

**VIRGINIA BEACH DEPARTMENT OF PARKS AND RECREATION
SPORTS MANAGEMENT/ATHLETICS
4001 DAM NECK ROAD
VIRGINIA BEACH, VIRGINIA 23456
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**REVISED
7/2018**

VIRGINIA BEACH COMMUNITY LEAGUE YOUTH VOLLEYBALL BYLAWS

The object of this league shall be...

- To provide a wholesome and enjoyable recreational activity for the participants.
- To develop character, skill, sportsmanship, leadership, and promote good will among the teams and individuals participating.

EFFECTIVE DATE: These bylaws are in effect for the 2018 Community Youth Volleyball League season. Coaches are responsible for advising their players and spectators of the articles within these bylaws.

OFFICIAL RULES: Virginia Beach Department of Parks and Recreation Sports Management/Athletics (SMA) rules and regulations and the National Federation of High School (NFHS) volleyball rules shall govern all leagues unless otherwise listed below. Coaches, players, and spectators must abide by all rules, regulations, and bylaws.

TEAM REGISTRATION FEE: SMA will require a \$125.00 registration fee (check, money order, or credit card only) from all teams. Checks/Money Orders are to be made payable to: **Treasurer, City of Virginia Beach**. Payment should accompany the Team Entry Form, and must be received by **August 29, 2018** in order for a team to participate in the league. Forms received after this date will be assessed a \$25.00 late fee, and will be accepted until **August 31, 2018** only if space is available. **TEAM ENTRY FEES CAN BE PAID ONLINE.....PLEASE ASK FOR DETAILS.**

ADMINISTRATIVE RULES: SMA assumes the following responsibilities:

1. Match facilities and equipment.
2. Payment of officials association.
3. Custody of contract cards and team rosters.
4. Authority to rule on player eligibility, rules and regulations.
5. Awards to division and league champions.
6. Provision of a match ball. This ball is not to be used for practice or warm ups.

PLAYER ELIGIBILITY AND AGE GROUPS

1. A player's age on **September 30, 2018** determines eligibility. **EXCEPTION:** A player who turns 10 years old during the league season (July – November) will have a "league age" of 10 years old.
 - A. 12U Girls, 12U Coed and 12U Boys: Age 12 and Under (must be 10 years old on or before September 30 of the current season or turn 10 years old during the league season (July – November).
 - B. 14U Girls, 14U Coed and 14U Boys: Age 14 and Under (cannot be 15 years old on or before September 30 of the current season).
 - C. 18U Girls and 18U Coed: Age 18 and Under (if still in high school) (cannot be 19 years old on or before September 30 of the current season).
2. All players must be attending school (K-12) or be in an approved home study program to participate.
3. **Ineligible Players:** Any boy or girl who participates in any high school (varsity or junior varsity) athletic program by being listed on the VHSL Master Eligibility List (Public School) and/or by being listed on the roster generated by the school (Private or Homeschool) is ineligible to participate in the same athletic program sponsored by SMA if the school and recreation programs overlap (from the first official practice to the last official match). During the same sport in season, a boy or girl participating in organized high school sports cannot be picked up on a SMA community league team after the first school league match has been played. If a player becomes a member of the school team and then decides he/she

does not want to play, he/she must be released from the VHSL Master Eligibility List (Public School) and/or school generated roster (Private or Homeschool) **before the first school league match** is played to be eligible for SMA community league. A Parks & Recreation Accommodation Plan supersedes all player eligibility bylaws to support the inclusion of all individuals. For out of school suspension (OSS) only, if a player has been suspended from school they may not participate in a sanctioned league match/practice until he/she is officially (physically) back in school. No exceptions. Middle school volleyball players are eligible to participate.

