



# CITY OF COLORADO SPRINGS

## VOLLEYBALL RULEBOOK

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All programs offered by Recreation Services are strictly for recreational purposes and intended for the enjoyment of the sport with fellow participants. Safety, fair play and sportsmanship are our primary concerns.

This rulebook is a guide to procedures, rules, and responsibilities for playing and officiating for the City of Colorado Springs Parks, Recreation & Cultural Services (PR&CS) - Adult Volleyball Program.. The guidelines are implemented and enforced to ensure the most uniform and complete volleyball program possible.

We recommended that you read this rulebook and address your concerns and questions before the volleyball season begins.

USA Volleyball rules and this rulebook govern league play. In the event of a conflict between the two sets of rules, this rulebook will prevail. **To access USA Volleyball Rules go to: [www.usavolleyball.org](http://www.usavolleyball.org)**

### THE PROGRAM

#### Program Goal

This program is intended as a recreational activity and its purpose is the enjoyment of the sport with fellow participants. The goals and objectives of all of our adult sports programs are to foster, develop, promote and regulate amateur adult sports in Colorado Springs. Safety, fair play and sportsmanship are the primary concerns. Please keep in mind that fair play and a recreational atmosphere are the result of good sportsmanship.

#### Participant Warning Statement

Although participation in supervised athletics is one of the least hazardous in which a person will engage, and serious injuries are not common, it is impossible to eliminate every risk. Players must obey all safety rules, report all physical problems to coaches, follow a proper conditioning program and inspect their own equipment daily. By registering for this program, you acknowledge that you have read and understand this warning. Those who do not wish to accept the risk described in this warning should not register or participate.

#### Insurance

The City of Colorado Springs carries no insurance for players, coaches, game officials or spectators. The Emergency Medical Service will be called for any medical emergencies. Participants are responsible for all charges resulting from a medical emergency.

Team representatives are encouraged to keep a list of insurance information for team members in case of an emergency.

### EQUIPMENT / THE COURT

#### Uniforms

- **We recommend that teams at ALL levels wear uniforms.** Matching or similar colored jerseys are considered uniforms.
- Proper footwear is required. Athletic shoes designed for gym use, with non-marking soles, must be worn.
- Bare feet, street shoes, or shoes with cleats are not allowed.

## Playing Area

- Overhead clearance may vary from site to site. The ceiling will be playable as long as the ball hits the ceiling on your side of the net, stays on your side of the net, and you have a hit remaining. Any ball that hits the ceiling and passes over the net will be called a dead ball.
- A volleyball that hits an obstacle (basket) that extends over the court will be replayed, unless it is a served ball, a basket in the 'up' position is considered the ceiling, therefore it will be playable as long as the ball hits on your side of the net, stays on your side of the net and you have a hit remaining. Any ball that hits the 'up' basket and passes over the net will be called a dead ball.
- The official will determine the playing status of a volleyball that hits an obstacle (basket) that is outside the court.
- Other possible obstacles will be discussed by the official(s) prior to the game at the pre-game conference.

## The Net

Net height is as follows:

- Men's: 8' (+ or - 1")
- Women's: 7', 4" (+ or - 1")
- Coed: 8' (+ or - 1")

**NOTE:** *If it is not possible to move the net to the required height, the net will be set to the nearest possible height.*

## The Ball

Both teams will use a ball provided by PR&CS. An alternate "legal" ball may be used, but BOTH teams must agree to use the alternate ball. If the teams cannot come to an agreement, a ball provided by PR&CS must be used.

## First Aid Supplies

We strongly recommend that teams bring basic first aid equipment (tape, bandages, ice, etc.) to the games. The site supervisor **does not** supply first aid materials.

## TEAM COMPETITION

Teams will select the level of competition for their team. Teams shall place themselves into appropriate competitive categories.

The levels are:

- "B": Men's, Women's, Coed (Gold & Silver)
- Recreation: Men's, Women's, Coed (Gold, Silver & Bronze)

**NOTE:** *Official(s) will call the game/match based on the level of competition.*

## Levels of Competition Defined

There are sub-levels of competition at all competitive levels: Blue, White and Red. These sub-levels further separate teams within each level of competition: Blue is the highest level, White refers to the mid-level, and Red refers to the lowest level.

