

Highlighted portions are important info and/or rule changes

Park Policies and League Rules

1. **PARK ADMISSION**: All league players and spectators age 12 and older pay \$1.50 upon entering the park. Children under the age of 11 are admitted free.

A. **SPECTATORS** - Spectators include any individuals over the age of 12 that enter the park and are not participating in league or open play.

B. **LEAGUE PLAYERS** - A league player is any individual that has paid the current league fee and is listed on an official Time Warner Cable Park roster.

C. **OPEN PLAY PLAYERS** - There is no open play available on Thursdays. Any individual that is not currently playing in the Time Warner Cable Park league and/or plays on another schedule night is considered an open play player. Open play participants will be charged \$5.00 at the gate. Players will receive a wrist band that must be worn in order to be allowed on the open play courts. Open play courts are limited due to the number used during each league night. Check with volley staff for which courts (on which night) will be available for open play.

2. **FOOD AND BEVERAGE**: Time Warner Cable Park does not allow outside food or beverages into the park. Individual containers of water are permitted, but they must be plastic, **NO GLASS ALLOWED**.

PLEASE NOTE: City ordinance prohibits the consumption of alcoholic beverages in a retailer's parking lot. Therefore, "tailgate parties" at Time Warner Cable Park are **NOT** allowed.

3. **WEATHER AND MAKE UP GAMES**: If managers or players are uncertain of court conditions PLEASE call the weather line at (210) 491 - 6688 for updated information or online at www.theparkonline.com under the weather status tab located on the main page. Any games that are cancelled will either be added to the end of the season or the season will be pushed back a week. In situations where the above is not possible, games may be rescheduled on another night of play or on a weekend (if available). Updates are made typically by 4:00pm during weekdays and by 2:00pm on the weekends.

Managers are responsible for informing their team of make up games.

Managers please make sure all team members are given the weather line number and/or the website.

4. **GAME TIME/BYE SPECIAL REQUESTS:** Time Warner Cable Park's Volleyball Director will make every effort to accommodate team requests for special game times/byes in writing only on the registration card. ALL REQUESTS must be made by 2nd week's night of play. Please be aware that all requests CANNOT ALWAYS be granted, due to multiple requests being made by many teams and seasons being shortened due to rain-outs. Requests will be made on first come first serve basis. Starting the 3rd week the schedule will be made for the season and requests after that will NOT be granted. There will only 1 bye request per season permitted.

5. **GAMES SCHEDULES:** Time Warner Cable Park will contact the team managers with game times prior to their 1st and 2nd day of scheduled games. Permanent league schedules will be available the 3rd week of league night. Schedules may also be viewed and printed from the park's website: www.theparkonline.com.

6. **ELIGIBILITY:** There are no residency restrictions for players wishing to play in the Time Warner Cable Park's private leagues. A LEGAL player(s) is one who has signed the official Time Warner Cable Park roster and must be paid in full. Players may also play on as many teams as they wish providing that they are LEGAL players. If a player is 15 years old to 17 years old, they must have a parent release form signed in order to become a LEGAL player.

7. **ROSTERS:** To be eligible to play on a Time Warner Cable Park league individuals must sign the official roster and pay the required fee. All completed rosters are due by the 1st night of league play.

Minimum amount of players to be paid whether on the roster or not:

Sixes..... Five players

Fours..... Three players

For any team that has more than 10 players listed on their rosters the maximum amount needed to be paid for are 10 players. Any additional players listed on the roster after 10 can be added without additional fees needing to be paid.

8. **SUBSTITUTES (ROSTERS):** Additional individuals may be added to the roster during the season and a pro-rate fee will be charged. Substitutes for a single night of play must be added prior to the start of the game and will be charged a \$7.00 sub fee for night of play.

Any team may challenge the roster of their opponent before or during either of the first 2 games of the match. If an illegal player is found before the start of game 1 or 2 the individual will not be allowed to play, unless they sign the official roster and pay the \$7.00 sub fee. After the start of the 3rd (rally) game roster challenges will not be considered. Once the game has ended the final result will stand and be recorded.

