

2009 CYM Coed Volleyball Rules

The CYM Coed Volleyball Leagues will follow the official 2008-09 game rules as adopted by the Wisconsin Interscholastic Athletic Association (W.I.A.A.) with the exceptions and/or additions found below. The rules apply to youth, coaches and fans. In the event that fans are involved in inappropriate and unsportsmanlike behavior, the team may be penalized and the party banned from future games. Athletic Directors and coaches are responsible for seeing that all rules are followed.

Games

1. Starting Time: Teams should be ready to play on time. A 5-minute grace period will be allowed. After the first grace period expires and the team is unable to play they will forfeit the first game. A second 5-minute grace period will be given, but if the team is unable to play they will forfeit the second game. A third 5-minute grace period will be given, but if the team is still unable to play they will forfeit the match..
2. Warm up: Pre game if time permits
3. Time-Outs: Each team is allowed 2 time-outs per game.
4. Forfeits: Teams will be fined a \$50 per match forfeit (if they don't show up with at least 4 players to play) and that must be paid before the next match. If a team forfeits two matches on the same day that team will owe the league \$100. After a third forfeit, the team will be removed from the league and forfeit all remaining games and will not participate in tournament play. Teams will not be allowed to register the next season until all fines have been paid. All monies paid the league will be non-refundable.
5. Let Serves: will be allowed according to WIAA rules.
6. Uniforms: T-shirts are required for each team and they must all be the same color(s) and style. There **must** be a 4" number on the back of the T-shirt and it is suggested that a 2" number appear on the front shoulder. If players show up without their uniform they can still play but their team will forfeit one point per game for every player that doesn't have a uniform. There will be no alterations to the shirt by individual players. If an alteration is made, such as sleeves cut off or graffiti added, the same alterations must be made to all players' shirts. A uniform check should be made by the official prior to the start of the match. Any player arriving late must be checked for uniformity before the player is allowed onto the court. Any team with players not considered to be in uniform will cost the team one point per player per game. For example if three players show up without a uniform and play the score will be 3-0 before each game begins.
7. Match: Will consist of three games. All games will count in the standings.
8. Use of the Libero is not allowed in CYM Coed Volleyball.

9. Special Co-Ed Rules: If there is more than one hit on a side, a female must contact the ball before the ball crosses the plane of the net to the other side. There **must be** at least two females and one male **per team** on the court at all times, **and a minimum of four players per team** or the game will result in a forfeit. Since we are a coed league it is **required** that any team that has enough boys and girls present will play at least as many or more girls **than** boys. If a team **arrives** with two girls and four or more boys, **it is acceptable to play with only two girls**; otherwise there must be at least three girls on the court.
10. Scoring: Rally scoring for all games. All games will be to 21 with a cap of 21. All games will count in the standings*
11. Protests: NO GAME PROTESTS! THE OFFICIAL'S CALL WILL STAND.
12. Postponed Games: In the event of an unforeseen circumstance or severe weather, games will be postponed. The League Director will determine the need to postpone scheduled games. An attempt will be made to contact all coaches so the coaches can call their team members.
13. Rescheduling Games: There will be no rescheduling of games. Coaches must take care to include requests for retreats, dances, and other dates will conflict with the game schedule.
14. Game Day: Games will be played Sunday afternoons. Saturday nights may be used if the League Director wasn't able to schedule all the league matches on Sundays.
15. Final Standings in Division: Ties in the division standings at the end of the regular season will be broken as follows:
 1. Head to Head competition.
16. When determining the seeding for the end of season tournament the following criteria will be used to break ties between multiple teams in different divisions with the same record.
 - A) Head to head matches if there were any and if all the teams tied played one another.
 - B) The place the team finished in their division.
 - C) The number of matches won during the entire season (how many times did they win 2 out of 3 games in the match).
 - D) The point difference added up for every game and whoever has a higher total gets the higher seeding.
17. All tournaments will be played after the regular league season. The format for the various tournaments for all leagues may be a round robin setup or regular double

elimination format. The Recreation Division teams may be split into two tournaments as determined by the steering committee. The Competitive League tournament can be held at a different time than the Recreation League tournament and it will be scheduled before Christmas if time permits. Regular season rules will be used in all tournaments.