**Recreation (Blue):** Teams consist of players that have fundamental skills and knowledge. Players are skilled and proficient in serving, passing, setting, and attacking. Teams may demonstrate offensive and defensive strategies, but not on a consistent basis.

**Recreation (White):** Players possess the ability, yet lack consistency, in passing, setting, and attacking. Teams may demonstrate basic offensive and defensive formations and strategies, but lack continuity. Generally, one or two people on the team are designated as setters.

**Recreation (Red):** Players possess limited proficiency in passing, setting, or attacking. Teams attempt to play a three-hit system (*pass-set-spike*). These are entry level teams.

## Player Eligibility

- All players must be 18 years or older within the current calendar year.
- Players may only play on one team per league. Players are allowed to play on more than one team, but **not** in the same league nor on the same night and court. **EXAMPLE:** *Player A, playing in the "B" League-Gold at the City Auditorium at 7:00 p.m. may also play in the "B" League-Silver at 8:00 p.m.*

**NOTE:** *Adding a player after the roster has been submitted to the office and league play has begun: You must submit a Roster Addition Form with the player's full name and point of contact and pay the player add-on fee. Your team will forfeit all games and may be dropped from the league if your team is using illegal players, i.e., using players who have not been officially added to your roster.*

**NOTE:** *Player A must be listed on both teams' rosters to be considered a legal player.*

## Coed Teams

- Must have one male and one female to start and finish a game.
- Must keep an equal or greater number of women on the court at all times.
- Must alternate serving order between genders, *i.e.*, **two men cannot serve back-to-back**.
- If the ball is played more than once, a female must make one of the contacts.
- One male from the back row may come forward to block when there is only one male in the front row.

## Substitutions

In the RECREATION leagues, teams have “unlimited” substitutions at the center-back position.

Blue leagues will use USA Volleyball substitution procedures, which are:

- Only the head coach or the playing captain may ask the referee(s) for permission to make substitutions.
- Failure to indicate that a multiple substitution is desired shall limit the team to one substitution. Exception: The request will be honored and no sanction charged if the change is requested by the referee.
- A maximum of twelve substitutions are permitted per team per set. Substitutions of one or more players are permitted at the same time at all levels of play (*Blue*).
- A player of the starting line-up may leave and re-enter the set only once per set, and must return to his/her previous position in the line-up.

**NOTE:** A player arriving late may enter the game only during a dead ball situation.

In **4-on-4 leagues** “unlimited” substitutions are allowed as long as one player does not occupy more than one position in the service order during a single set.

See “**4-on-4 Rules for Clarification**” page 7.

## Rosters/ Roster Additions

Rosters are limited to 12 players. Rosters must be submitted to the PR&CS - Sports Office two weeks prior to the team’s first league game. They must include the names and phone numbers of all players. Failure to submit an accurate roster prior to the first league game will result in forfeiture of the first game, with all fines and penalties imposed.

To carry more than 12 players on a roster, teams must submit a written justification to the Sports Office. You may not carry the additional players on your roster until your request has been approved by the Sports Office.

Roster changes are allowed throughout the season; however, once the team roster has been submitted (*prior to the first game*), all changes must be requested via the Roster Change Form. Forms are available at game sites and must be returned to the Sports Office; 1315 E. Pikes Peak Ave.; Colorado Springs, CO 80909. **Forms faxed to 385-6013 will also be accepted.**

## Roster Challenges

In the event of a roster challenge, all players from **BOTH** teams must present a picture ID to the site supervisor. **Challenges must be made before the game/match is over.**

1. The site supervisor at the site of the challenge will verify IDs.
2. Only those players with IDs will be able to continue to play. Players without IDs will not be permitted to play until an ID is shown to verify they are legally on the team.
3. If a team does not have at least two players with IDs, that team will forfeit the game. If neither team can continue to play, the official will declare a double forfeit.
4. Teams who are playing illegal players will forfeit the game.

## THE GAME - JUST THE FACTS

### Duration of the match

- Matches/games start promptly at the scheduled time.
- All matches have a one-hour time limit. Official time is kept by the referee/site supervisor.
- Match winners are determined by the best 2 out of 3 games.
- Rally scoring is utilized for all games at all levels of play.
- Teams without the required number of players will forfeit the first game of the match. (*A team may start and finish a game with only two players.*) There will be a 15 minute grace period before the second game begins. If the team still does not have enough players, the team will forfeit and the match will be over.
- Teams may warm-up prior to game time, only if time permits. Both teams will be permitted to use the court for practice. As a safety measure, teams must not attack the net or serve at the same time. If time does not permit a warm-up, the teams will be required to take the court without warming-up.