9. **PLAYERS FEES:** Teams wanting to play at Time Warner Cable Park leagues are REQUIRED to pay the team deposit (2 players which goes towards team balance) **BEFORE** the first night of play. **Once this deposit is paid the team will be put on the schedule for their first night of play.** **All players' fees for league play must be paid in full by the 2nd week of scheduled play.** The only exception is if prior arrangements are made with the Time Warner Cable Park Volleyball Director (i.e. company check, etc). Teams who fail to pay as required or exceptions will be dropped from the league with **NO REFUNDS** of team deposit or any other money paid.

10. **2ND NIGHT DISCOUNT:** Players that play on more than one team in the same season, and are on both team rosters will receive \$10 off one of the teams. It is the manager's and/or player's responsibility to inform the volley/office staff of the discount prior to paying. There will be no refunds or credits for 2nd night discounts after payments are received.

11. **COMP TEAMS:** Comp teams must submit a roster to Time Warner Cable Park one week prior to the start of the season, the latest by the deadline date. All players on the roster must be currently employed by the company that is a Time Warner Cable Park sponsor. The **ONLY** exceptions to this rule are spouses of company employees. If a comp team is caught using any illegal players (non-employees) it will be dropped from the league and face suspension.

12. **STANDINGS/AWARDS:** The standings for league are updated weekly. The placement in rankings is determined by the loss record. Due to bye requests some teams may have more games than others, therefore the standings are ranked by the least amount of losses. Wins are not calculated into how to determine rankings. Teams who finish 1st and 2nd in their pool with the least amount of losses will receive a team plaque and individual T-shirts (max paid players on roster, subs not included). League ties are resolved by (1st) head to head win/loss record (2nd) head to head point differential. See examples below.

Example 1 shows that Team A did beat Team B beat in 2 games, while Team B only beat Team A in 3 games giving Team A the better record.

Example	Win	Loss	
Team A	15	1	1 st place
Team B	15	1	2 nd place
Team C	13	3	3 rd place

Game 1			Game 2		
Team A	vs.	Team B	Team A	vs.	Team B
25		14	25		14
25		17	18		25
			10		15

Example 2 shows that since each team won equally in game counts it now goes down to points. Team A won overall by 3 points. For further explanation feel free to ask the Time Warner Cable Park Volleyball Director.

Example	Win	Loss	
Team A	14	2	1 st place
Team B	14	2	2 nd place
Team C	13	3	3 rd place

Game #1 Team A scored 50 pts while Team B scored 31 pts advantage Team A +19 pts
 Game #2 Team B scored 50 pts while Team A scored 35 pts advantage Team B +15 pts
 Game #3 Team A scored 57 pts while Team B scored 52 pts advantage Team A +5 pts
 Game #4 Team B scored 62 pts while Team A scored 56 pts advantage Team B +6 pts

	Game 1			Game 2			
+19	Team A	vs.	Team B	Team A	vs.	Team B	+15
	25		14	17		25	
	25		17	18		25	
	50		31	35		50	
	Game 3			Game 4			
+5	Team A	vs.	Team B	Team A	vs.	Team B	+6
	17		25	25		22	
	25		18	18		25	
	15		9	13		15	
	57		52	56		62	

General Summary Rules

1. **FORFEITS - Once the game time has started we allow 10 minutes before a forfeit is given for the first game of the match. After the first 10 minutes, we then allow an additional 10 more minutes before the second game is forfeited. If the second game has not started at the end of 20 minutes, the entire match is forfeited.** If the team that forfeited the first game of the match shows up and wins the second game, a third (rally) game will need to be played to determine a winner of the match. Make up games will NOT be made and the record will stand. Teams may start with less than the legal amount of players needed. The minimum amount required to start a game is 2 players with at least one player being a female. A team may also start with pick up players as long as the opposing team is in agreement before the match begins. Teams that forfeit for 2 consecutive weeks will be dropped from the schedule without any refunds.

2. **VOLLEYBALLS** - Individual volleyballs may be brought into the park and maybe used during league play. Rental balls are available with a photo identification card or set of keys, from the front office.

3. **TIME LIMITS** - Time Warner Cable Park volleyball matches are scheduled at 45 minute intervals, but are not timed. If neither team is involved in a game the match may begin early (and may start on a different open court if possible, check with volley staff) with the concurrence of **both** teams.

