

Los Angeles Volleyball Organization

League Rules and Procedures

LAVO follows the **USA Indoor Volleyball Rules 2011-2013**, however, here are a few highlights of the rules that are in place:

No Pursuit: as a safety precaution, no player is allowed to chase a playable ball into another court, including their opponent's side of the net. Once a player touches the adjacent court OR crosses the centerline to chase a ball, the play is considered dead.

Centerline Violation: Any body part including the feet or foot can completely cross the centerline as long as it does not present a safety hazard (judgment call). In other words, if a player's foot or feet crosses the centerline, it is **ONLY ALLOWED IF NO OTHER PLAYER** is anywhere near.

Sanctions (Yellow Card vs. Red Card): Yellow card is now a warning, no point awarded to opposing team (1 yellow card per match can be given). Red card is now a penalty, a point will be awarded to the opposing team.

Net Violations: net violations will only be considered if the player at fault makes contact with the "top of the net" or upper tape OR if the net violation interferes with the play (judgment call).

Section 1: Conduct

1.1 LAVO Players are expected to conduct themselves in a dignified and respectful manner at all league functions.

1.2 Leadership has the ability to sanction a Player or a Team for violations of the Rules and Procedures or for any activity deemed by the Board to be detrimental to the league. **Player sanctions** may include but are not limited to: verbal warnings, written warnings, suspension from league play and activities for a specified period of time, and/or expulsion from the league. **Team sanctions** may include but are not limited to: verbal warnings, written warnings, forfeiture of game(s), removal of the team from the season, and/or dissolution of the team.

1.3 All Players are required to follow the rules of the host facilities.

1.4 No Player shall participate in league play or officiate if he/she is under the influence of alcohol or illegal substance. A Player in violation of this rule will be asked to leave the facility.

1.5 No Player shall have alcoholic beverages or illegal substances on the host property at any LAVO sanctioned function. This includes the parking lots of the gyms. Players are expected to comply with all local, state and federal statutes.

1.6 Theft or destruction of LAVO property or the property of host facilities may result in a personal sanction by LAVO Leadership.

1.7 Appropriate dress is required for Players during league play. A Player's dress should not be offensive or make other Players uncomfortable. Appropriate dress includes a shirt, shorts or pants, and athletic shoes. Hats, jewelry, and open-toed shoes are not allowed on the courts.

Section 2: League Configuration

2.1 Divisions

In an attempt to divide the many Players of the organization into competitive groups based upon skill level, Leadership has established a minimum of five different divisions in the Los Angeles Volleyball Organization. These divisions are:

Division 5 consists of Players relatively new to the game of volleyball or those in the process of learning the basic skills of accurate serving, passing and doing three hits. This division will not run an offense.

Division 4 will consist of the less experienced Players who have learned the basic skills of serving, passing and doing three hits. This division will run an offense and Players will learn the dynamics and strategies of a 6-2 offense. Players in this division will begin or have begun to "specialize" as setters or hitters.

Division 3 will consist of the Players who understand, but may not have completely mastered all skills. In addition, these Players will be fully comfortable with a 5-1 or 6-2 offense. This division is for Players that have some experience playing the sport and typically include Players that have played high school or other intermediate adult leagues.

Division 2 will consist of the more experienced Players who consistently demonstrate advanced skills on both offense and defense and have mastered running a 5-1 or 6-2 offense. This division includes Players that have played intramural sports or other advance adult leagues.

Division 1 Players have exceptional overall skills in every aspect of the game. This division is for Players that have played D1/D2 college volleyball and/or club volleyball at the elite level for several years

Section 3: Clinics and Ratings

3.1 New Player Clinics

3.1.1 Leadership may schedule a series of New Player Clinics prior to the start of each season to provide instruction and ratings to new Players and returning Players who do not have a rating.

3.1.2 If the Player has not participated in a league and/or tournament within the last 12 months, they are considered a **Returning Player** and must be re-rated.

3.1.3 All Players being evaluated at a New Player Clinic must complete their online registration, including the liability waiver, before they participate in the clinic.

3.2.1 Player Rating

3.2.2 Ratings are assigned by LAVO Leadership or its designee(s). They are used to place Players in the divisions based on skill level. LAVO honors NAGVA ratings, however we assign a numeric rating based on skill level. For example a player rated BB in NAGVA may be given a 60, 65, or 70 point LAVO rating.