- Teams rotate after each game, and after the first team scores ½ the amount of points needed to win the 3<sup>rd</sup> game of the match.

## Scoring

### Rally scoring will be used in ALL levels of league play.

- In the rally point system, every service results in a point. *(The only exception is when a replay is awarded.)* **To win a rally** the opposing team must fail in its service, fail to return the ball, or commit any other fault, resulting in one of the following consequences: **1)** If the opposing team served, it scores a point and continues to serve. **2)** If the opposing team received the service, it gains the right to serve and also scores a point.
- Match winners will be determined by the best 2 out of 3 games. First two games are to 25 points; win by 2 points, and capped at 27 points. The third game is to 15 points; win by 2 points; and capped at 17 points.
- Should time expire in the second or third game of rally match, see scoring scenarios on how game/match and winner will be determined.
- During the third game of the match, there will be no court changes after the 8<sup>th</sup> point.

See “Scoring” on page 8.

## Game Cancellations

In case of inclement weather resulting in facility closures, call 385-5981 after 3:00 p.m. and select #6 for up-to-date information. Current information is also available on [www.coloradosprings.gov/adult-sports](http://www.coloradosprings.gov/adult-sports). If cancellations are not posted, teams will be required to report at their scheduled game times.

Occasionally, games held at public schools will be canceled due to a conflict within the school district. In those situations, team representatives will be notified immediately and are responsible for promptly notifying the rest of the team members.

## Rescheduled / Make-up Games

The site supervisor will advise team representatives regarding rescheduled/make-up games, and team representatives are responsible for notifying the rest of the team members.

**NOTE:** RESCHEDULED/MAKE-UP GAMES may be played in the evenings or on weekends. Teams will not be excused from playing make-up/rescheduled games.

## Forfeits

A team with two forfeits may be dropped from the league without a refund. Forfeits carry a forfeit fine, plus the officials' fee. Forfeits may be declared for one of the following infractions:

- Illegal players participating, *e.g., players not listed on the roster, players using an assumed name, or ineligible players.*
- Misconduct by players, coaches, or team managers before, during, or after the contest.
- A team lacking the required number of players to play a complete match.
- A team who has forfeited must present the site supervisor their fine payment receipt before participating in any further games/matches.
- Opportunities for post season awards may be jeopardized for unsportsmanlike behavior/ejections, failure to follow and abide by the rules/regulations and forfeitures. Ejections, regardless of the team's overall win/loss record, may be an issue.

## Game Officials

Teams must pay the game official(s) prior to the matches. Both teams are responsible for the fees. A team who forfeits is responsible for paying for both teams share of the official(s) and a forfeit fee that is due prior to the next game/match. Officials' fees may be prepaid to the officiating contractor prior to the start of the season. Please see your seasonal brochure for fees and prepayment information.

## Protests

This rulebook specifically states the general policies and penalties of the volleyball program. Protests are not conducive to the goals of the PR&CS Sports Program and are not accepted. However, written comments concerning rules, officials, ejections, or other specific situations are welcomed. These comments are used to evaluate situations and may have an impact on future programming.

PR&CS Sports Program will accept only written statements submitted within 24 hours or the next business day after the game. Written statements may be mailed, e-mailed, or hand delivered to Sports Office; 1315 E. Pikes Peak Ave.; Colorado Springs, CO 80909.

## Injuries

All player injuries **MUST** be reported to the site supervisor within 24 hours, and an accident report form **MUST** be submitted by the player or team representative.

## Children/Spectators

If you bring your children to the games, please ensure that they are adequately supervised while you are participating.

- Children must be supervised by an adult at all times during games/matches.
- During play, the Site Supervisor will STOP the game and remove the player/parent from the game if his/her children are causing a distraction. The player/parent will not be able to participate until adequate adult supervision is provided.
- The game clock will continue to run during the interruption.
- If a female player/parent from a coed team is removed, the team must still keep an equal or greater number of females on the court at all times, or risks a forfeit.