Teams and Players

18. Team Size: The size of the team is the decision of the coach. A complete roster must be submitted to the league at the beginning of each season. The team must have a minimum of 4 players **to play a match**, with at least two females and one male. The ghost server is not used in our league so teams cannot lose the serve because they are playing with 4 or 5 players.
19. Teams with 6 players present must play all 6 players and cannot have players sit on the bench because they would prefer to play with 4 or 5 players.
20. Teams in the **Gold Conference** are defined as teams that have **more than** two varsity or high school level club players combined. This means that any team in the **Silver Conference** could have two varsity players, or two high school level club players, or one varsity and one high school level club player. A player is considered a high school level club player only if they played club **last season**. Players in **9th grade** will count as **1/2 player** in regard to club last season so any Recreation team could have up to **four** 9th grade players that played club last season.
21. Coaches: Coaches are to see that their team conforms to any and all rules for gym use. A coach must be present at all times. A coach must be at least 21 years of age. A coach must be present for games or provide an alternate person at least 21 years of age to sit in for them. Games will be forfeited if no coach is available.
22. Player sign-in: A coach must turn in a roster with each player's signature on it before the start of the game to the official scorer's table. In addition the coach provides the scorekeeper with the list of six players that are going to start each game.
23. Parish Affiliation: Players living at home must play for the parish at which their parents are registered members. They may play on a team from another parish if the following conditions are satisfied:
 - A) Their parish doesn't have a CYM Coed Volleyball Team.
 - B) They get approval from the CYM Coordinator at their home parish stating that it is ok to play on a team from another parish. The approval must be given to the League Director before the team rosters are turned in to the league.

24. Parishes may be allowed to **Cluster or Collaborate** but they must first be **approved by the steering committee**.

Teams must apply to the Steering Committee by October 1st of every season to enable their right to be considered a cluster. Approval must be received by October 15th for the cluster to be recognized in that upcoming season.

25. Player Eligibility: (Please refer to the section in the 2006 Handbook titled "Participation in CYM Volleyball") for additional information.

All Players must be actively enrolled in 9th, 10th, 11th or 12th grade during the season.

Two Non-parishioners are allowed on a team. Regardless, non parishioners must have all forms filled out to participate.

The following players are examples of Non-parishioners:

- 1) Any player that is not Catholic. Players that are considered Non-parishioners can belong to any church.
- 2) Any player that is Catholic but **is not** enrolled in their parish **Religious Ed** program (**seniors** are an exception).

Parish players that belong to a parish where there is no CYM Volleyball team are allowed to play on any other parish team without being considered a non-parishioner however the coach still needs a **letter to confirm** their registration in their parish **Religious Ed** program (**seniors** excluded). The team roster form can be used for players from another parish.

Players **from** a parish that has CYM Volleyball **team** are allowed to **play for another parish** but only with a signed **WAIVER** from the CYM sports coordinator from the parish of the player.

26. Player Registration: Each player must have a registration form on file with the League Director before the start of the first game or all games will be forfeited. This type of forfeit doesn't result in a \$50 fine. Players may be added to the roster until the end of November, but must play in at least 50% of the regular season matches to be eligible for the Season Tournament (Note: 4 matches if there are 9 league matches). Any player in High School who is 18 or 19 years of age and living with a parent or guardian or a dependent of parents/guardian must have a parent sign the registration form.

A) The League Director must be contacted before the player plays in a match indicating the team's intention to add an additional player and the registration form must be mailed to the league director.

27. Players are not allowed to play on multiple teams in a single season. Every team has its own roster and the players can only play for that team. Teams that fail to follow this rule will forfeit the games involved.

