# Athletic Alliance of Chicago Indoor Volleyball League Rules and Regulations

#### **MEMBERSHIP**

#### Section I

- a) All players must be an AAC member; memberships are good for a one year period. Team captains are responsible for verifying that all players are listed on their roster. Any player on the team's electronic roster is a current AAC member and is eligible to play. If any team allows a player not on their electronic roster to play, the entire team will forfeit any games in which the player participated. For legal liability reasons this point is not negotiable; no exceptions will be made.
- b) Any question as to a player's AAC status must be resolved before the player is allowed to play. Team captains may direct an e-mail to Kevin Hansen at <u>volleyball@sportsaac.com</u>, and he will check the status of any players in question. In case of a dispute, the player must provide proof of current AAC status (i.e. email invoice received after paying for the annual AAC membership). If in doubt, players are advised to complete registration on the AAC website. If or when the double payment is discovered, players will be reimbursed.
- c) All team fees and AAC membership fees are due prior to the start of play.

# **ROSTERS**

#### Section II

- a) Each team **must** send at least 1 representative, but no more than 2 to the captains meeting hosted by the league. Check with the league director or the AAC web site at <a href="mailto:sportsaac.com">sportsaac.com</a> for the date, place, and time. Teams will not be officially registered until a representative from their team has attended the captains meeting. Each team is responsible for knowledge of all the rules throughout the season.
- b) In the event a team is aware that they will not be able to court a full team, the team must inform the league director no later than 24 hours prior to games. This is labeled as an announced forfeit. In the event a team does not give the league director at least 24 hours' notice of a forfeit, it will be labeled as an unannounced forfeit. One forfeit whether announced or unannounced = 1 week of play, depending on the amount of matches played that week. For example, if a team only has 3 players show up to play their 2 scheduled matches at 6:30 & 7:10, this equals 1 (one) unannounced forfeit. If the team has enough players to play at the start of the 2<sup>nd</sup> match, they will be given a ½ unannounced forfeit. Forfeits are capped at 2, whether announced or unannounced. Once a team surpasses the cap, the team will automatically be expelled from the league (unless another determination is made by the league director). If a team is expelled from the league, they will NOT be refunded the team fee or membership fees. If a team is expelled from the league and the remaining players would like to continue playing on another team, a lottery will be done for all eligible players beginning with the lowest seeded team at that time. Starting with the lowest seeded team and continuing up from there; the team may choose any player from the expelled roster to be added to their roster to finish out the season.
- c) Teams that no longer have a commitment from roster players may add players to their roster when the team captain adding players receives approval from all other team captains within their division. All players added to the roster must have a current, AAC membership. Once this is accomplished, the league director will make a final decision on the matter.
- d) All players must be listed on your electronic roster on the AAC website. If you have non-rostered players participate the game(s) will be a forfeit. Players may not be on rosters for both a Tuesday and Wednesday team in the same season. All rosters are considered final after the fourth week of the season. Any team requesting players to be added to their roster after the fourth week must have approval from the league director.
- e) Throughout the season teams will be able to use players from the league's substitution players list on nights the team does not have 6 rostered players. The substitution players cannot be on a roster for another team for the current season. The league will post a list of substitution players on the AAC website. It is up to the captain of the team needing a substitution player to reach out to the substitution players.