## GENERAL RULES OF PLAY

### Tossing Error

- The service tossing error rule is no longer in effect.
- The server will only have one toss of the ball to execute the service. Allowing the ball to fall to the floor will result in an illegal service and loss of the rally.

### The Service

In Recreation leagues, the ball must be clearly released or thrown from the hands of the server. The Net Serve will be honored in PR&CS league play.

### Change of Service

The team that received the ball for the first service of the game shall rotate one position clockwise prior to their first service.

### Team Hits

A hit is any contact with the ball by a player in play. The team is entitled to a maximum of three hits. If the ball is hit a fourth time, the team has committed a "FOUR HITS" fault.

### Consecutive Contacts

A player may not hit the ball two times consecutively.

- When blocking, consecutive contacts may be made by one or more blockers, provided that the contacts occur during one action.
- On the first hit of the team, the ball may contact various parts of the body consecutively, provided that the contact occurs during one action.

### Attacking the Serve

No player is permitted to complete an attack hit on the opponent's service when the ball is in the front zone and entirely higher than the top of the net.

### Attacking Over Opponent's Playing Area

A player is not allowed to attack the ball on the opponent's side of the net. It is not a fault if the ball has partially crossed the plane of the net and the player attacks the ball and the follow-through causes the attacker's hand to cross the net.

### Blocking

- Blocking a serve ball is not permitted.
- Blocking a ball above the opponent's playing area shall be legal:
  1. After the offensive team had completed its attack, *i.e.*, *three hits*.
  2. If the ball is falling near the net and no team member can retrieve the ball.
- A player making the block has the right to the next contact, which is considered the first of the team's three hits.
- In men's and women's leagues, only front row players are permitted to complete a block.
- **In 4-on-4 leagues**, players can play in any position since there is no front row/back row designation, as long as the service order stays the same.
- In coed leagues, one male player from the back row may come forward to block when there is only one male in the front row.

### 4-on-4 Rules for Clarification:

#### Positions

- At the moment the ball is hit by the server, each team must be within its own court (*except server*).
- Players are free to position themselves. There are NO determined positions on the court in 4-on-4. See Attack Hit definition.
- There are NO position faults.

#### Service Order

- Service order must be maintained throughout the set (*as determined by opening serve*).

## Attack Hit – Definition (Legal)

- All actions to direct the ball toward the opponent's court, except when serving or blocking, are considered attack hits.
- An attack hit is completed the moment the ball completely crosses the vertical plane of the net or touches a blocker.
- Any player may carryout an attack hit at any height provided, the contact with the ball begins within the players own playing space (including crossing space).

## Attack Hit Faults – (Illegal Contact)

- A player hits the ball within the playing space (*beyond the net*) of the opposing team.
- A player completes an attack hit using an open hand tip or dink directing the ball with fingers.
- A player completes an attack hit using an overhead pass, which has a trajectory not perpendicular to the line of the shoulders, except when setting his or her team mates. (*No side sets – must have shoulders squared to the pass*).

## Time-Outs

Teams are allowed two time-outs per game, not to exceed thirty seconds.

## Hits in Coed

- Three hits per side are allowed in coed.
- Of the three hits, a female player must make one of the hits.
- If a male player hits the ball, on the first hit and it stays on his side of the court, a female player must hit it before it is returned.
- A male player may return the hit on the first hit from his side of the court.  
**NOTE:** *If the ball stays on your side of the court after the first hit, a female player must hit the ball within the next two hits.*
- Female players may make all three hits.

## PENALTIES

### Individual and/or Team Penalties

Team members may be subject to sanctions by the referee for the following:

- Questioning an official's decisions.
- Making profane or vulgar acts, remarks, or gestures.
- Committing acts or gestures intending to influence the official(s).
- Disruptive coaching or action by any team member.
- Crossing the vertical plane of the net with any part of the body, with the sole purpose of distracting an opponent while the ball is in play.
- Delay penalty: loss of rally

Offenses committed by team members may result in the following sanctions by the referee:

**Warning:** For minor unsportsmanlike offenses such as talking to or shouting at the official, or other disruptive acts that interrupt the game, the following will apply:

- A verbal or hand signal will be issued to the team player or team through the captain or team representative.  
**See Player Code of Conduct**

**Penalty:** For rude behavior, a second minor offense or other more serious offenses, a penalty (**yellow card**) is issued by the official and recorded on the score sheet. A penalty automatically entails:

- The loss of service, if the offending team is serving.
- Awarding a point to the opponents, if the offending team is not serving.

