

Sports Monster Volleyball Rules and Regulations

SAMPLE OF GAME RULES TO LIVE BY:

1. **Starting the Match:** Please try to arrive early so that your team is ready to play and we can start on time. Matches are to be started no later than 10 minutes after the scheduled start time or forfeit games shall be assessed as outlined below against the team unable to court a squad. For refereed matches, the referee will flip a coin to determine choice of serve/side. For monitored leagues, teams are to start within 10 minutes of scheduled start and do ro-cham-bo to determine serve/side.

Warm-up Time: Prior to each match with time permitting, there should be:

3 minutes of bump around

5 minutes of hitting/spiking

2 minutes of serving.

The referee should announce transition between warm-up segments. If your referee/monitor is not following this warm-up protocol, please notify your local SMC office. If your team is arriving late, there is no extension to warm-up time as matches must end on time. Please pay attention to get practice balls off court as soon as possible to start match.

Warm-up Area: If your team is waiting to play while a match is in progress, use of open areas is allowed for warm-up as long as the open area is away from the court, permitted by that facility and at the discretion of the SMC referee/monitor. Please be courteous to teams playing and to the referee/monitor should he/she ask you to hold balls while match play is under way.

2. Method of Scoring:

Game scoring:

All outdoor: Outdoor Matches (beach, sand and grass) are four games scored to 11 and are won by a two (2) point margin to a maximum score of 13 for all 4 games played in a match.

For a point to be scored, the ball must travel between the antennas (for courts without antennas, the ball must travel within the court lines to the top of the net) and land in the opposing team's side of the court.

All 4 games will be played for all outdoor matches, regardless of who wins the first 2.

All indoor: Indoor Matches are three games scored to 25 and are won by a two (2) point margin to a maximum score of 27 for all 3 games played in a match. Points are scored on every serve (rally scoring).

For a point to be scored, the ball must travel between the antennas (for courts without antennas, the ball must travel within the court lines to the top of the net) without contacting the ceiling or any other obstruction and land in the opposing team's side of the court.

All 3 games will be played for all indoor matches, regardless of who wins the first 2.

Lines are considered in for all volleyball formats.

Scoring discrepancies in the standings? Contact your SMC local office for clarification.

3. **Game Length:** Please check your location for scheduled game duration. Unless otherwise noted, most indoor and outdoor leagues are scheduled for one hour.

Running late? If the third indoor game has yet to start and only ten minutes remain in the hour, all rally scored matches will end at 15/cap 17 and all side-out scored matches will become rally score to 15/cap 17. For outdoor, if the third game has not completed with 10 minutes remaining in the hour, that game shall be concluded and there shall not be a 4th game played that week.

Special Note: For beach/outdoor leagues only. Should inclement weather or other factors limit normal scheduled game duration, SMC shall consider 2 games played as officially recorded as a match. Incomplete games shall be recorded as such and SMC shall make every effort to finish an incomplete match by the end of the regular season. Otherwise, a tie shall be recorded in the standings.

Time-out: Each team is awarded one time out per game. Unused time-outs do NOT carry into the next game. Use 'em or lose 'em.

4. **Playing Area:** The entire marked court is considered within play. Balls played on same side that hit ceiling are considered in play, unless otherwise noted by that facility. This means that you can play a ball that a team member has caused to hit the ceiling on your side. A ball that hits the ceiling and travels to the opposing side of the net will always be considered out of play.

Some facilities may have an obstruction, usually basketball backboards, over the playing area. Please check with your referee/monitor on how contact with that obstruction will be called.

Any obstruction outside of the playing court, such as basketball backboards shall always be considered out of play.

Lines are considered in play. A ball contacting the line will be called good. A serve-receive player positioned outside the playing area or on the boundary lines will be called out of rotation and a point will be awarded to the serving team.

Center Line - The line running under the net for indoor leagues is the centerline boundary. No player may cross over to the opposing side at any time during play. You will be considered in compliance as long as that part of the body under the net is still in

contact with the centerline and does not interfere with the opposing team's play. Any physical contact with an opponent, outside of gratuitous groping, under the net will be viewed as interference.

For outdoor formats, there is no centerline infraction outside of interference. And try not to hit the sun with those sky balls!

5. **Substitutions and Line-Ups:** Coed formats may line-up however they wish – meaning all 3 boys can be next to each other and all 3 girls can be next to each other. Who cares about boy-girl-boy-girl?! Wouldn't it be sexist to limit how you can line-up your coed team? Yes. Yes, it would be... Position your players as you want.

Teams are ONLY permitted to substitute a player on their side-out or on a called time-out.

