

DEPARTMENT OF PARKS AND RECREATION
SPORTS MANAGEMENT
4001 DAM NECK ROAD
VIRGINIA BEACH, VIRGINIA 23456
(757) 385-0458
VBgov.com/Sports

REVISED
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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 2022 Fall 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 (SM) 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. For more information about the National Federation of State High School Associations (NFHS) Volleyball Rules please visit their website at <http://www.nfhs.org>.

TEAM REGISTRATION FEE: SM will require a registration fee from all teams (check, money order, or credit card only). Check/Money Order are to be made payable to: **Treasurer, City of Virginia Beach**. Payment should accompany the Team Entry Form, and must be received by **August 25, 2022** in order for a team to participate in the league.

Forms received after this date will be placed on a waitlist. If space is available and the entry form is accepted, the teams will be assessed a \$25.00 late fee. **TEAM ENTRY FEES CAN BE PAID ONLINE.....PLEASE ASK FOR DETAILS.**

ADMINISTRATIVE RULES

SM 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 league champions.
6. Provision of match balls which are not to be used for practice or warmups.

PLAYER ELIGIBILITY

Information on player eligibility can be found in the General Bylaws For All Community League Sports.

A player's age as of **September 30 of the current school year** determines eligibility. **EXCEPTION:** A player who turns ten (10) years old during the league season (Fall season: July - November) will have a "league age" of ten (10) years old.

- A. 12U Girls and 12U Coed: Age 12 and Under (must be ten (10) years old on or before September 30 of the current season or turn ten (10) years old during the league season (Fall: July - November). Cannot be thirteen (13) years old on or before September 30 of the current school year.
- B. 14U Girls and 14U Coed: Age fourteen (14) and under (cannot be fifteen (15) years old on or before September 30 of the current school year).
- C. 18U Girls: Age eighteen (18) and under (cannot be nineteen (19) years old on or before September 30 of the current school year) or be a rostered player for any sport at the college level.

CONTRACT CARDS AND ROSTERS

Information on contract card and roster policy can be found in the General Bylaws For All Community League Sports.

1. SM will generate team rosters for match site staff. Rosters can be viewed online at VBgov.com/Sports. The deadline for the first game of the season is **Wednesday, September 21, 2022, at 5:00 PM**. For the proceeding weeks, 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 Wednesday match, the player must have a completed player contract card in the SM Office by 5:00pm on Tuesday.
2. Maximum of twelve (12) rostered players under contract, three (3) adult coaches, and one (1) youth junior assistance coach per team.
3. The final cut-off date (when all rosters lock for the remainder of the season) will be **Thursday, October 13, 2022 at 5:00pm**. No new player(s) can be added after this time. **NOTE: Information found to be false on a player contract shall result in player ineligibility for one (1) year.**

GENERAL REGULATIONS

1. Practice may begin **Tuesday, September 6, 2022**.
2. Each team is permitted one (1) Head Coach, two (2) Assistants, and one (1) Junior Assistant. If equipment managers and/or team parents 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 SM Office **before** the start of the season. SM shall be notified of any coaching changes during the season.
3. Information on Youth Sports League Volunteer Identification System are located in the General Bylaws for All Community League Sports and at VBgov.com/Sports.
4. **Mandatory virtual coaches meeting in September**. The date, time, and location of the meeting will be included in the coach's packet. It is mandatory that each team be represented at this meeting. The officials' association will cover rule changes and answer questions.
5. **Coaches are encouraged to become certified by the National Youth Sports Coaches Association**. The cost of the certification program is \$20.00 per year.

SCHEDULING OF MATCHES

1. Matches will be played in accordance with the schedule created by SM with match sites/times distributed as equitably as possible.
2. Any coach finding it impossible to play a scheduled match must notify SM 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 weather, power failure, or conditions beyond our control, SM will determine a make-up date/time/location and will post make-up match information to our website (VBgov.com/Sports) by the next business day of the cancellation. Postponed matches can be rescheduled at the end of the regular season or on alternate nights of play. Matches that have no bearing on league standings may not be rescheduled (see General Bylaws For All Community League Sports).
4. SM reserves the right to arrange postponed matches, reschedule matches, change match times, move matches, and/or cancel matches, if necessary, due to conditions beyond our control. Please contact SM with any questions.
5. There will be no postponement or rescheduling of league matches to play in school matches and/or 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 removal from the league.