**Expulsion:** A second act that warrants a penalty, to the same player, during the same game, will result in ejection (**red & yellow card held together**). Extremely offensive conduct directed toward an official, spectator, or other players will result in expulsion of the player from the game in which the offense occurred.

- Once the expulsion has occurred, the expelled individual must leave the court and team area until the next game of the match.
- A second expulsion during the match will result in the disqualification of the team member(s) and ejection from the game.  
**See Player Code of Conduct**

**Disqualification:** A second expulsion during a match or any attempted and/or actual physical aggression toward an official, spectator, or opponent results in disqualification (**yellow card and red card held apart**) of the player for the remainder of the match.

- The disqualified player will be ejected and must leave the site.

## Expulsion/Ejection

A player(s) expelled/ejected from any game must sit-out the team's next two scheduled and played games. A fine will also be assessed. The two-game suspension does not include the game from which the player(s) was ejected/expelled. Before being allowed to participate again, the ejected player(s) must present the receipt for the fine to the site supervisor. Failure to pay the fine and/or an inability to present the paid receipt will result in further suspended play. Paying the fine does not negate the two-game suspension.

At the discretion of the official or the site supervisor, the ejected player(s) may remain at the contest area unless inappropriate behavior continues after the ejection. An ejected player(s) may not coach in the game in which he/she has been ejected, but may serve as a coach during the suspended games.

**NOTE:** *Players involved in fights will be banned for a period of at least one year from all PR&CS Adult Sports programs. Further penalties may be imposed, depending on the severity of the action.*

Once again, our program goals are the pursuit of recreation and fair play; obscene public displays will not be tolerated. Unfortunately, each year players are ejected and sometimes suspended for the entire year for unsportsmanlike conduct.

## SCORING

### Rally Scoring

Rally scoring will be used in ALL levels of league play.

- In the rally point system, every service results in a point. *(The only exception is when a replay is awarded.)* To win a rally the opposing team must fail in its service, fail to return the ball, or commit any other fault, resulting in one of the following consequences: **1)** If the opposing team served, it scores a point and continues to serve. **2)** If the opposing team received the service, it gains the right to serve and also scores a point.
- Match winners will be determined by the best 2 out of 3 games. First two games are to 25 points, win by 2 points, and capped at 27 points. The third game is to 15 points; win by 2 point, and capped at 17 points.
- Should time expire in the second or third game of rally match, see below scenarios on how game/match and winner will be determined.
- During the third game of the match, there will be no court changes after the eighth point.

Below, see possible scoring and timing issues involving rally score.

#### RALLY SCORING EXAMPLES:

- If the serving team wins the rally, they receive a point and continue to serve.
- If the receiving team wins the rally, they receive the point and the ball for service.

### Scoring Scenarios

Following are possible scenarios and the solutions for handling situations when the **time limit** or **scoring in the third game is an issue**.

- If two teams have split games and the one-hour time limit has expired, teams will play to eight points. First team to score eight points wins. Team DOES NOT need to win by a 2 point margin.
- If time has run out in second game and 8 points have been scored – game/match is over if same team has won both games.
- If two teams have split games and time remains, teams will be allowed to play to a 15-point game to conclude the match. If time runs out during this period and 8 points have been scored, match will end and team with 8 or more points wins, or first team to score 8 points.
- If two teams have split games and time remains, they may begin the third game. If time expires before the third game is complete and the score is 12-9, the game will end at this point and the match will be concluded, since the score has reached the eight-point minimum.
- If two teams have split games and time remains, they may begin the third game. If time expires before the third game is complete and the score is only 8-8, the teams will play one additional rally point to determine the victor and end the match.
- If time runs-out in the second game of the match, resulting in a split record, teams are guaranteed an 8-point third game to determine the match winner.
- If time runs-out in the second game of the match and the score is tied, then one additional point will be played (rally score) to determine the winner of the game. If the winner of the first game is also the winner of the second game, the match is over. If the teams split records, an 8-point third game will be played.
- If the match is in the last five minutes of play and a team calls a time-out or an injury occurs, the match will be extended for the time consumed by the delay.
- In all time limit games to determine match, teams do not need to have a 2 point margin to be declared winner. It is first team to score or first team to reach 8 points.