4. **PLAYERS CONDUCT/SPORTSMANSHIP** - Time Warner Cable Park maintains a family oriented environment. Team managers are responsible for the conduct of their players. The use of excessive profanity, throwing sand, kicking the ball or pulling on the net is considered unsportsmanlike conduct and will not be tolerated. Players ejected from the game for unsportsmanlike conduct must leave the court area for the duration of the game. Any player or manager that charges or physically/verbally abuses anyone at Time Warner Cable Park will be escorted from the park and be suspended for the remainder of the season or even an entire year. Time Warner Cable Park reserves the right to suspend any manager, player, or spectator for undesirable behavior. This decision is **COMPLETELY** at the discretion of the Time Warner Cable Park Volleyball Director and all decisions are **FINAL**.

5. **CHILDREN** - For safety issues, some children are playing in the sand too close to the courts in use. They are also hanging excessively on the nets. Please respect your competitors and keep on eye on your children. This is for their safety as well as other players. If Time Warner Cable Park staff has to repeatedly bring your children back to you for excessive horseplay, you may be asked to leave for the night of play.

6. **TRASH** - Please be respectful to other players and the staff. We have trash cans throughout the court area. **PLEASE** throw away all of your trash when you are finished and when you leave for the night.

7. **STAFF** - Abusive behavior towards Time Warner Cable Park Volley staff will not be tolerated and will be addressed by the Volleyball Director immediately. Continued abusive behavior could lead to suspension of night of play, remainder of season, or even an entire year.

8. **REFERRING** - Time Warner Cable Park's leagues are self-refereed. Teams are to keep the score of the match and enforce rules during play. Any disputes should be settled in a civilized manner. If a joint resolution can not be reached then (1) a redo should take place. If (1) is not possible then, (2) stop match and ask a volley staff to settle any questionable calls. Score sheets are prepped for you before your games begin; it is the responsibility of the team managers to make sure the score sheet is filled out correctly. **If either team fails to fill out the score sheet both teams will receive a loss.**

9. **PLAYER CLOTHING** - Players are not limited in the clothing they wear. As long as there is no unnatural advantage to be gained and as long as such clothing cannot be construed as a possibility of causing injury to another individual. No metal spikes or cleats are allowed. However, because of the Time Warner Cable Park's family atmosphere it is required that all clothing apparel be of good moral appeal.

LEAGUE RULES

1. **COMPETITION LEVELS:** At Time Warner Cable Park there are several levels to choose from to accommodate our players. You can also chose from our 4's or 6's league. Please be aware that 4's league is more competitive, has stricter rules, and also a different set of rules from the 6's league. Our 6's league has their own set of rules and is more on the relaxed side of team play. If you are unsure please contact our Volleyball Director to help place you in the correct pool of play.

REC Fun leagues!! Come out enjoy, with little or no experience required

INTER For individuals who have played before with basic knowledge of the game. For players using basic volleyball technique but who still need fine tuning.

ADVANCED Experienced players who like to compete with confident knowledge of the game.

2. **RULES:** These rules have been adopted by Time Warner Cable Park policies, Federation of International Volleyball (FIVB), and Association of Volleyball Professionals (AVP). Time Warner Cable Park recognizes there are many different organizations, associations, and interpretations of volleyball. It is imperative all players know and abide by the rules of play of Time Warner Cable Park. These rules have been amended in some areas, mainly to enhance the game and stay within the time constraints of our league. The Time Warner Cable Park Volleyball Director has **ABSOLUTE** authority over players, game officials, and spectators on or off the court. The Volleyball Director may make any necessary decisions regarding entries, seeding, and format. The Time Warner Cable Park Volleyball Director has the authority to settle any and all disputes. The Volleyball Director will determine if courts are safe and playable and if weather conditions warrant a suspension or cancellation of play.

SECTION 1 - PLAYING AREA

1. **THE COURT** - The playing area consists of the court and space around the court of 3m in each direction. The playing surface shall be reasonably level.
 - A. Dimensions - 18m X (30' X 60')
 - B. Boundary Lines - The boundary lines shall be made of brightly colored rope or other material having the same characteristics as a rope.
 - C. Centerline - The plane of the net serves as an invisible centerline dividing the court into two team areas.
 - D. Attack Lines - Lines which are placed within the two team areas 3m from the net extending to both side boundary lines.
 - E. Service Mark - The back boundary line of both team areas.