7. If during a match, conditions (light failure, loss of power, surface playability, etc.) force a stoppage of play before the match is considered official, a fifteen (15) minute delay shall be in effect. If after fifteen (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 (see General Bylaws For All Community League Sports).

STANDARD MATCH PROCEDURE

1. The officials will be paid by SM and will be assigned by the Officials Association. One (1) official will work each match during the regular season and two (2) officials will work each post season game. 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 thirty (30) minutes to wait for the official(s) unless the teams are informed otherwise. Should there be an official "no show" for any of our Sports Management league games, for which only one official is assigned, the game(s) will be postponed and rescheduled for a later date.
2. Gym Supervisors are assigned by SM. Coaches, players, and spectators are expected to cooperate with the Gym Supervisors.
3. Head Coaches are the **ONLY** coaches permitted to address an official. Assistant Coaches and spectators **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.
4. 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.**
5. Coaches are responsible for keeping spectators and non-roster individuals off their benches and out of the team area. For safety/liability purposes, any non-playing person (other than coaches) will not be allowed to sit/stand in the bench area.
6. Each team shall provide a volunteer score keeper. Volunteers should check in with the Gym Supervisor at least ten (10) minutes prior to the start of the match. Volunteers will assist with the official scorebook and game scoreboard.
7. **Starting of Matches:**
 - A. There is **NO** grace period. Match time is forfeit time. Official time is administered by the official's watch/mobile phone.
 - B. Teams should be at their match site no more than fifteen (15) minutes ahead of their scheduled match time. A match can start earlier than the scheduled time only if both coaches agree.
 - C. Teams must have a minimum of five (5) players present at match time to begin. 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 they arrive, with no penalty.
 - D. 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 fifteen (15) minutes for other players to arrive after the first set is forfeited. If after fifteen (15) minutes, a team still does not have five (5) players, both second and third sets will be forfeited.
 - E. 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 fifteen (15) minutes for other players to arrive after the first set is declared a double forfeited. If after fifteen (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.
 - F. If a match is forfeited, or if there is an official "no show," participants scheduled **MAY NOT** use the court to practice/scrimmage.
 - G. SM Staff will determine postponement or cancellation of games.

8. The home team is listed to the left on the schedule. Teams will be allowed to choose any bench during warmups. The team listed on the right is the visiting team and will call the coin toss which will determine service or bench side.
9. Warm-up: Teams will receive seven (7) minutes of combined warm-up (five (5) minutes shared bumping/hitting and two (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.
10. 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". What the coach enters on the line-up is where the player starts the set on the floor. Roster & lineup sheet must be submitted to the gym supervisor by the end of the combined warm-up period, and before each set.
11. Between sets, teams may warm up in their playing area, but may not hit volleyballs over the net into the opponent's playing area.

PLAYERS EQUIPMENT

Information on jewelry and uniform policy can be found in the General Bylaws for All Community League Sports.

1. Teams must provide their own practice balls, uniforms, and other equipment they deem necessary. SM will provide the 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. Numbers should still be visible when shirts are tucked in and must be permanently affixed to the shirt (no tape-on numbers). Violation of this rule may result in a written warning or player(s) being in-eligible to play. Uniform numbers are not protestable.
3. Shorts/Pants cannot have pockets, zippers, or belt loops. No tape-ups or cover ups. This is a safety issue and will be strictly enforced.
4. **Unadorned (plain) bobby pins, flat clips, or flat barrettes no longer than 2 inches in width, may be worn to control a player's hair. All other hard objects in the hair are prohibited.**
5. Players wearing casts of any type (soft or hard) are not eligible to participate in league matches.

PLAYING RULES

1. **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 SM office and may result in suspension of the head coach.
 - 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
 - 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 the player has completed the mandatory playing requirement, the player must still play one (1) full set if they are 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.