4. No independent teams will be allowed to participate in SMA Community Youth Leagues. All teams must follow the guidelines of the Area Recreation Association in which they are participating.
5. Players on each team's rosters must meet the eligibility guidelines set forth above by SMA. Each Area Recreation Association is responsible for verifying the information on their team rosters are accurate and correct. If player(s) are found to be playing on an incorrect team based on the eligibility guidelines set forth above by SMA, the player(s) will be removed from their team for the remainder of the season and will forfeit the most recent match played by the ineligible player. Please note that SMA may suspend any coach(es), additional player(s), or the entire team if it is determined that the Area Recreation Association intentionally attempted to deceive the program. The Area Recreation Association may also impose additional penalties. **Additional information on player eligibility can be found in the General Bylaws For All Community League Sports.**

CONTRACT CARDS AND ROSTERS

1. SMA will generate team rosters for match site staff. Rosters can be viewed online at www.VBgov.com/Sports. The deadline for adding players to a team's roster is Thursday at 5:00pm (for Saturday matches). The deadline for adding players to a team's roster for a weekday match is the previous business day by 5:00pm. For example, in order for a player to be eligible to participate in a Monday match, the player must submit a player contract card by 5:00pm on Friday. Contract cards can be dropped off any time during regular business hours (Monday - Friday, 8:00am - 5:00pm).
2. **NO CONTRACT CARDS** will be accepted by telephone, fax, e-mail, and/or by SMA Staff at match locations.
3. Only players who have completed all roster requirements will appear on the SMA roster and be permitted to occupy the bench area and participate in the match.
4. Only coaches who have a valid Youth Sports Volunteer ID card will appear on the SMA roster and be permitted to occupy the bench area and coach in the match.
5. NO player(s) shall play on more than one team in the Community Youth Volleyball League.
6. Maximum of twelve (12) players under contract and three (3) coaches per team.
7. The final cut-off date (when all rosters lock for the remainder of the season) will be **Thursday, October 18, 2018 at 5:00pm**. No new player(s) or coach(es) can be added after this time.
NOTE: Information found to be false on a player contract shall result in player ineligibility for one year.

GENERAL REGULATIONS

1. **Practice may begin Tuesday, September 4, 2018.**
2. **Players are encouraged to participate within their own community.** A player who lives outside the geographic boundaries but has a reason for playing in another area should acquire the appropriate release signatures (see General Bylaws). After the first league match, if a player has a justifiable reason to change teams, the SMA Office will be involved in assigning the player to a different team (when one can be identified).
3. **Each team is permitted one (1) Head Coach, two (2) Assistants, and one (1) Junior Assistant.** If equipment managers and/or trainers are used, they are included in (and not in addition to) the maximum number of assistant coaches. The name and telephone number of each team's Head Coach and Assistants must be on file in the SMA Office **before** the start of the season. SMA shall be notified of any coaching changes during the season. These individuals are the only ones permitted on the court or in the bench area during the match.
4. **Only coaches with a valid Youth Sports League Volunteer Identification Card may occupy the player's bench in addition to the limited number of players under contract certified by SMA. (See "Youth Sports League Volunteer**

Identification System” for instructions on obtaining an ID card located in the General Bylaws for All Community League Sports and at www.VBgov.com/Sports). Youth Sports League Volunteer Identification Cards MUST be worn on the outside of the shirt or jacket and clearly visible. An individual’s privilege to coach is forfeited until a badge is properly displayed. If at the start of the match, a team does not have an adult coach present with a valid Youth Sports League Volunteer Identification Card, the first set will be declared a forfeit. The team will be allowed 15 minutes to find an adult coach with a valid Youth Sports League Volunteer Identification Card after the first set is forfeited. If after 15 minutes, a team still does not have an adult coach with a valid Youth Sports League Volunteer Identification Card, both second and third sets will be forfeited. The presence of a Junior Assistant (under age 18) at the start of the match is not an acceptable substitute if an adult coach is not present. Individuals found wearing a badge that in any way misrepresents their identity (i.e. another coach’s badge, an expired badge, etc.) will be suspended for the remainder of the season. The badge in question shall be confiscated, and the person to whom the badge belongs to shall be suspended for the next two weeks of play.

5. **Mandatory coach’s clinic for coaches in September.** The date, time, and location of the clinic will be included in the coach’s packet. It is mandatory that each team be represented at this clinic. A CHKD representative will discuss Concussion Awareness and Injury Prevention. The officials’ association will cover rule changes and answer questions.
6. **Coaches are encouraged to become certified by the National Youth Sports Coaches Association.** Becoming a certified youth coach is highly recommended. The cost of the certification program is \$20.00 per year. The date, time, and location of the clinic will be included in the coach’s packet.