Side-out substitutions MUST enter the match INTO the serving position. We do not have scorekeepers (please let us know if you would like them) so the easiest way for our referees to keep track of who is subbing in is to have them come into the serving position.

Time-out substitutions may be done for any position. However, the referee must be notified of a substitution. For late arriving players, teams would be required to call a time-out to fill in a ghost position.

Teams that substitute a player in position other than the server shall be given a warning and charged a timeout. If that team's time-out has already been used, a side-out shall be awarded to the opposing team. Following the warning, side-outs will be awarded to the opposing team for any further substitution violations.

Line-up for 6's is three (3) front row and three (3) back row players.

Libero participation: Sports Monster does permit use of a libero for Spiker and Varsity 6's leagues only. However, Libero is ONLY permitted IF that team is wearing same colored shirts and the Libero has a contrasting color. This does not mean sort of maybe same color either. We are not going to require uniforms at this time but navy blue is not light blue is not royal blue. Make sure your team matches if you are bringing in a Libero. For coed leagues, the Libero must maintain the male/female ratio not to exceed 3 men on court at any one time. As always, teams can play with more than 3 females.

Line-up for indoor 4's is up to team. All 4 players are able to hit and block without 10-foot violation.

6. **Gender Ratio:** SMC coed volleyball leagues are set-up for an even number of male and female players on the court at all times.

If male players are missing, a team may opt to court more women. If female players are missing, it is up to the discretion of the opposing team whether more men will be allowed during the regular season. Once agreed upon by the opposing captain to allow extra male player(s), the decision is binding through the remainder of the game. However, upon the late arrival of extra female player(s), that team **MUST** remove corresponding extra male players and substitute in the newly arrived female players.

SMC outlined gender ratio of 2/2 or 3/3 must be followed during the playoffs. **Missing female players during playoffs shall have an automatic ghost serve penalty enforced.**

7. **Rotation:** On EVERY side-out, teams are to rotate server. Yes, that includes on the very first side-out of the game for your team so be sure to line-up based on that reality. Again, for the hard of reading, EVERY side-out is a rotation in SMC leagues.

All 6's format **MUST** have players rotate position in a clockwise order for each side-out for service.

All 2's, 3's and 4's formats **MUST** keep track of server rotation but each player may maintain same court position throughout the match.

If your team is making a substitution, they **MUST** come in at the serving position or your team must take a time-out and notify referee of substitution.

If your team is making use of a Libero, the Libero is not permitted to serve. Hence, the rotating front row player must complete their service until such time there is a side out and then the Libero may come into the game for that player.

8. **Ghost Players:** No, you will not have to forfeit if you have at least 4 players for 6's and 2 players for 4's. However, you **WILL** have to play with a ghost – no exceptions!

Sports Monster does not require teams to forfeit without a full roster on court because we understand that there are circumstances where teams are forced to miss players. We also understand that, even at the most competitive level of play, this is still a recreational league organization and we want people who come out to play, be able to play.

While we understand the recreational aspect of this program, we also do not feel that teams should be rewarded for playing short. The teams with a full roster should be given every advantage to win and to win decisively.

Ghost position – for any team with a player not in attendance to fill a full squad, but still has the minimum number of rostered players to be eligible for legit match, that team **MUST** have the missing player's position go through rotation as if they were there. This means that for 6's, there will be 3 rotations with 2 players in the front row.

During regular season, the opposing team may opt to enforce a ghost serve: receiving the ball and a point for a side-out when the ghost would normally serve. This decision is

made at the beginning of the match with the consultation of the referee/monitor. If not enforced by opposing team, the team playing short will rotate twice (2x) to move the ghost to middle back row.

During playoffs, the ghost serve shall automatically be enforced – NO EXCEPTIONS.

9. **Serving:** Server must wait for referee to indicate play is to begin prior to serving. Failure to serve within five (5) seconds will result in a side-out. Serving prior to the service call will result in a team warning and then an automatic side-out.

The server may start their service approach from anywhere behind the serving/back line but must make contact behind the line and within the sidelines. Contact with the back line/under the line (outside) shall result in a called foot fault.

The ball does not need to be tossed.

A player subbed in following a side-out for service is ALWAYS to come into the serving position. Teams that substitute a player in position other than the server shall be given a warning and charged a time-out. If that team's time-out has already been used, a side-out shall be awarded to the opposing team. Following the warning, side-outs will be awarded to the opposing team for any further substitution violations.

A served ball that contacts the net and proceeds to the opposing side of the court shall be considered in play for all levels and formats.