- 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, the official 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 placed on probation or suspended for up to one (1) 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.
2. All sets will use the "Rally Point" scoring system (teams can score a point regardless of who serves) being played to 21 points. Teams must win by two (2) points with no time limit and no point cap on a set.
3. All regular season matches consist of three (3) sets. All three (3) sets will be played and count in the standings. Teams will not switch ends. There will be no coin flip before the third (3rd) set.
4. **SERVING**
- A. Underhand servers in the 12U Girls and Coed (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 and Coed must serve from behind the end line.
- C. All players in 14U Girls and Coed, 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.
5. When the ball strikes the cables and/or the diagonal poles used to retract a suspended net system the official will stop play and determine if the ball was playable. The official will signal out-of-bounds or replay.
6. Teams will be allowed two (2) time outs (one (1) minute each) per set; with 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.
7. Nets will be no lower than seven (7) feet in height (recommended between seven (7) and seven and one half (7½) feet).
8. The Libero player will not be used.
9. There should be no activities that encourage delays. Officials will make every effort to keep matches moving.
10. 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.
11. **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. **In order to participate in a coed division, a team must have at least one (1) male and one (1) female, but no more than four (4) males on the team roster.**

CHAMPIONSHIP PLAY (Fall Only)

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 For All Community League Sports.
2. All playoff matches are best two (2) out of three (3) sets. All playoff matches will use the "Rally Point" scoring system played to 21 points. Teams must win by two (2) points with no time limit and no point cap on a 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 suspended.
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 SM.

WEBSITE

Updated schedules, scores, rosters, standings, and playoff brackets can be found at 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

Any and all protests must be clearly stated to the official on the court at the time of the infraction. Only player eligibility are protestable. All protests must be submitted in writing by the Area Chair to SM. Judgment calls by the official(s) are not protestable.

To protest player eligibility during a match:

1. All protests must be clearly stated to the official on the court, identifying the player being protested, and submitted in writing by the Area Chair to SM within two (2) business days of the incident. The protest (both on the court and in writing) must detail the reason for the protest (i.e., the player in question is not on the team's online roster, the player is participating under an assumed name; etc.).
2. Upon notification, the official shall stop the game, call both coaches out to the court, and inform both coaches that an official protest has been lodged. The Gym Supervisor will also be informed of the protest on the court. The Gym Supervisor will request the player in question to provide additional information.
 - A. Once obtained, the Gym Supervisor will document all information. If the Gym Supervisor determines the player's name is on the online roster, the match will then continue.
 - B. If the player in question provides additional information, the Gym Supervisor will document the protested player's full name and additional information. If the Gym Supervisor determines the player's name is not on the online roster, the player will be removed from play and the game will then continue being played under protest.
 - C. If the player in question refuses/incorrectly provides additional information, the match will be forfeited immediately, and the coach will be placed on probation for one (1) year. A second offense will result in the coach being suspended for up to one (1) year.
3. Upon receipt, SM will review the written protest. If the player is deemed to be eligible, the protest will be denied, and the result of the match will become official. If the player is deemed to be ineligible, any/all of the following actions will be taken:
 - A. Forfeiture of the most recent game played with ineligible player(s).
 - B. Coach and player(s) probation and/or suspension for up to one (1) year.
 - C. Loss of Championship Play (playoff) eligibility.
4. All matters of an arbitrary nature in connection with a player's contract card or eligibility may be protested at any time during the season by the Area Chair.
5. All decisions rendered by SM are final.

AUDIO/VISUAL/AMPLIFIDE SOUND/NOISE MAKERS

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

LIGHT DIFFICULTY

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

INSURANCE

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

INJURED PLAYERS

Information on injured players can be found in the General Bylaws for All Community League Sports.

FACILITY USE

Information on facility use can be found in the General Bylaws for All Community League Sports.

NOTES

- ✓ The SM 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 these bylaws. Unfamiliarity of any rule in the bylaws on the part of the coach, parent, player, spectator, or assistant coaches shall not be tolerated.
- ✓ SM reserves the right to prohibit any individual or team from participating in our programs or revoke individuals or team's privileges to participate in our programs for abusive behavior.
- ✓ These Bylaws are in addition to the **GENERAL BYLAWS FOR ALL COMMUNITY SPORTS.**

PANDEMIC PROTOCOLS

Practices and games will adhere to the current Executive Order and follow current CDC, state, and local guidance relative to physical distancing, use of face masks, and sharing of equipment.