

# 2016-2017 Coed Power League Guidelines

\*Teams that play the early game need to grab the clip board out of the concession stand. Be sure to RECORD each game score and ANNOUNCE the score prior to every serve.

\*\*Schedules, results, and game cancellations will be posted on [www.citywd.org](http://www.citywd.org)

## Team Roster Registration & Player Eligibility

1. Rosters and fee of \$250.00 are due by the second week of league play.
2. A person must play a MINIMUM of 4 weeks in order to participate in the league tournament. If there is an issue with a player's eligibility, the team captain has the right to **file a grievance** against a team or player.
3. Ratios for players on the court are as follows:
  - a. 6 Players: 3 females/3 males, 4 females/2 males, or 5 females/1 male
  - b. 5 Players: 3 females/2 males, 2 females/3 males or 4 females/1 male
  - c. 4 Players (minimum amount to play a game): 2 females/2 males or 3 females/1 male
4. Teams with too few players or the wrong ratios will forfeit the first game after 5 minutes and the second and third game after 10 minutes. Pick-up games can be played, but the next match will start as soon as possible. Teams 5 minutes late forfeit game one and 10 minutes late forfeit all games.

## Match Rules and Procedures

1. The team listed first will begin with the serve
2. Each team gets one 30 second timeout per game. Timeouts do not carry over from game to game.
3. Coed Power league will play on a men's height net [2.43m 7' 11 5/8"]

## Ball Handling, Serving Procedure, and Gender Rules

1. A serve may be bumped or set as long as it is legal. Double contacts are allowed on a team's first contact.
2. No blocking or attacking the serve.
3. Let serves will be played.
4. Teams must rotate positions accordingly and play those positions.
5. Any player can spike! Back row players cannot attack in front of the 10' line.
6. A ball that hits the ceiling or other obstructions vertically is within bounds if it comes down on the same side as the team that hit the ball. Hitting the ceiling and going over the net results in a side out and point for the other team.
7. A ball that hits the net post, net cable, or antenna is out of bounds.

## Scoring and Duration of the Game

8. All 3 games are played with rally scoring up to 21. Must win by 2; cap at 25. If time will not allow for a full 3<sup>rd</sup> game, then it will be played to 15, win by 2; cap at 17.
5. SELF OFFICIATE - If there is a questionable call as to whether a ball is in or out of play, the point will be replayed. **The line is in play.** The line under the net on the Gym floor is a neutral line. A player's foot can be on the line, but not over.
6. Games are scheduled every hour. PLEASE STAY ON TIME!
7. Have fun!