SCHEDULING OF MATCHES

1. Matches will be played in accordance with the schedule created by SMA with match sites/times distributed as equitably as possible.
2. Any coach finding it impossible to play a scheduled match must notify SMA as soon as possible, so that necessary arrangements can be made. This constitutes a forfeit, and the opposing team will receive credit for a win.
3. If a match is postponed due to power failure or other conditions beyond our control, SMA will set a makeup date/time/location, and will post make-up information on our website (www.VBgov.com/Sports). Whenever possible, coaches will receive 48 hours’ notice. **Most matches will be made up at the end of the season.** Matches that have no bearing on league standings may not be made up.
4. SMA reserves the right to arrange postponed matches at its convenience and/or cancel matches, if necessary, due to conditions beyond our control. Coaches are urged to contact SMA with any questions.
5. There will be no postponement or rescheduling of league matches to permit teams to prepare for or play in tournaments of any kind.
6. If a team forfeits two (2) matches in succession or three (3) matches in a season for not having the required number of players to start the match, the team will be subject to expulsion from the league.
7. If during a match, conditions (loss of power, surface playability, etc.) force a stoppage of play before the match is considered official, a 15 minute delay shall be in effect. If after 15 minutes, conditions have not improved so as to continue the match, that match will be called off and rescheduled for a later date. The remainder of scheduled matches at that site for that day may also be cancelled and rescheduled for a later date.

STANDARD MATCH PROCEDURE

1. Teams must provide their own practice balls, uniforms, and other equipment they deem necessary. SMA will provide a match ball. **This ball is not to be used for practice.**
2. Uniforms are not required, but uniformity is requested. Teams must have like-colored shirts with numbers on the back. Numbers should still be visible when shirts are tucked in.
3. The officials will be paid by SMA, and will be assigned by the Officials Association. Two (2) officials will work each match during the regular season and playoffs. No team has the right to refuse any official assigned. If the official(s) have not

arrived by match time, please see the on-site Gym Supervisor. A match will not be delayed for more than 30 minutes to wait for the official(s), unless the teams are informed otherwise.

4. Gym Supervisors are assigned by SMA. Coaches, players, and spectators are expected to cooperate with the Gym Supervisors in every way possible.
5. Head coaches are responsible for maintaining proper conduct among their assistants, players, and spectators at all times (before, during, and after all practices and matches at all facilities). Players, coaches, and spectators may be suspended from future matches based on inappropriate behavior. **Unsportsmanlike conduct will not be tolerated.**
6. Coaches are responsible for keeping spectators and non-roster individuals off their benches and out of the team area.
7. Head Coaches are the **ONLY** coaches to address an official. Assistant Coaches **ARE NOT** permitted to address an official regarding a call. Coaches should remain within the coaching area and should not go on the court or in the stands.
8. **Starting of Matches:**
 - A. There will be no grace period. Match time is forfeit time. Official time is by the official's watch/mobile phone.
 - B. Teams shall be at their match site 30 minutes ahead of their scheduled match time. A match can start earlier than the scheduled time if both coaches agree.
 - C. Teams must have a minimum of five (5) players present at match time to begin. If a team does not have five (5) players at match time, the official will declare the first set a forfeit. The team will be allowed 15 minutes for other players to arrive after the first set is forfeited. If after 15 minutes, a team still does not have five (5) players, both second and third sets will be forfeited.
 - D. If neither team has five (5) players at match time, the official will declare the first set a double forfeit. The teams will be allowed 15 minutes for other players to arrive after the first set is declared a double forfeited. If after 15 minutes, teams still do not have five (5) players, the match will be declared a double forfeit by the official and both teams will be credited with the applicable number of losses.
 - E. If a match is forfeited, participants scheduled to play may use the court for 30 minutes to practice/scrimmage.
 - F. SMA staff will determine postponement or cancellation of matches.