#### Section III

- a) All games are rally scoring, meaning a point is earned by either team with each serve. All divisions & all teams may use a libero. However, it is highly recommended that the lower divisions do not use the libero. The libero must have a different colored shirt than the rest of the team.
- b) Each match will consist of 2 games to 25 points using rally scoring, starting at 4 (win by 2, cap at 27). Games cannot end in a tie. If the score is tied at the end of the allotted time for the match, teams are to play one final point to determine a winner.
- c) To begin a match, a team must have at least 4 players on the court. Once a game begins you may not add additional players unless there were listed as a substitution on the line up given to the officiating team prior to the beginning of the match.
- d) There will be a time limit of 35 minutes for each match, which includes the warm up period. It is imperative that the captains have their line-up ready to go as soon as the game ahead of them is finished.
- e) It is the officiating team's responsibility to keep the matches on time.
- f) Five minutes after the start time of a scheduled match is the forfeit time for the first game, if a team cannot court a team of at least 4 players. After 10 more minutes, then the 2<sup>nd</sup> game will be forfeited. For example, your scheduled start time is at 6:30 but you only have 3 players. At 6:35, the 1<sup>st</sup> game is forfeited, if 4 players are not able to take the court. At 6:45 the 2<sup>nd</sup> game will be forfeited unless there are 4 players able to take the court. Teams are not allowed to borrow players from another team, nor are they allowed to play with less than 4 players.
- g) In the event a player is injured during a game and is unable to play:
  - 1. The team may make an exceptional substitution for the injured player.
  - 2. If the team only has 6 or 5 players and one player gets injured, the team may still play the match with the remaining players. The injured player is treated as if he/she were never in the lineup and the scorekeeper skips over that player when determining the next server on the scoresheet.
  - 3. If a team only has 4 players and one gets injured, the team has the option of continuing to play with the injured player on the court at the serve (the player may leave the court after the ball has been served each time) or the team may forfeit the game at that point. The team forfeiting keeps whatever score it has at the time of the forfeit and the scorekeeper records 25 points for the winning team and writes "FORFEIT DUE TO INJURY" in the Remarks section of the scoresheet.
- h) In the case of teams ending in a tie for standings, AAC will determine division standings as follows (in descending order):
  - 1. Overall record (winning percentage)
  - 2. Head-to-head record (winning percentage)
  - 3. Head-to-head average point differential (will not be used to deny trophies or awards to a team)
  - 4. Average point differential (will not be used to deny trophies or awards to a team)
  - 5. A coin toss (will not be used to deny trophies or awards to a team)

# **OFFICIATING**

#### Section IV

- a) All teams will be scheduled to referee various games throughout the season. Teams must choose 2 players on their roster as a 1<sup>st</sup> & 2<sup>nd</sup> official. The players' chosen should have the best knowledge of the game. Each team should provide at least 5 players in order to officiate. You need a 1<sup>st</sup> & 2<sup>nd</sup> official, score keeper & 2 lines people.
- b) A net violation will occur if a player touches the top white stripe of the net or antennae as it comes out of the net. Violations may also be called if a player gains an advantage from touching the net; this incidental contact is at the discretion of the referees.
- c) A center line violation will when the entire hand or foot of a player is over the center line, or when any other part of their body makes contact or crosses that line.
- d) To avoid any confusion, for any overhanging structures off the court, it is the discretion of the 1st referee whether or not to rule a replay (excluding the walls & curtains). The ceiling at the Center on Halsted is not out of bounds on the team's own side. If a team hits the ball and it hits the ceiling on their side of the net and comes back down on their side, it is playable. If however, the ball touches the ceiling on the other team's side of the net, it is out. If it touches the ceiling on the team's side but then come down on the opposite side of the net, it is out.
- e) A player may push the curtain aside to play the ball under these circumstances:
  - 1. The player who pushes the curtain must be the player who contacts the ball. Another team member cannot push the curtain aside.
  - 2. The push of the curtain is done in a controlled manner that in the judgment of the official does not interfere with play on the adjacent court.
- f) It is the responsibility of the officiating team to quickly hold the coin toss and begin the match immediately following the previous match. This is very important to keep the matches on time and to keep our cutoff of 10:00pm with the Center on Halsted. If there is a forfeit before a scheduled match and all teams involved agree to start the match early, this may be done. However, forfeits

are not given until their scheduled start time and the proper time has elapsed as stated above in Section III f. This applies for the officiating team as well.