3.2.3 A **Rating** is an assignment that is made after a Player has attended a clinic and/or open gym held between the seasons. It is considered final for the current season or tournament without fear of restriction.

3.2.4 Provisional Rating is a temporary assignment to a Player who has demonstrated skill in the sport but not sufficiently to make an accurate assessment. The rating is probationary and may be reassessed at LAVO's discretion at any time. The Player is at risk of assessment during the season and/or tournament. **Note:** A Rating or Provisional Rating is not required to serve as a substitute in Division 1 since Players of all ratings are eligible to serve as a substitute in that division.

3.2.5 If the Player has not participated in a league and/or tournament within the last 12 months, they are considered a **Returning Player** and must be re-rated.

3.3.1 Request for Re-Rate

3.3.2

3.3.3.Each season Leadership may establish a deadline for the submission of **Re-Rating** forms. Re-rating forms submitted after the established deadline will not be considered for acceptance without a finding by Leadership that a good cause exception exists.

3.3.4 An **Appeal** of a Re-rate may be submitted in writing to the Division Coordinator before the established deadline which will be set each season by Leadership. A Player who is unsatisfied with the rating decision may file a written appeal with Leadership. The Board's decision shall be final.

3.3.5 New ratings take effect for the upcoming league season. NAGVA re-rates will be observed until the completion of the league if these re-rates took place once league has commenced.

Section 4 Creation of Teams

4.1 All eligible Players must be in good standing with LAVO and must poses a Rating or Provisional Rating.

4.2 Six (6) people shall constitute a team.

4.3 A division should have a minimum of four (4) teams to be considered complete. At its discretion, the Leadership may choose to combine two divisions into one for a season. If this occurs, individuals maintain their previous rating for future seasons.

4.4 Leadership shall set the number of divisions and teams for each season. Participation shall be on a first-pay-first-play basis. After the cap has been reached, interested Players may be placed on a waiting list and play as substitutes until such time as a vacancy occurs.

4.5 Captains – The Player designated on the LAVO website as “Team Manager” of the roster is considered Captain of the team. Captains are fully and ultimately responsible for the team and ensuring their teams are complying with the Rules and Procedures. Leadership reserves the right to remove and appoint captains throughout the season on all “Free Agent” teams.

4.6 Fees – Prior to each season, Leadership shall determine the league fees per Player and/or Team. A captain cannot waive a Player’s fee. All fees must be paid in full prior to the first game of each team registered to compete.

4.6.1 Registration fees may not be refunded once a Player has played on a game. This rule applies in all cases including when a Player relocates, is injured, or becomes ill and cannot complete the season.

Section 5 Maintenance of Teams

5.1 No additions and/or changes may be made to a team’s roster after the first half of the season is complete. (Example: after week 6 of a 12 week season)

5.2 If, for any reason, Leadership disbands a team during season play, continuing roster Players (from the disbanded team) may be placed on teams using the procedures for individuals joining after the start of the season.

5.3 A Player is expected, whenever possible, to contact their captain prior to being absent from league play. If a Player is absent for three (3) nights of league play, and the captain feels that

each absence was not communicated and not for a valid reason, the captain may submit a written request to their Division Representative that the Player be removed from the team. The individual in question shall be notified by the Division Representative prior to any action being taken to present his/her view. Once a Player has been removed from a team, that team would then be eligible to add an additional Player. The placement of a new Player on that team shall be determined an established order of selection

5.4 A Player that is removed from a team's roster, for any reason, may not participate in the league as a substitute or join another team for the remainder of the season. Registration fees are never refunded to a Player once the Player is added to a team's roster.

Section 6: Officiating and Scorekeeping

6.1 Each team captain is responsible for officiating assigned matches according to the schedule provided by the Leadership or its designee.

6.2 Captains will be responsible for providing the following: a certified Up (1st) referee, a certified Down (2nd) referee, two (2) line judges, a certified scorekeeper, and one assistant scorekeeper. A team may ask other league Players to assist if they are short Players. A team that fails to complete its assigned officiating duties may receive a team sanction. (See LAVO Rules and Procedures 1.2 for information regarding team sanctions.)

6.3 The officiating team is responsible for maintaining the time schedule for their assigned match: A three (3) minute warm up period; A two (2) minute period to set the teams up for the match; The remaining time of match play based on the season's time allowance.

