



City of Watsonville Parks & Community Services Department
231 Union Street, Watsonville, CA 95076
(831) 768-3240, Fax (831) 763-4078
www.watsonvillerec.com

LEAGUE & PLAYOFF PROCEDURES

The number, variety and type of league shall be determined, planned, organized and governed by the Watsonville Parks & Community Services Department, but teams may request league preference when they are registered.

Playing Time

- 1 A match will consist of the best of 3 games. The first two games are to 25 points with the cap at 27. The third (deciding) game is to 15 points with the cap at 17.
- 2 Rally (speed) scoring will be used in all games.
- 3 A team must be ready to play at game time or they forfeit the first game (teams must have at least 4 players, in a co-ed game, 2 must be women). After 10 minutes, the team forfeits the entire match.
- 4 Matches will be declared complete (if they are not ready) at the next game time. The next two teams will have 10 minutes to warm-up. There is no time limit during play-offs.

League Rules

- 1 The rules stated in the official FIVB rulebook govern play.
- 2 Teams must choose and use one of the following rotation methods during the game:
 - ◆ Continuous rotation, where players enter the game in a standard position
 - ◆ Incoming substitutes enter the game in the serving position and take the position and place in the serving order of the player being substituted for. A re-entering player must take his/her original position relative to teammates and retain his/her original serving number. No changes are allowed in the order of rotation. Each player may enter the game no more than 3 times (counting the starting line-up) in this system.
- 3 Players must have matching t-shirts.
- 4 The ball may touch the net on the serve.
- 5 The serving team of the third (deciding) game will be determined by a coin toss.

Playoffs

- 1 Playoff seeding is based on the standings from regular season games.
- 2 In the case of two teams having the same record, the following tie breaking criteria will be used:
 - ◆ Forfeits are automatic lower seeding. Otherwise, head-to-head record.
 - ◆ If the teams split, who won in fewer games between the two teams
 - ◆ Point differential in matches between the tied teams
 - ◆ Team's record vs. the team occupying the highest position in the league, continuing down through the division standings until one team gains an advantage.

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- 3 In the case of *three* teams having the same record, the following tie-breaking criteria will be used:
 - ◆ Forfeits are automatic lower seeding. Otherwise head-to-head record.
 - ◆ Which team won in fewer games
 - ◆ Compare point differential between tied teams

Co-ed Rules

- 1 Teams will consist of 6 players, with at least 3 women. A team must have 4 players present to begin a match, and cannot continue with less than 4 players (2 of whom must be women). If 5 players are on the court, at least 2 of them must be women.
- 2 Serving order and floor position must alternate male/female.
- 3 When the ball is played more than once by a team, one of these hits must be by a woman.
- 4 One backcourt player may block when there is only one male player in the front line position.
- 5 A player positioned on the backcourt may not come to the front and spike. (He/She must jump from the designated line).
- 6 The ball may touch the net on any serve.

Player Conduct

- 1 All players are required to have valid identification with them at the games, and may be asked to present it at any time.
- 2 Players and spectators are required to conform to the S.A.N.C.R.A. Player Code of Conduct. Should these or other guidelines be violated, the player/team may be subject to suspension and/or probation. Any player/team suspended in Watsonville will automatically be suspended in other area recreation leagues.
- 3 **Any player ejected from the game by an official will receive an automatic 2 game suspension minimum.** (If it's at the end of the season, the suspensions will apply to the following season until suspension is fulfilled).
- 4 Any player ejected from a game will be directed by the officials to leave the facility immediately. Players will have 2 minutes to leave the facility. Failure to do so can result in suspension for the remainder of the season.
- 5 Any player being placed on probation for the remainder of the season and reported again for violating the "Code of Conduct" can be suspended for the remainder of the season.

Rosters

- 1 Each team will be allowed up to 12 players on their roster.
- 2 Rosters are finalized by a team's second game.
- 3 All players must have played in at least three regular season matches to be eligible to play during playoffs.
- 4 Managers who lose players and need to replace any due to injury or employment transfer, they may petition with proper documentation to replace them. Replaced players may not be re-added once the substituted player has played in one game.

Forfeits

- 1 If a team is not ready to start ten (10) minutes after the scheduled match time, with at least 4 players, the match will be forfeited to the opposing team. Referee timer=official time.
- 2 A forfeit is recorded as a loss, and the other team will receive 12 points in 2 matches. In the event of a double forfeit, both teams receive a loss.

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- 3 A team with 2 forfeits will lose eligibility of advancing to the playoffs, and may be dropped from the league and lose the right to reclaim any part of their team fee.
- 4 As a courtesy, teams that foresee a conflict with a match should notify the league coordinator, or front office staff if coordinator unavailable, by 2pm of game day. Teams doing so will be waived the \$50 forfeit fine.

Protests

- 1 When a matter of protest arises during a game, the captain or manager of the protesting team shall immediately notify the: a) opposing manager, b) the official and c) the scorekeeper. This will enable all interested parties to take notice of the protest. On a protest of a player thought to be ineligible, the protest must be made **before** the last serve of the game.
- 2 Protesting teams must file their written protest in the Recreation Office with \$50.00 protest fee by 5 p.m. on the day following the protested game.
- 3 Protests shall be based on interpretation of rules only. Decisions involving the judgment of referees shall not be considered or received.
- 4 The written protest should include:
 - a) The date, time and place of the game.
 - b) The names of the referee and scorekeeper.
 - c) The rule and section of the official rules or local rules under which the protest is made.
 - d) The decision and conditions surrounding the making of the decision.
 - e) All the essential facts involved in the matter protested.

Line Judges

- 1 During each match, Team Managers are responsible for providing one (1), and only one, Line Judge. Play will not begin until each team provides one Line Judge. Line Judges are responsible for aiding the game referee by watching whether the volleyball lands inside, on, or outside the lines.
 - a) Line Judges must stand so that the end line is on the right of the line judge and the side line on the left. Line Judges should stand three to five feet from the end line and out of the way of players.
 - b) Line Judges watch the lines of the opposing team for which they were chosen (I.E. If Team A is playing Team B and Team A picks Joe Shmoe to be a Line Judge, Joe Shmoe would stand on Team B's side of the court and watch the lines).
 - c) Line Judges should not ever come into contact with the ball or players. If a Line Judge interferes with play, the Team Captain will be asked to find a replacement and the play will be done over.
 - d) Line Judges serve only as adversarial to the Game Referee. The Game Referee makes the final decision in all calls.
 - e) The Referee may request for a change of Line Judge(s) at any time for any reason.
 - f) Selection of Line Judges: Line Judges may be anyone that a Team Captain chooses except for players on their own team. Individuals that may be selected as line judges include, but are not limited to members of other teams and spectators.

Questions - Contact Jenny Vivenzi, Recreation Coordinator, at (831) 768-3262