**NOTE:** *Only the match officials determine when time has expired.*

## LEAGUE STANDINGS

League standings can be found on [www.coloradospringsg.gov/adult-sports](http://www.coloradospringsg.gov/adult-sports). They are updated daily. You can also ask your site supervisor for updated information. If position rounds are being used, then the win/loss records will be included in the team's overall standings. To declare a winner via tiebreakers all ties must be able to be broken on equal grounds. For example, in a three team tie

where Team A played Team B twice and Team C twice but Team B only played Team C once, we cannot break the tie by head to head play.

If teams are tied in the final standings, the following procedure, in the order listed, will be used to eliminate ties:

1. Win/loss record
2. Head-to-head play between tied teams.
  - Head-to-head score differential between tied teams (Example, Team #1 won by 3 (*In 3 sets*) in the first meeting, Team #2 won by 4 (*In 2 sets*) in the second meeting, Team #2 wins head-to-head via head-to-head score differential for the season.)
3. Any forfeitures or ejections or violations of the CODE OF CONDUCT will count against a team in the final standings. Player and/or team violations may cost the team an award.
4. Least amount of sets lost in head-to-head play
5. Least amount of points scored against in head-to-head play.
6. Fewest points scored-against in ALL games.
7. Point differential in ALL games.  
(Example: Team 1 = total points scored - 344; total points scored-against - 321; differential +23. Team 2 = total points scored - 338; total points-against - 321; differential +17. Using this formula, Team #1 wins or takes a higher spot in the standings.)
8. Most points scored in all games.
9. Recommendations from staff regarding a team's conduct during season.
10. In the event that none of the eight criteria break the tie, it will be settled by a coin toss.
11. Opportunities for post season awards may be jeopardized for unsportsmanlike behavior/ejections, failure to follow and abide by the rules/regulations and forfeitures. Ejections, regardless of the team's overall win/loss record, may be an issue.

## TEAM RESPONSIBILITIES & PLAYER CODE OF CONDUCT

It is essential for every player, coach, team representative, and official to know the rules and have the ability to interpret them **clearly**.

The team representative, coach and/or manager are responsible for making sure the team has received and read the PR&CS Volleyball Rulebook as well as the current USA volleyball Rulebook. They are also responsible for ensuring that team members abide by the rules and regulations as applied by the officials and site supervisors, **and for discipline and proper conduct of their team**.

### Team Captain's Responsibility

Each team representative or coach shall designate to the official(s) the team or floor captain. Once this person is designated, he/she is the only person who shall address the official(s).

### Team Representative's Responsibility

- Team representatives or playing captains are responsible for the discipline and proper conduct of their team members.
- Team representatives or playing captains are the only players who may address officials in all instances.

**POINT OF EMPHASIS:** As team representative and/or game official, if you 'sense' or 'feel' that a potential confrontation may occur between player(s), **YOU MAY** direct those players to sit out for a minimum of **4** minutes before entering the game again. Explain to the player(s) and team representative that you've chosen this 4 minute penalty vs. ejection, and that if the behavior continues, you will eject the players. **See Player Code of Conduct**

### Players, coaches, or spectators shall not:

- Disrespectfully addressing an official, player, staff member, or spectator(s).
- Attempt to influence an official's decision.
- Use profanity or language that is abusive, vulgar, or obscene.
- Disrespectfully address or bait an opponent.
- Object to an official's decision by using gestures or language.
- Incite undesirable crowd reactions.
- Enter the court to attend to an injured player unless permitted by the official.
- Commit an unsporting foul.
- Play any musical instrument while the game is in progress.

### Players Code of Conduct

- No team member shall lay a hand upon, shove, strike, or verbally threaten or abuse an official, player, spectator, or staff person. Anyone who strikes at another will be banned from further participation in all adult sports programs for one year.
- No team member shall refuse to abide by an official's decision.
- No team member shall make obscene gestures or objectionable demonstrations of dissent at an official's decision.
- No team member shall be guilty of using unnecessarily rough tactics against an opponent.
- No team member shall appear in the contest area acting in a way in which he/she appears to be under the influence of alcohol or drugs.