6.4 If both playing captains agree, a scheduled 1st referee may be replaced by another certified referee. It is the responsibility of the playing captains to find the replacement referee.

6.5 Certification for 1st referees, 2nd referees, and scorekeepers may be acquired by attending a LAVO certification clinic or by providing proof to the Leadership or its designee of current certification through NAGVA (North American Gay Volleyball Association) or USA Volleyball. LAVO certifications expire on December 31st of each year.

6.6 The Scorekeeper is responsible for ensuring that the score sheet is accurate and complete with all the required signatures. It the responsibility of the captains of the playing teams to check the accuracy of the score sheet information (the winning and losing team and the game scores) before signing.

Section 7: Equipment

7.1 Leadership or its designee will set the courts up for play each. The initial officiating team shall have the responsibility for ensuring the court is ready for play no later than ten (10) minutes prior to the start of the first match.

7.2 The losing team of the evening's last game played on each court shall have responsibility for clearing the score table and taking all equipment (including the game ball) to the LAVO table. If the game ends in a tie, both teams shall be responsible.

Section 8: Protests

8.1 Only protests concerning rules or interpretation of rules are allowed. As in USAV, judgment calls are not subject to protest.

8.2 If a captain wishes to file a protest he/she must: 1) Notify the scorekeeper of his/her desire to file a protest; 2) Write "Protest" in the captain signature line of the tally sheet; 3) Provide a written statement of protest with the division representative within 48 hours after the end of the match. The written statement should include the details of what occurred and what rule the captain feels was misinterpreted or misapplied.

8.3 If a protest is filed regarding a match not starting on time, the Protesting Captain must notify the 1st Referee before the match begins and the 1st Referee shall instruct the Scorekeeper to write the start time of the first game down on the score sheet. For protests regarding more than two minutes between games, the Scorekeeper must write the end time of the first game and start time of the second game down on the score sheet.

8.4 The ruling on the protest will be presented within two (2) weeks from the time the protest is filed.

Section 9: LAVO (non-USAV) Rules of Play

9.1 General Rules

9.1.1 Matches are timed and would normally consist of 2 sets (games). Sets are played to 21 points or until time runs out. Special format may be considered during each season and will be displayed on that season's web page for further clarification.

9.1.2 If the signal for the end of match time is sounded during the playing of a point the game continues until the point is over. (A point is considered to be in progress as soon as the referee beckons for the serve.)

9.2 Playing with a Libero

9.2.1 A libero, or specialized back row Player, may be used in all divisions with the exception of the Recreational division (D5). The libero Player must wear a jersey with a contrasting color from the rest of the team.

9.2.3 Each team has the right to designate from the list of players up to two (2) liberos.

9.2.4 One libero designated by the coach/captain will be the starting libero. The libero on the court is the Acting libero. If there is another libero, he/she will act as the second libero

9.2.5 Only one libero may be on the court at any time.

9.2.6 The libero may serve for one position only.

9.3 Playing With Less Than 6 Players

9.3.1 Teams must have at least four (4) Players present at the start of each game. A maximum of two (2) substitutes may be used by a team at any one time. **Exception:** If a team has a designated libero then they are allowed to have 3 substitutes for that particular night in order to complete their team of 7 including libero. Game time is five minutes after the match is scheduled to begin (7:35 for a 7:30 match). If the required four Players are not present the team will be forced to forfeit the first game. The team will then have twenty (20) additional minutes (until 7:50 for a 7:30 match) before they must forfeit the second game of the match.

9.3.2 LAVO allows teams to compete in league play with less than six Players on the court. The Players that are present are assigned a position on the lineup sheet for the team and the empty position or positions are labeled as “ghost”. The Players and the ghost(s) rotate as normal with each change of serve. When a “ghost” rotates into the serving position a point is scored for the opposing team and the serve returns to the opposing team’s next server. During play a team playing with a ghost may replace the ghost by substituting in a late arriving roster Player or a registered Substitute Player.

9.3.3 When competing teams are both playing with less than six Players the captains may, prior to beginning play for each game, agree to “play without a ghost”. When this happens each team will complete its lineup sheet leaving out the eliminated ghost. If both teams have two Players missing they may agree to eliminate both ghosts. If one team is missing one Player and the other team is missing two Players then only one ghost may be eliminated and the team missing two Players must include one ghost on its lineup sheet. Once a ghost has been eliminated and play has begun it is not possible to replace the ghost with a late arriving roster Player or a registered substitute in that game.

