennas. If there is a problem with any volleyball equipment, please see the volleyball director.

Scoring:

1. Games 1 and 2 are played rally scoring to 25 Hard cap at 25
2. Best 2 of 3 games wins the match. (feel free to play the 3rd for fun if one team wins the first two games)
3. Third game is played to 15 win by 2
4. **Teams must enter their score with the volleyball coordinator each night. If scores are not reported the game will be recorded as a double forfeit.**
5. **All games have a running clock of 55 minutes. If the score clock runs out during play, the score at that time is the final score.**

Balls:

1. Game balls can be checked out with the volleyball coordinator. A set of keys, ID or other reputable piece of collateral is all that is necessary to check out a ball

Disputes:

1. If the teams dispute over a call and cannot come to an agreement, the teams will replay the last point.

SECTION FIVE - PARK POLICY

RULE 5.1 - HOURS OF OPERATION

- A. During the season, Midwest Sports Complex will be open from 7:30 AM to Midnight.
- B. During the winter, the office will be open from 9:00 AM to 5:00 PM, Monday through Friday.

RULE 5.2 - FIELD CONDITIONS

- A. When weather conditions warrant, the status of games will be available after 4:30 PM by calling 875-8833 or at www.midwestsportscomplex.com also Midwest Sports & Social Complex Facebook page.

PLEASE DO NOT CALL THE OFFICE BEFORE 4:00 PM - NO DECISION REGARDING PLAY WILL BE MADE UNTIL 4:00

RULE 5.3 – PETS

- A. Pets are allowed provided they are kept on a leash and any dog doo-doo must be cleaned up by owner. **NO EXCEPTIONS!**

RULE 5.4 - DESTRUCTION OF PROPERTY

- A. Any person guilty of willfully destroying property will be required to pay for the damages and suspended indefinitely from the park. In addition, if conditions warrant, the violator will be prosecuted.

RULE 5.5 – SMOKING

- A. No smoking is permitted on the courts by participants.

RULE 5.6 - ALCOHOLIC BEVERAGES AND FOOD

- A. Alcoholic beverages and food purchased outside of the park **will not be allowed in the complex, including the parking lot area.**

- **If you are caught with outside alcohol within the realm of your court your game will be forfeited.**
- B. Anyone purchasing alcohol from the park must be 21 years of age. Anyone, under the age of 21 attempting to purchase or consume alcohol anywhere within the complex, including the parking lot, will be suspended from the park indefinitely. In addition, the team is subject to being dropped from the league with no refund of entry fee.
- C. Anyone considered to be intoxicated will not be served. Please co-operate with our personnel if they refuse to serve you alcoholic beverages. Please notify management if our personnel if you see someone over the limit.
- D. Due to Indiana State Liquor Statutes, all alcoholic beverages must be consumed within the fenced in area of the complex. Park Employees have been instructed to inform any individual leaving the park to consume the beverage before leaving the fenced in area. Failure to do so will result in an indefinite suspension.

RULE 5.7 - COMPLEX RULES AND POLICY COMMITTEE

- A. Any situation not covered in these rules will be determined by the complex Park Director. In addition, Midwest Sports Complex reserves the right to interpret any and all rules and situations.

SECTION SIX - TOKEN POLICY

RULE 6.1- TOKEN COST AND REDEMPTION

- A. Admission into the park will be \$3.00 per person. Upon payment, patrons will receive a coupon card.

The coupons may be redeemed with the various sponsors listed on the back. Tokens can also be taken to the Fishbowl to go toward golf fees.

RULE 6.2 - EXCEPTIONS REGARDING THE TOKEN POLICY

- A. Children under twelve (12), senior citizens sixty-five (65) and older, and park employees will be admitted free.

RULE 6.3 - REFUNDS

- A. Refunds will not be given due to rainouts, park ejection, forfeits, power failures, or any other circumstances.

RULE 6.4 – MEMBERSHIPS

- A. Volleyball Gold Pass
 - a. \$200
 - b. Open play Monday-Friday (7:30 am to 6 pm, Friday all day)
 - c. Free Gate Monday-Friday
 - d. Monday competitive doubles league (spring, summer 1 and summer 2)
 - e. Free golf everyday
- B. Full Membership Pass
 - a. \$150
 - b. Free gate Monday-Friday
 - c. Free golf everyday
 - d. Good through summer 2 session
- C. Seasonal Membership Pass
 - a. \$24
 - b. Free gate on specific day chosen
 - c. Good for specific session only

SECTION SEVEN - CONDITIONS OF PARTICIPATION

RULE 7.1 - RULES AND POLICY AGREEMENT

- A. Managers and players must agree to abide by the rules and policies of Midwest Sports & Social Complex, as a condition of participation. Repeated violators will be indefinitely suspended from all participation at Midwest Sports & Social Complex.

RULE 7.2 – INSURANCE

- A. Players, managers and spectators are NOT protected by medical or liability insurance while on Midwest Sports & Social Complex property. Players managers and spectators are encouraged to purchase insurance either independently or through USSSA team insurance plan. Contact league office or USSSA for details.
- B. Midwest Sports & Social Complex and employees are not responsible for any damage to personal property (including vehicles) or for lost or stolen items while at the complex.

RULE 7.3 - INJURY WAIVER

- A. To participate in league play at Midwest Sports & Social Complex, all players, managers and coaches must agree to the following injury waiver which also appears on the official roster. In addition, any injured player remaining in a game, despite being injured assumes all liability for any additional injury or damage that may result. The following injury waiver appears on the roster and agreement of such is a condition of participation at the park.

I DO HEREBY FOR MYSELF, EXECUTORS, ADMINISTRATORS, AND HEIRS RELEASE MIDWEST SPORTS & SOCIAL COMPLEX / MWCC INC. THEIR OFFICERS, OFFICIALS, AND REPRESENTATIVES FROM ALL CLAIMS OR DEMANDS RESULTING FROM ANY AND ALL INJURIES SUSTAINED WHILE PARTICIPATING IN OR ATTENDING GAMES, PRACTICES, OR EVENTS AT MIDWEST SPORTS & SOCIAL COMPLEX AND FURTHER THAT I ASSUME ALL LIABILITY FOR ANY AND ALL OF THE ABOVE INJURY OR DAMAGE THAT MAY RESULT FROM THE USE OF MIDWEST SPORTS & SOCIAL COMPLEX.