ANY DEVIATION OF THE ABOVE IS AT THE DISCRETION OF SMA.

9. Players on teams scheduled for the next match shall stay in the bleachers and may not detract from the match in progress. For the pleasure and safety of spectators and fairness to the teams playing, coaches must enforce this rule.
10. Home team is listed to the left on the schedule. Home team will have the option to choose which bench to occupy.
11. Warm-up: Teams will receive 7 minutes of combined warm-up (5 minutes shared bumping/hitting and 2 minutes shared serving), prior to the start of each match. Teams may opt to decline or reduce warm-up time and instead begin the match immediately. However, both coaches must agree.
12. Coaches will complete a roster & lineup sheet at the beginning of the match with starting floor position (not serving order) while designating a captain with a "C".
13. Between sets, teams may warm up in their playing area, but may not hit volleyballs over the net into the opponents playing area.

PLAYERS EQUIPMENT

1. No jewelry or hard objects in the hair may be worn by players on the court. Necklaces, watches, bracelets, earrings, rings, or other jewelry are prohibited. No tape-ups or cover-ups – these items must be removed to play. Medical bracelets are approved but must be taped down/adhered to the skin. This is a safety issue and will be strictly enforced. Failure to comply will result in player ineligibility until jewelry is removed.
2. **Unadorned (plain) bobby pins, flat clips, or flat barrettes no longer than 3 inches in width, may be worn to control a player's hair.**

3. Players wearing casts of any type (soft or hard) are not eligible to participate in league matches.

PLAYING RULES

1. A team must start a match with a minimum of five (5) players. If a team plays with only five (5) players, at the vacant, or "ghost" position, there will be a loss of serve/point awarded to the opponent. The sixth (6) player may be substituted into the set to occupy the vacant or "ghost" position as soon as he/she arrives, with no penalty.
2. MANDATORY PLAY RULE: Each player in uniform at the match site must complete at least one (1) full set of play at the earliest opportunity. It is the coaches' responsibility to adhere to this rule. If a violation of the Mandatory Play rule is discovered, play will stop until the necessary substitutions are made to rectify the situation. Violations will be brought to the attention of the SMA office and may result in suspension of the head coach.
 - i. Example: Roster of 12
 - 6 players play the entire first set
 - the other 6 players play the entire second set
 - no restrictions during the third set
 - ii. Example: Roster of 9
 - 6 players play the entire first set
 - the other 3 players play the entire second set along with any 3 others
 - no restrictions during the third set
- A. Injury: If a player is injured and taken out before he/she has completed the mandatory playing requirement, he/she must still play a full set if he/she is able to return to the match.
- B. Since there is a Mandatory Play Rule, a player should not be removed if a minor problem can be resolved on the spot (Example: jewelry, uniform or shoe adjustment, or minor injury that is shaken off).
- C. The Mandatory Play Rule is in effect for all matches, including playoffs.
- D. The score table will monitor the Mandatory Play Rule and alert coaches of players who need to enter the set to satisfy their mandatory play requirement. If a discrepancy is found, officials will be alerted, and the set will stop until the necessary substitutions are made and the set will resume. If a coach refuses to comply with the Mandatory Play Rule the officials may rule a forfeit. Any coach whose team forfeits a match for refusal to comply with the Mandatory Play Rule may be suspended for up to one year.
- E. Six (6) Players: If a team loses a player because the player has to leave the match, and has an eligible substitute, there will be no team penalty. If no substitutes are available to replace the player, the spot vacated by that player will be deemed as a "ghost" and will follow the vacant position ruling. In order to continue play, a team must always have at least five (5) players.
3. All sets will use the "Rally Point" scoring system, starting at a score of 4-4 being played to 25 points. Teams must win by two points with no time limit and no point cap on a set.
4. All regular season matches consist of three (3) sets. All three (3) sets will be played and count in the standings. Teams will switch ends after every set. There will be no coin flip before the third (3rd) set.
5. During playoffs, matches are best two (2) out of three (3) sets, with a coin flip for serve/side if a match goes to a third (3rd) set.
6. SERVING
 - A. Underhand servers in the 12U Girls, Coed, and Boys (ONLY) may extend their serving grace area onto the court.
 - I. Because tape cannot be placed on the floor, the **basketball free throw line (regardless of its distance from the end line)** will be used for foot faults, as it is the largest and most visible line. This gives a grace of approximately 5-8 feet onto the court in most match facilities.
 - II. Coaches are encouraged to challenge players to stay back if all/part of the grace area is not needed.