9.4 Use of a Substitute Player

9.4.1 For the purposes of this section a “substitute” is defined as a non-roster Player who is asked to play on a team during league play when the team will have less than seven Players present.

9.4.2 The League Manager will provide a list of players (sub list) that are available to participate as a sub on an on-call basis.

9.4.3 It is the responsibility of the team captain/rep to inform the League Manager that they will be utilizing a sub for the night; the sub will need to pay a drop-in fee to participate that night unless he/she is a roster league player in the current season.

9.4.4 A substitute must be registered on the LAVO system (website) prior to playing on a team.

9.4.5 A Player must have a current rating with NAGVA or LAVO in order to serve as a substitute in any division other than Division 1.

9.4.6 Individuals may only act as a substitute in the division of their current rating or a higher division. (Example: A Player with a current rating of D3 may substitute in Divisions 3, 2, and 1, but not in Divisions 4 or 5.)

9.4.7 Teams must have at least four (4) roster Players present at the start of each set (game) in order to use a substitute.

9.4.8 No more than two or three (see exception rule on section 9.3.1 above) substitutes may play on a team during any one night of play. An exception to this rule is allowed if a substitute Player is forced to withdraw from play due to injury.

9.4.9 A team may not use the same substitute on more than three (3) nights of league play during the same season.

9.4.10 A Player may only serve as a substitute on one team per night of league play.

9.4.11 If a team is using a substitute and a rostered Player shows up, the team must keep the substitute for the evening and work all Players in during the course of play.

9.4.12 Substitutes **ARE NOT** allowed during playoffs, however we MAY allow due to a player injury as an exceptional substitution. A formal request will need to be submitted to the League Manager PRIOR to Playoffs day.

10. Draft Procedure and Considerations (When offered)

10.1 Considerations

1. Only players registered as “free-agents” by the registration deadline will be eligible to participate and be selected in the draft.
2. If captains are not able to participate in the draft they may select a proxy (Division reps or league coordinators are ineligible to serve as proxies for captains in their own division).
3. Each draft participant’s picture will be taken and contact information will be noted.
4. A list of registered players with their primary and secondary positions will be provided to captains. This information is self-reported by players (or those who created their accounts) so LAVO does not vouch for skill or ability for those positions. Players are not guaranteed those positions and do not have to be drafted for those positions in particular. It is merely meant as a helpful resource.

10.2 Draft Process

1. As captains enter the draft room they will randomly select a number. This number becomes their order in which they pick in the draft.
2. Captains will sit in the order of their numbers for the draft.
3. The draft will start with the first captain selecting a player from the display and handing it to the LAVO representative(s) recording the draft. At the same time the next captain will queue up at the board to increase the efficiency of the process. They may not select or approach the board before the previous captain has selected their player.
4. The draft will continue in this pattern from captain 1 through the final captain. Once the final captain has made their selection, they will choose again and the draft will continue in reverse order. For example, if there are 12 total captains, Captain 12 will select their two players at the same time. It will then move to Captain 11 and then continue back to Captain 1.
5. The draft will continue in this fashion until:
 - a. Full divisions resulting in even teams – the draft will continue until all players have been drafted onto their respective teams. There will be no change in the process throughout the draft.
 - b. Incomplete division resulting in uneven teams (e.g., some teams of 6 and some teams of 7 players) – Once all teams have 6 players the original draft process will stop. The remaining players will be notified that they did not make a team that particular season.
6. Captains will double-check their rosters with the LAVO representative recording the newly formed or completed teams.
7. Captains with partially full teams may participate in the draft process, however they must follow these guidelines:
 - a. A captain needing additional players would need to wait until the other captains have gone through the number of rounds to fill their team with the same number of players as the incomplete captain. For example, if a captain is looking for a sixth player, he/she would have to wait until the other captains have picked their first five players so he may begin the draft.

10.3 Post Draft Information

1. Captains are not allowed to reveal their rosters to anyone until rosters have been posted.
2. Once rosters have been posted, captains are free to and encouraged to communicate with their teams.
3. Within the first few days of the week, team rosters will be made available through the online portal so captains and teams may communicate with each other electronically.

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