Jump Serves are allowed for Spiker and Varsity levels only.

10. **Receiving:** Serves may NOT be attacked. An attack shall be defined as contact with a serve prior to the ball's descent below the horizontal plane of the net resulting in the ball going back to the opposing team's side of the court. The most common violations would be the receiving player blocking or spiking a serve.

Hand Sets on Serve-Receive: Allowed for all levels and formats.

Unintentional Double Contact: For receiving hard driven serves or spikes ONLY, a player may make a double contact as long as the contacts result from one motion. If a ball is clearly lifted or the player has made a second motion which caused the second contact, the opposing team shall be awarded a point/side-out.

Please note that lifts are never considered legal contact.

12. Net Contact: No body part or article of clothing may come in contact with the playing area of the net (in between antennas) at any time during a point. A ball driven into the net and causing contact is not a net violation. Contact with the net by a player's lovely, flowing locks of hair is allowed.

13. Hitting: Hits must be clean. No throws or basketball style dunks will be allowed. The motion of the hitter's arm/hand may carry into the opposing side of the net as long as the hitter does not come in contact with the net. Contact with the ball during a hit may not be initiated on the opposing side of the net.

14. Back Row Attacks: Back row players may attack the ball via an airborne spike as long as take-off has begun the 10-foot line. Contact with the line upon take-off is an infraction.

Back row setters are subject to the same rule with tips over the net but will be subject to the referee's discretion as to whether the ball was attacked at or above the net's horizontal plane. Back row attacks are applicable for indoor 6's only.

15. Dinks: A dink is an offensive play most commonly using open-handed fingertips. Dinks are completed with a wrist or elbow motion but not both. Forward motion with the hand/arm with contact is legal. Contact with the ball with open fingertips **MUST** be above/on the side of the ball as in a normal hitting motion or the player will be called for a lift. Any open fingertip dink under the ball will be called a lift.

Open-handed fingertip dinks are allowed in all indoor 6's leagues but are **NOT** permitted for any other indoor format nor for any outdoor format. Where not permitted, players may opt to punch the ball or tip with closed fingers (cobra).

16. Setting: Overhead sets should have minimal rotation on the ball – a set ball should **NOT** have more rotation coming out the setter's hands than there was going into the set. Overhead sets **MUST** be played above the shoulders and may not be caught and thrown – a smooth motion only is allowed.

Double hits will be called for mishandled sets, otherwise known as wacky smacks, witch's claws, Jell-O fingers, or palmy palmers. Overhead set infractions will be called based on the skill level of the league. Tighter calls will be made the higher level of the league. SMC wants to encourage you to try to improve your skills to become better setters.

If you are in doubt of your overhead setting, bump set.

Setting over the net:

- a) Indoor 6's – Sets may be toward any direction over the net so long as the release is clean.
- b) All outdoor and indoor 4's – Setting over the net **ONLY** allowed if shoulders are square with the net and release is clean.
- c) 3's – **NO** setting over the net is allowed unless it is a bump set.

15. **Blocking:** Blocking with arms/hand extended over the opposing side of the net is allowed except as follows:

- a) Opposing team is setting the ball (referee's discretion).
- b) Blocker comes in contact with the net.

Contact with the ball in a block does not count as a hit. The blocker may again legally contact on their side of the net the ball immediately following the block contact. Player may also contact the ball more than once during a blocking motion. Blocking on the second ball is allowed, upon referee's discretion, for a ball going over the net. Blocks may be brushed, or redirected, for all formats except 3's.

16. "Girl Plays:" Oh good heavens! Are we still hung up on that boy-girl-boy-girl rotation thing people? It's silly and we don't enforce that. Not only that, SMC does not require that a girl contacts the ball at any time prior to it being played over the net.

17. Lifts: A lift, or carry, will be called anytime the ball is scooped, thrown, or at any time the ball visibly comes to rest in a player's hands, arms or other body parts. Contact must be clean and quick to avoid being called a lift. For those of you who love to put palms up and fingers out, that is usually a no-no. Try closing your fist to hit the ball up because it will otherwise usually rest on your fingers and then the ball is scooped.

18. Double hits: A double hit will be called at any time the ball comes in contact with the body twice – excluding a hard-driven ball or serve receive as part of one motion.

19. Screening: Players of the serving team may not deliberately prevent the receiving team from viewing the server or the trajectory of the ball. Hands may be held outstretched and palms open but they may not be above shoulder level.

A player standing in position does not constitute screening. Two or more players not maintaining at least 18- inch separation may be called for screening.

A player who moves about in a distracting manner would be in violation. All players should be set and stationary prior to service contact.