SECTION 2 - EQUIPMENT

1. **THE BALL**
 - A. Shape spherical (circumferences: 25" to 27")
 - B. Air Pressure - Approximately 5 lbs (Ball pressure may need to be adjusted depending on conditions)

2. **NET AND SUPPORT**
 - A. Height - Men/Coed : 8 ft Women : 7 ft 4 in

SECTION 3 - MANAGER/PLAYER RESPONSIBILITY

1. **RULES OF THE GAME** - All players must know and abide the rules set forth by Time Warner Cable Park. Here at Time Warner Cable Park we have a "**ZERO TOLERANCE**" for any type of misconduct or unsportsmanlike conduct. This is for any player or spectator for any abusive behavior towards another player, spectator, or any Time Warner Cable Park employee. Team managers are responsible for their players and their spectators. The Time Warner Cable Park Volleyball Director has the final ruling on any and all situations that may arise.

2. MANAGER/PLAYER

- A. Players must NOT make any derogatory remarks about or to opponents or spectators.
- B. Players must refrain from the use of excessive profanity.
- C. Players must refrain from intentionally trying to distract an opponent who is playing or about to play the ball. EXAMPLE clapping, shouting, or trying to make motions to interfere with play of an opponent will not be tolerated.
- D. Players must refrain from intentionally trying to kick or hit the ball out of the area of play.
- E. Players must not intentionally damage equipment.
- F. Physical assault or intimidation of opponents or spectators by players or other spectators is PROHIBITED.
- G. A player who commits unsportsmanlike conduct is subject to the discretion of the Time Warner Cable Park Volleyball Director and depending on the severity of the action:
 - 1. A forfeit of the match being played
 - 2. A forfeit of all games being played that night
 - 3. Termination from the league for a season
 - 4. Termination from Time Warner Cable Park for remainder of the year
 - 5. Termination from Time Warner Cable Park completely

SECTION 4 - STRUCTURE & WAYS OF THE GAME

RULE 1: BASICS OF THE GAME

- A. Each match consists of the best 2 out of 3 games:
 - 1. The first & second game plays to 25 points, cap at 27
 - 2. The third game plays to 15 points, cap at 17
- B. A game is composed of a series of rallies, each of which is initiated by a serve.
- C. Before the first game starts a coin toss (or paper/rock/scissor) decides who get first pick of serve or what side they would like to receive.
 - 1. The winner of coin toss gets to decide if they want serve or side, the opponent gets opposite of what they chose.
 - 2. If a player decides they want serve they get their choice of ball to start with.
 - 3. When the second game begins the team that didn't win the coin toss at the beginning gets to serve first with their choice of ball. Teams will begin this second game on opposite sides that they originally started on.
 - 4. For the third rally game a coin toss will again be done to determine who gets serve or side. When a team reaches 8 points, both teams will then switch sides. Once both teams have switched sides, the team that DID NOT win the coin toss at the start of the third rally game may choose a different ball to play with of their choice.
- D. A team may not allow the ball to touch the playing surface within its playing court. The team may contact the ball no more than three times (not including the block). After the third contact, the ball must go over the net and in contact with either an opponent or their court.

- E. If the league is coed there is a girl rule. When the first hit is by a male and goes directly over the play is good. If more than one hit occurs one of the hits must be by a female before the ball is returned to the other side. The order of when the female hits the ball does not matter, as long as she is one of the three.
- F. A team wins a rally when the opposing team commits a rule violation.
- G. In the rally scoring system the team that wins the rally on each serve (no matter who serves it) is awarded the point.

