

Athletic Alliance of Chicago Indoor Volleyball League Rules and Regulations 2024 Season

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 are current AAC members and are eligible to play. If any team allows a non-AAC member to play, the entire team will forfeit any games in which a non-AAC member participated in. 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 indoorvball@sportsaac.com, 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. a copy of a canceled check or yellow carbon copy of receipt). If in doubt, players are advised to fill out and sign another AAC form and pay the \$25.00 AAC fee. 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 team captains meeting hosted by the league. Check with the league commissioner or the AAC web site at sportsaac.com for the date, place, and time. **Teams will not be officially registered until a representative from their team has attended the team captain's meeting. Each team is responsible for knowledge of ALL rules throughout the season.**
- b) Upon registration, AAC expects teams to participate in the league on a regular basis throughout the season. In the event a team is aware that they will not be able to court a full team to participate, **the team captain 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 is not aware that they will not be able to court a full team to participate, it will be labeled as an *unannounced forfeit*. One forfeit whether announced or unannounced = **1 week of play**, depending on the number 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 2nd 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). Teams that no longer have commitment from roster players may replace their roster spot with another non-roster player. This can only be done when the team captain receives approval from all other team captains within their division. Once this is accomplished, the league commissioner will make a final decision on the matter. If a team is expelled from the league, they will NOT be refunded the team fee or membership fees.
- c) 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 league.
- d) Any changes (additions or deletions) to your team roster must be reported to the league commissioner via email prior to a team's matches that week. **Roster changes made on the actual date of play will not be effective until the following week.** Therefore, any players added to the roster on a Tuesday or Wednesday will not be allowed to play that day; **players may not also play on both Tuesday and Wednesday game in the same week. All rosters are considered final after the fourth week into the regular season.** Any teams requesting players to be added to their roster after the fourth week must have approval from the league commissioner. Teams will be issued forfeits for games that any non-roster players have played.
- e) Each week players must SIGN on the applicable sign-in sheet beside their names to show they played that match. Only players who played 50% or more of matches will be allowed to participate in the playoffs. All names must be legible to be counted.

REGULAR SEASON PLAY & PLAYOFFS

Section III

- a) **ALL GAMES WILL BE RALLY SCORING.**
- b) **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.**
- c) Each match will consist of 2 games to 25 points RALLY SCORE starting at 4. (win by 2, cap at 27)
- d) To begin a match, a team must have at least 4 players from their roster. Once a game begins you may not substitute additional players in as they show up, but you must wait until the start of the next game!
- e) There will be a time limit of 40 minutes for each match. Due to the number of teams, the warmup is included in the 40 minutes. It is imperative that the captains have their line-up ready to go as soon as the game ahead of them is finished.
- f) There are stop watches at each court. It is the officiating team's responsibility to keep the matches on time.
- g) **Five minutes after the start time of a scheduled match is forfeit time for the first game if a team cannot court a team of at least 4 players. After 10 more minutes, then the 2nd game will be forfeited as well. E.G. Your scheduled start time is 6:30. You have 3 players on time and ready to play. At 6:35, the 1st game is forfeited, if still fewer than 4 players. At 6:45 the 2nd game will be forfeited if still fewer than 4 players. Teams are NOT allowed to borrow players that are not on their team's roster, nor are they allowed to play with less than 4 players.**
- h) All players in the team's line-up must be present at the start of each game, with the following exception: for the FIRST game of the 6:30 match only, a player who has not yet arrived at the gym (but who is expected to arrive soon) can be placed onto the line-up sheet and submitted to the scorekeeper prior to the beginning of the game. The player must be identified either by uniform number (preferable) or name on the line-up sheet.
When the player arrives, the player may enter into the game before any service into their proper spot in the rotation. There is no penalty assessed as long as the player arrives before it is his/her turn in the rotation to serve.
If that player still has not arrived by the time that it is his/her turn to serve, the team would be ruled out of rotation, and would lose a point and possession of the ball. This process would be repeated every time that the absent player is supposed to serve in the event that the player does not arrive before the conclusion of the game.
A team may not use this exception to begin a game with only 3 players. A team needs 4 players to begin any game, or the team forfeits that game.
- i) In the event a player is injured during a game and is unable to play:
 - 1) If the team has another player to bring into the game, 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.
- j) If there is a tie as time runs out, the teams will continue to play until a team is ahead. **THERE ARE NO TIES!!**
- k) In the case of any ties among teams, AAC will determine division standings as follows (in descending priority):
 - 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).
- l) There is **NO** ghost rule in effect for playoffs or for the regular season matches.

OFFICIATING

Section IV

- a) All teams registered will be scheduled to referee various games throughout the season. Teams must choose 2 players on their roster as a 1st & 2nd 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 1st & 2nd official, score keeper & 2 lines people.**
- b) In regard to the actual match play, USAV Rules apply from the preceding year. For any issues that arise that are outside of the officiating team's jurisdiction, it is the official's responsibility to find a committee member and or the league director or co-director.
- c) To avoid any confusion, for any overhanging structures off the court, it is the discretion of the official whether or not to rule a replay (excluding the walls & curtains). A player may, however, push the curtain dividing the courts out of the way to play a ball.

If the ball does not hit the curtain, it is considered a live ball and may be played if the attacking team has not exhausted their three hits already. Any ball that makes contact with the curtain or any wall will be considered a dead ball.

- d) 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 g. This applies for the officiating team as well. All officiating teams should have at least 5 people to work a match. Officiating teams should look to borrow other players not currently playing to help officiating if they are short for their officiating responsibilities.
- e) Any ball that contacts the curtain will be considered out. Players may not contact the curtains. Any player contact with the curtains immediately stops a rally, and one point will be awarded to the opposing team.

SCORING

Section V

- a) As in officiating, it will 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. If the player is not numbered, then players should be identified as best possible by a brief description of their clothing.
- c) 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) There is a dress code that must be strictly enforced to better the safety of all players. The dress code is as follows:
- b) NO JEWELRY (hoop, stud, or any pierced earrings on the body, watches, necklaces, anklets, or rings.)
- c) NO HATS OR BANDANNAS (sweatbands are permitted)
- d) RUBBER BOTTOM SHOES MUST BE WORN
- e) All Players should wear a numbered 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.

Specific conduct considered unsportsmanlike includes but are not limited to:

- A player who taunts his/her teammate, opponent, or fan after or during a rally.
- A person who swears at or is overly aggressive toward a referee, opponent, or league administrator.
- 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.
- All unsportsmanlike conduct will be subjected to the league committee on a case-by-case basis as deemed appropriate.
- Members of the League Administrative Committee will attend 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

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 director if you encounter any of the following possible hazards on the court:

- 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.
- Athletic equipment from other 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; the Center on Halsted currently has plans to build a parking garage directly south of the facility, but construction has not yet started. There is a paid parking lot accessible at the corner of Fremont and Addison, one block southwest of the Center.
- c) All items left at the gym will be turned into Lost & Found at the Center. Volleyballs or other equipment stuck atop the gym roofing or vents will be retrieved by the Center's Facilities Management (normally weekly). Please inquire at the Center'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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