- B. All overhand servers in 12U Girls, Coed, and Boys must serve from behind the end line.
 - C. All players in 14U Girls, Coed, Boys and 18U Girls and Coed must serve from behind the end line.
 - D. A tossed ball for serve contacting a backboard in a vertical position is a fault.
- 7. Teams will be allowed two (2) time outs (1 minute each) per set; no carry over from set to set. A request for a third (3rd) time-out is an unnecessary delay and will be penalized accordingly. After a team is charged with an unnecessary delay, no further substitutions may be requested by that team until the next completed rally.
 - 8. Nets will be no lower than 7 feet in height (recommended between 7 and 7½ feet).
 - 9. The Libero player will not be used in SMA Community Youth leagues.
 - 10. There should be no activities that encourage delays. Officials will make every effort to keep matches moving.
 - 11. Once a replay is signaled by the official, no requests may be recognized (timeout, substitution) until after the replay. **Exception:** When a replay is signaled due to an injury/illness and the injured/ill player cannot continue play, the head coach may request a substitute for the injured/ill player or take a team time-out(s) if the team has remaining time-outs.
 - 12. **ADDITIONAL RULES FOR COED PLAY**
 - A. Teams may have no more than three (3) males on the court at one time.
 - B. Serving order and starting floor position may not consist of two (2) males consecutively.
 - C. When the ball is hit more than once on a side, a female must make at least one of the hits prior to the ball crossing back over the net. **Exception: This rule will not be enforced in the Preteen Coed Divisions.**
 - D. **In order to participate in a coed division, a team must have at least one (1) boy on the team roster.**

CHAMPIONSHIP PLAY

- 1. At the end of the regular season, if two (2) or more teams are tied, the standings tiebreaker will be head-to-head play amongst all tied teams. When head-to-head play is used, points scored/point differentials will not be considered; only win-loss. Additional tie-breaker information can be found in the General Bylaws.
- 2. All playoff matches are best two (2) out of three (3) sets. All playoff matches will use the "Rally Point" scoring system, starting at a score of 4-4 and played to 25 points. Teams must win by two (2) points with no time limit and no point cap on a set. Teams will switch ends after the first set. A coin flip will determine serve/side if a playoff match goes to a third (3rd) set.
- 3. Any playoff match suspended will be rescheduled and will resume from the point of interruption. Be prepared to play on short notice if matches are halted.
- 4. Higher seed shall be the home team. If teams have the same seeding, a coin flip shall be used to determine home team.
- 5. Match ball will be provided by SMA.

WEBSITE

Updated schedules, scores, and standings can be found at the following website: www.VBgov.com/Sports.

SUSPENSION POLICY FOR ALL YOUTH SPORTS LEAGUES

Information on the suspension policy can be found in the General Bylaws For All Community League Sports.

PROTESTS

- 1. All protests must be submitted in writing by the Area Chairman to SMA (see General Bylaws For All Community League Sports). Only player eligibility is protestable. All other disputes must be settled on the court. Judgment calls by the officials are not protestable.
- 2. Protests of NFHS rules are not permitted in accordance with NFHS Rule 1.1.11

3. Protests of Local League rules are not permitted. If rules are not being properly interpreted, please contact the SMA Office as soon as possible.
4. Protests of arbitrary nature in connection with a player's contract card or player eligibility are permitted at any time during the regular season by the Area Chair. Eligibility would include non-rostered players, age, residency or other factors.

LIGHT DIFFICULTY

1. If light difficulty should occur, please see on-site Gym Supervisor.
2. Any difficulty arising out of light trouble during the progress of a match will be decided in this manner:
 - A. In the event a match must be suspended because of conditions which make it impossible to continue play, the head official shall declare it an official match if all three (3) sets have been played.
 - B. If all three (3) sets have not been played, the match will be rescheduled from the start of the match (first set).
3. Matches will not be delayed more than 30 minutes for the lights to come on, unless teams are informed otherwise.
4. Any additional problems arising out of light difficulties will be decided by the officials. Teams will abide by the decision.