RULE 2: THE SERVER

- A. There is no whistle to signal service. It is the responsibility of the server to assure that his team and his opponents are ready for service. A receiving player may stop the play if he/she was not ready for the service as long as no attempt was made to play the ball or a player is blocking the view.
- B. Once "SERVICE" has been called, the ball is tossed in the air, or a motion is made in attempt to serve the ball the opposing **CAN NOT** stop the play or call for a time out.
- C. A server must acknowledge the serve is coming (call: serve, ball, etc).
- D. The service effort must culminate with a clean hit on the ball with the hand. The ball does not have to leave the supporting hand before being struck (underhand serve).
- E. The service effort must be behind the court between the assumed extensions of the side boundary lines.
- F. Once a player begins a service motion stepping or kicking the rope is considered a foot fault unless the player catches or allows the ball to hit the ground before making contact with the ball.
- G. Each player on the team is required to take a turn serving the ball. Once a service order has been established that order remains intact the remainder of that game.
- H. If a player has served or is serving out of order, the serving team loses the serve and the ball goes to the receiving team with point awarded to them. When the ball is sided out and then correct order of service will then be reinstated.
- I. The players must be positioned to allow a clear line of sight to the server. If the receiving team requests that the serving team shifts positions to allow for a clear view the serving team must comply.
- J. When the ball is served if it tips or hits the net and goes over within the boundary lines the ball is considered good.
- K. When the ball is served the team that receives the ball **CAN NOT** receive the ball on any body part below the waist.

4's league

- 1. The players in this league **DO NOT** have to rotate on the court, but **MUST** maintain service order throughout the game.
- 2. The players in this league **CAN NOT** set or attempt to set when receiving the serve. Players may receive the ball in normal passing fashion, hands together (as long as they are flat), or a one hand receive (as long as the hand is flat). The ball must come off clean without carry or lift.

6's league

1. The players in this league MUST rotate clockwise all players on the court.
2. Front row players are NOT PERMITTED to leave the ground when receiving the serve; this would be considered an attack.
3. Players may receive serve open-handed only in an attempt to set the ball.
4. Players must be in the correct position of rotation before the ball is served, once the serve is over players must switch position in the front row. (Example: In the case if 2 females & 1 male are in the front row they may switch after the serve to play a female in the setter position and the male as the hitter position).
5. Back row players may NOT come in front of the attack line and leave the ground to attack or block the ball.

RULE 3: TIME OUTS -

- A. Each team is allowed for two time outs per game only when the ball is NOT in play.
- B. Each time out lasts approximately 45 seconds.
- C. Each team is allowed for one injury time out for duration of approximately 10 minutes, per player, per game.
- D. Time outs are **NOT** cause for a pitcher run AND/OR cigarette breaks. Teams caught doing this in excess will be addressed by the Time Warner Cable Park Volleyball Director.
- E. Players may NOT unnecessarily delay the game or they will be charged with a time out.
- F. Play may be interrupted and the point replayed when a ball or other objects come into the playing area.

SECTION 5 - PLAY

RULE 1: BALL IN BOUNDS

- A. The ball is in bounds if it lands within the court boundary or comes into contact with the boundary line.
- B. The bungee cord connecting the boundary lines going into the sand are considered out of bounds.
- C. A ball making contact with the pole is out of bounds.
- D. Since there are no antennas a ball that touches the net or crosses directly above or inside the pole is playable. If a ball touches or goes over the wire connecting the net to the pole is considered playable.
- E. If the receiving team plays the ball and it goes over the net but out of bounds a teammate may bring back the ball into playable status. The player must go around the outside of the pole. Once they make contact the ball must again around the outside of the pole and back into the playable area. At that point the ball may be played over into the opponent's court within the boundary lines.

RULE 2: CONTACTING THE BALL

- A. The ball is playable off any body part (foot, shoulder, face, etc.) as long as it comes off clean (doesn't look like a double, lift, carry, etc.).
- B. A hard driven ball is any ball hit forcibly in an attempt to direct the ball into the opposing court.
 - 1. A ball that touched the net may still be hard driven as long as it continues at a high velocity.
 - 2. A ball may come out as a double when received hard driven from a hit.
- C. The ball must be contacted cleanly and not held, lifted, pushed, carried, caught, or thrown. The ball CAN NOT roll or come to rest on any part of the player's body.
- D. When two blocking teammates touch the ball simultaneously, it is not counted as a contact and either player may make the next contact. If a joust occurs at the net and goes out of bounds, and if an agreement can't be reached by both teams a replay should be done.
- E. A player is not permitted to take support from a teammate or any object in order to reach the ball.
- F. Simultaneous contacts by more than one player shall be considered one contact and either player may make the next contact, as long as a female has touched the ball before going over the net.
- G. A ball that is contacted with an underhand open palm in an attempt to keep the ball in play is legal as long as it is not lifted or carried.