# **SCORING**

# Section V

- a) It is also be the responsibility of the officiating team to keep score.
- b) When a match is ready to begin, the scorekeeper must identify all players by uniform number. After each match, the completed score sheets should be signed by the 1st official and left in the binder at the score table.

# **DRESS CODE**

#### **Section VI**

- a) The dress code will be strictly enforced to better the safety of all players and is as follows:
  - 1. No jewelry including but not limited to earing's (hoop, stud, etc) visible piercings, watches, necklaces, anklets, or rings. The only exception to this is a flat wedding band
  - 2. No hats or bandannas (sweatbands are permitted)
  - 3. Rubber bottom shoes must be worn
- b) Each player must have a numbered shirt, and the number needs to be unique to them. Meaning no two players on the same team should have the same number on their shirt

# SPORTSMANSHIP & UNSPORTSMANLIKE CONDUCT

#### Section VII

- a) AAC will not tolerate players, coaches, managers, or teams who condone or participate in unsportsmanlike conduct or play. The following guidelines are to help deter any action that might be considered unsportsmanlike. The officials, court managers, directors and any other AAC board member will be directed to watch closely for anything resembling unsportsmanlike conduct.
- b) Specific conduct considered unsportsmanlike includes but is not limited to:
  - 1. A player who taunts his/her teammate, opponent, or fan after or during a rally.
  - 2. A person who swears at or is overly aggressive toward a referee, opponent, or league administrator.
  - 3. A player who physically attacks or assaults an official, opponent or any AAC member or spectator will be immediately ejected from the league for the remainder of the season and continue to be on probation until the volleyball committee can review the case as to whether or not that person is allowed to play in the league again.
- d) All unsportsmanlike conduct will be subjected to the league committee on a case by case basis as deemed appropriate.
- e) Members of the League Administrative Committee will be in attendance at various matches throughout the season and will be watching for unsportsmanlike conduct. The league director, committee members (when not personally involved in the match) and any AAC Director will have authority to automatically eject any individual who engages in unsportsmanlike conduct. This includes but is not limited to conduct after a volleyball match is over.

# **INJURIES / ACCIDENTS**

#### Section VII

- a) If a participant is injured on or off the court during one of the AAC events and is in need of medical attention, it is the captain's responsibility to make sure that someone assists with the injured participant to seek medical attention. A first aid kit is located on the bleachers at the entrance of the gym. Neither the Center on Halsted nor AAC provide ice. Accidents and injuries will occur. In order to lessen the risk of injury, we ask that all participants become aware of their surroundings before stepping onto the court. Please notify a court manager or the league director if you encounter any of the following possible hazards on the court:
  - 1. Any foreign substance on the floor that will cause a person to fall. For example, spilled beverages or moisture that has leaked from the roof, etc.
  - 2. Athletic equipment from another sports or other objects that are used in the gymnasium prior to AAC volleyball games.

# **FACILITIES INFORMATION**

# **Section VIII**

- a) Matches will be played at the Center on Halsted, 3656 N. Halsted, Chicago, IL 60613. For more information about the Center on Halsted, please call (773)472.6469, or email mail@centeronhalsted.org.
- b) AAC members may not use the Whole Foods parking lot while playing at the Center on Halsted. There is a paid parking lot accessible at the corner of Fremont and Addison, one block southwest of the Center on Halsted.
- c) All items left at the gym will be turned into Lost & Found at the Center on Halsted. Volleyballs or other equipment stuck atop the gym roofing or vents will be retrieved by the Center on Halsted's Facilities Management (normally weekly). Please inquire at the Center on Halsted's Information Desk (first floor) to retrieve any such items.
- d) No food should be eaten within the gym area. Please secure all beverages so they do not spill if overturned while in the gym area. Please discard any trash prior to exiting the gym.
- e) There are lockers within the locker room area. Lockers may be accessed during play; players must supply their own locks if they wish to secure the lockers. Lockers are intended for daily use only; all locks will be cut daily after the facility is closed.

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