INSURANCE

Information on insurance requirements can be found in the General Bylaws For All Community League Sports.

INJURED PLAYERS

1. There will be an official's time out for all player injuries (30 second timeout). Only the head coach will be allowed onto the court to assist with an injured player. The head coach will have thirty (30) seconds to evaluate the injured player. Once that time is up, the coach must tell the official one of three choices: the player is okay and can continue playing, the player is injured and needs a sub, or the coach would like to take a timeout (if available). The coach can use consecutive timeouts if need be. If the coach chooses substitution, this must be done in a timely manner, however, if a player is unable to be moved, the official will give as much time as needed to safely remove the injured player. An injured player does not have to continue if, in the official's judgment, the injury prevents the player from continuing the match. There will be no penalty for this as long as the team has at least five (5) players. In order to continue play, a team must always have at least five (5) players.
2. When a replay is signaled due to an injury/illness and the injured/ill player cannot continue play, the head coach may request a substitute for the injured/ill player or take a team time-out(s) if the team has remaining time-outs.
3. When a youth is rendered unconscious or apparently unconscious, the participant must not be permitted to resume participation without written authorization from a physician to the SMA office.
4. A player, who becomes injured/ill prior to the start of the match or during the match, can be "declared" ineligible to return to the match if the coach or player declares themselves injured.
 - A. The player does not have to fulfill his/her Mandatory Play Requirement.
 - B. This will not change the play requirements for any other players on the team.
5. Once a player has been "declared" injured, he/she may not return to that match for any reason. No outside doctors, trainers, coaches, or parents can authorize the playing of a youth, once removed from the match due to injuries.
6. SMA shall investigate all reported situations regarding injured player(s).
7. All players who have sustained or exhibit/report any signs or symptoms of a concussion or a head injury must immediately be removed from practice and/or match play. The player must follow general management of sports-related concussions by their doctor and be cleared to return to practice and/or match play. SMA staff will remove the player from the roster and will only add the player back to the roster when the doctor has cleared the player to return to practice/match with a written notification.

FACILITY USE

1. Virginia Beach City Public School Board (VBCPS) Policy and Virginia State Law prohibit smoking, use of tobacco products, and all types of e-cigarettes (including nicotine vapor and non-nicotine vapor products) on school grounds (indoors and outdoors, including parking lots). This policy is in effect at all times (24 hours a day, 7 days a week). VBCPS Policy prohibits pets other than service animals on ALL school property. VBCPS Policy restricts the operation of licensed motor vehicles on school grounds to parking lots only (see Field Allocation Policies and Procedures). **PLEASE PARK IN AUTHORIZED PARKING AREAS ONLY** (not on the grass, in fire lanes, etc.).
2. Participants and spectators must stay in areas designated by the Gym Supervisor and are asked to help police their bleacher and bench areas for trash once matches are finished.
3. No food or drink allowed in the gyms. Post-match snacks are to be distributed in the hallway or outside.
4. **NO DRINKING OF ALCOHOLIC BEVERAGES ON AND AROUND THE FACILITY BEFORE, DURING, OR AFTER A MATCH. ALCOHOLIC BEVERAGES ARE PROHIBITED BY LAW ON ALL CITY PROPERTY.**

NOTES

- ✓ The Sports Management Coordinator has the authority to make final decisions on all bylaws, interpretations and any matters concerning all youth sports, and will impose penalties and suspensions upon teams, coaches, spectators and players as necessary to insure the orderly conduct of the league.
- ✓ Coaches will advise spectators, parents, players, and assistant coaches of the bylaws. Ignorance of any rule in the bylaws on the part of the coach, parent, player, spectator, or assistant coaches shall not be tolerated.
- ✓ These Bylaws are in addition to the **GENERAL BYLAWS FOR ALL COMMUNITY SPORTS.**