- No team member shall possess or consume alcoholic beverage while the team or player is participating in the game.
- No team member shall use tobacco on the playing surface, in the team area, or inside any PR&CS facility/site.
- Only the designated team representative may discuss, in a polite manner, calls or rules with the official(s). Only clarifications will be discussed. Complaints regarding judgment calls will result in an ejection.
- No player will intentionally attempt to defy the rules or procedures outlined in this rulebook.
- Spectators, who, in the opinion of the official or site supervisor, are detrimental to the goals of the program, will be expelled from the contest area. The team, which the spectator is representing, will be penalized if there are any further problems. Grounds for such action include, but are not limited to obscene language or gestures, inciting players to fight, alcoholic beverages in the stands, and extreme verbal abuse against the official(s).

### Penalties for violations of Player Code of Conduct range from;

- Ejection for that individual, plus a 2-game suspension, not to include the game in which the ejection occurred. Player is assessed a \$25 fine.
- Team forfeits the game and is assessed a \$20 fine. Team may be dropped from the league should forfeitures continue.
- Players involved in fights will be banned for a period of at least one year from all PR&CS Adult Sports programs.
- Team/player violations will be taken into consideration during a tie in the league standings.

### Disqualified/ Ejected Players

- Unsportsmanlike conduct will result in ejection from the game.
- A player ejected from the game will be suspended from their team's next 2 games. This does **NOT** include the game from which he/she was ejected. Player will also be assessed a \$25 fine.
- Ejected players must leave the playing area as well as the bench area **in a timely and orderly manner. If the player(s) do not leave, the team may be required to forfeit the game.**
- Any and all players involved in a fight will be ejected from the game, and will incur other penalties.
- The team representative or coach must provide to the site supervisor the full name(s) of the ejected players.
- Opportunities for post season awards may be jeopardized for unsportsmanlike behavior/ejections, failure to follow and abide by the rules/regulations and forfeitures. Ejections, regardless of the team's overall win/loss record, may be an issue.

**NOTE:** A full report on the ejected player must be submitted to the PR&CS Sports Office by officials and site supervisor. The team representatives has the option to provide comment on the incident in report form as well to the Sports Office league director.

### Alcohol and Drug Policy

- Colorado Springs City Code, 18-5-411: It shall be unlawful for any person to bring into, possess or drink in any facility or park, alcoholic liquor or beer.
- Participants and spectators are not allowed to bring alcoholic beverages into any facility/site.
- No player or coach shall appear at the contest area under the influence of alcohol or drugs.
- If a player(s) is found to be under the influence of alcohol and/or drugs, the following penalties may be enforced:
  - As a minimum, the player will be immediately suspended from further play.
  - The maximum penalty is suspension of the player and/or the team from further league play as determined by the League Director.

## SAFETY

### Blood on Uniforms

Team representatives and officials will remove a player from the game when blood is evident and flowing. The player will not be allowed to return to the game until the blood flow has stopped and has been cleaned up. Contaminated clothing and apparel must be replaced or removed before the player can return to the game.

Officials shall allow a "reasonable" amount of time for these requests to be completed. If a player(s) is unable to meet these demands, the player(s) must be removed from the game. As noted earlier, teams may continue the game with fewer players.

### Jewelry

For the protection and safety of all participants, wearing jewelry is PROHIBITED. Players will be asked to remove all jewelry. \*A medical identification bracelet and necklace may be worn, but it must be covered with tape. All items that the official believes to present a danger to the player or other participants must be removed or completely covered with tape.

- Wearing hard splints or other types of potentially dangerous protection on the arms or the hands will be PROHIBITED, regardless of the amount of padding provided.
- Any device that could increase a player's ability to hit the ball in a forceful manner will be PROHIBITED.
- Wearing a soft bandage to cover a wound or to protect an injury shall be PERMITTED.
- \*Wearing an air filled cast on the lower extremities or a protective knee brace is PERMITTED, provided there is no exposed metal or hard, abrasive parts. Padding is required to cover any exposed areas.
- Headgear is interpreted to mean no hats. A sweatband of soft pliable material or a bandanna is PERMITTED.

**NOTE:** \*The players must provide tape and padding for this purpose; officials and/or site supervisors do not provide these items.