28. Player Identification: Coaches must have a copy of each player's registration sheet at each game. Players must bring a valid I.D. or driver's license to each game. Players without an I.D. will be asked to sign the back of the score sheet along with his/her coach to vouch for the player's identity. Player identification will be verified following the game.
29. Team Captain(s): Each team should have at least one team captain. Additional captains are allowed at the discretion of the team.

Sportsmanship

30. Players and coaches are expected to read and abide by the respective Code of Conduct found at the end of this handbook. Failure to act in accordance with the Code of Conduct could result in the consequences stated in each code.
31. No Foul Language: One warning will be given for inappropriate language. Referees will determine appropriate or inappropriate language. Two warnings of any kind will result in an ejection from the game and /or from the gym. There will be a one game suspension to be served the next scheduled game. A fine of \$20.00 (twenty dollars) will be assessed to any person ejected from a game. A player or coach may not participate in CYM Sports until the fine is paid to the league. REFEREES AND GYM SUPERVISORS ARE TO REPORT PLAYER/S OR COACHES IN VIOLATION OF THIS RULE.
32. Verbal Abuse: Verbal abuse (including taunting, degrading comments and other verbal attacks) will not be tolerated before, during or after a game. The offending coach or player will receive a one-game suspension. After the second occurrence, the coach or player will be ejected from the league for the remainder of the season.
33. Physical Assault: Any fighting or physical attacks before, during or after a game will result in immediate expulsion from the league for the remainder of the season.
34. Physical Assault of a Game Official: Physical assault of an official carries a penalty of a minimum of 12 months suspension upon determination of the guilt of the offending party. The League Oversight Committee will determine guilt and determine the length of the suspension. Until that determination is made, the offending party is immediately suspended from participation in CYM Sports. Reinstatement as participant in CYM sports must be appealed through the Oversight Committee upon completion of the penalty.
35. Coach Penalties: Any Coach ejected from a game will be fined \$40.00 to be paid to the league before participating in any additional games. After the second occurrence, a coach will be ejected from the league for the remainder of the season.
36. Player Penalties: Any Player ejected from a game for any reason will incur a suspension of one game from the next scheduled team game. After the second occurrence, a player will be ejected from the league for the remainder of the season.
37. Fines: All fines must be paid prior to playing in any subsequent games.

Miscellaneous

38. Length of Season: The regular season consists of a minimum of 8 matches of 3 games each to a maximum of 10 matches of 3 games each followed by the season ending tournament that takes place over 1 or 2 weekends. An effort will be made to schedule all teams with as many league games as possible.
39. League Fees: All fees for regular season and tournament games will be collected at the same time. Payment is due before the first scheduled match.
40. Lost or Stolen Items: Host gyms or the CYM Sports league are not responsible for lost or stolen items. Visitors are not allowed in the locker room areas.
41. Refunds: Refunds will NOT be made to any team after the start of their season opener. This rule also applies for tournament games.
42. League Awards: The 1st place team in each division will receive a banner for their school or gym. The banner will have the names of each coach and player on it. One banner per team from league funds will be provided. Additional banners may be purchased at the expense of the team.
43. Tournament Trophies and T-Shirts: Individual tournament T-shirts will be awarded for the first three places. Gift cards will be given to the winners of each tournament.
44. If the host team is not playing in the match the referee will do a coin toss to determine the home and visitor teams. Then a second coin toss is done and it's the visitors call to determine which team will serve first. Before the third game a third coin toss is done and the home team makes the call to determine which team serves to start the third game.
45. Players shall not wear jewelry (including during pre-match warm-ups) with the exception of religious or medical medals. If such medals are worn, they shall be taped to the body under the uniform.
46. Team Commitments – On or before **the commitment date** (Before the League schedules are created) teams will notify the League Director as to how many teams they plan to have in the **Gold and Silver Conferences** in the upcoming season. **Any team dropping out after the commitment date will be fined \$100 and that must be paid before the start of the upcoming season.**