RULE 3: SETTING

- A. For a set ball to be legal the payer must contact the ball with two open hands above the shoulders with a simultaneous contact.
- B. The player may direct the ball in any direction on his/her side of the court provided the ball does not come visibly to rest in the setter's hands and is not contacted alternately during the set. The ball must not spin "like a top", but there can be about a quarter of a rotation.

4's league

- 1. In this league, there is a NO OPEN HAND rule for all levels of play; except for two instances this rule is allowed, which is listed below.
 - i. Open hand is allowed when the setter is setting the hitter. The ball may not go over the net when an open hand set is done, unless the wind blows the ball over.
 - ii. Open hand is allowed when receiving a hard driven ball. For definition of a hard driven hit please see above in "RULE 2: CONTACTING THE BALL; letter B".
- 2. Over rotation of the ball is CONSIDERED a violation.
- 3. Open handed dinks and side sets are not permitted.

6's league

1. In this league there is no rule against open hand receiving, as long as it comes out clean.
2. In this league open hand dink/tip is permitted.
3. Open handed receiving, setting, and passing back to opponent's side is allowed in this league.
4. In this league you are also allowed to side and back hand set over the net.

RULE 4: PLAY AT THE NET

- A. Bodily contact with the net is a violation including the player's clothing. The only exception to this rule that is not considered a violation is the player's hair.
- B. It is not considered a violation when the net is pushed into a player due to the action of the ball.
- C. A player may make contact with the pole. Since there are no antennas the playing area includes anything within the poles. Due to this factor a player may NOT come into contact with the net supports, the wire connecting the net to the poles.
- D. A player may cross the center line below the net provided the action does not interfere with the opposing team. Contact does not have to be made for a call of interference to happen.
- E. Players must refrain from intentionally trying to distract an opponent who is playing or about to play the ball. EXAMPLE clapping, shouting, or trying to make motions to interfere with play of an opponent will not be tolerated.
- F. Incidental contact under the net is not a violation.

RULE 5: BLOCKING

- A. A block is an attempt to keep the ball from coming into a player's side of the court before it crosses, as it crosses, or immediately after it has crossed the net.
- B. When a block is made it is not considered a contact. The team still has an additional three contacts to get the ball over the net.
- C. In blocking, a blocker may touch the ball beyond the net, provided that he/she DOES NOT interfere with the opponent's play.
- D. A player may block the ball:
 1. Once the opposing team has used all three of their contacts and the ball is coming to the other side.
 2. If any part of the ball is over the plane of the net.

RULE 6: ATTACK/HIT

- A. An attack/hit is an overhand action directing the ball toward the opponent with the exception of serving or blocking.
- B. Front row players may attack/hit the ball at any height provided contact with the ball is made within the team's playing space.

4's league

1. During the attack, tipping the ball (directing the ball by contact with fingers only) is permitted only if the contact is brief, the ball is not held or thrown, **and if the hitter has a full swing**. This is different from an open handed dink, which is **NOT** permitted in 4's league.
2. A back row player may attack the ball from any position on the court.

6's league

1. A back row player may attack the ball at any height if they remain behind the attack line (10 feet behind the net). Upon crossing the attack line a back row player must remain on the ground when making contact with the ball

RULE 7: SUBSTITUTIONS

4's league

1. In this league a substitute may enter the game at any position as long as game is not in play.
2. The new player late to the game will be the last server in the rotation and **MUST** maintain that rotation for the remainder of the game.

6's league

1. In this league a substitute may only enter the game at the serving position. Substitutions are unlimited provided they enter at the serving area and that the two females (girl rule) will still be in effect.
2. Once a serving rotation has been set it must remain the same rotation for the duration of the match.
3. Teams that begin a game incomplete may add players as soon as the play is over. A timeout is not necessary.
4. Players must be separated male/female to the best of their ability.
5. In coed leagues, there must be a minimum of two female players on the court at all times. There may be more females than males.