20. Use of Feet: Did you know that Sports Monster is one of America's largest adult soccer league organizations? It's true and something to think about when you want to go and kick the volleyball during play. However, we do allow for contact of the ball below the waist for all Dinker, Spiker and Varsity levels and formats.

For those of you playing Backyard or Bumper level, you may not play footsies with the volleyball. Contact at BY and BU levels must be above the waist.

21. Uniforms/Attire: Players are encouraged to wear same colored permanent numbered shirts. However, this is not a requirement for volleyball. Teams may be a motley assortment of shirts and colors and be fine to play.

Shirts are required for play for indoor play. Feel free to prance around and preen before or after your game shirtless but not during play. For outdoor leagues, we actively encourage shirtless prancing and preening on court.

Athletic shoes are encouraged. Bare feet are not permitted indoors.

22. Other Rules: Unless otherwise noted, SMC volleyball leagues follow NCAA volleyball rules as a guideline.

23. Have Fun: This is your leisure time, enjoy it. You're not playing for money, only the pride and prestige a Sports Monster championship brings and the adoration of thousands of area residents wishing they were you, a Sports Monster.

Here are some handy regulations for SMC Volleyball leagues:

Season Ranking: Teams will be ranked on overall won-loss record. Teams with the same won-loss record will be ranked based on plus point differential. The point differential is the total number of points scored AGAINST each team subtracted by the total number of points scored FOR that team. Head to head scores are ONLY considered if there remains a tie for W/L and point differential.

Forfeits: All around bad news. Because there can be legitimate reasons for running late, Sports Monster does permit late starts BUT the offending/late teams shall start the match with the following point deficits:

1 game down 11 minutes into the hour and start as 2nd game

2 games down 16 minutes into the hour and start as 3rd game

Match lost 21 minutes into the hour

The referee should get a scrimmage playing 10 minutes into the hour. Upon late arrival/ready to play, the referee will commence the match and confirm what the starting score is for a late match. Games will start as noted above for late starts.

If a team has at least four out of six or two out of four registered players but less than a full person complement, a legal game may be played with or without substitutes. 2's and 3's must have full complement of players to avoid forfeit. NOTE: Coed teams may play with only three male players and one female player present and not forfeit the match. For 4's, 2 male players can play and not forfeit the match.

Minimum Age: All SMC participants must be at least 19 years old. Valid picture id may be requested. Failure to provide a valid picture ID shall void participation until such time as proof of ID can be provided.

Substitution Policy: THIS IS IMPORTANT INFORMATION FOR YOUR TEAM!

A new player filling in for your team during regular season is permitted. Even if they are only going to play once, they have to sign the team waiver prior to play.

Teams may add new players throughout the season up through week 6 of a 7-week league. All new players MUST sign the team waiver and be posted on that team's online roster to be eligible for playoff participation. Registered/rostered players are those that

have signed that team's waiver by the 6th week, are posted on the team's online roster and have played at least two matches for that team during the regular season.

Game day substitutes picked up from other SMC teams are allowed as long as team has minimum number of rostered players and only enough players may be picked up to court a full team (meaning no players on bench). Opposing team may not challenge a same league Sports Monster substitutes. Referee is to confirm eligibility.

Individual Teams ONLY: All outside substitutes MUST be approved by SMC to play. Please do not bring new players as they will NOT be allowed to play.

Playoffs: ONLY 1 INTRA-LEAGUE SUBSTITUTION IS ALLOWED IN THE PLAYOFFS! Teams must play with your registered/rostered players in the playoffs. Substitutes are to be used only for the purposes of fielding a complete team. Should additional rostered players arrive and are ready to play; intra-league substitute MUST discontinue play at the end of THAT top/bottom of the inning being played.

Roster substitution exceptions:

a) If you know that you will be unable to complete the season, please notify SMC at least two weeks prior to playoffs. Upon approval, your substitute may take your place and remain eligible through playoffs.

b) A last-minute injury that prevents a player to participate will permit an outside substitution. Notification to SMC is required.

Team Rosters: Please keep in mind that each team has paid for league play. Each team determines their own roster and who will be playing and how much per person owes the captain. SMC does not dictate any team's roster unless there is a disciplinary issue. If players have been added to your team's roster without the team captain's knowledge or permission, please contact your SMC office.

ALL players MUST sign the team waiver AND be posted on that team's online roster to be considered eligible for playoff matches. Failure to sign the team waiver shall void participation in that round. Failure to be posted with the online roster shall void participation in that round until roster is amended.

Sports Monster does permit players to play for more than one team. We look at the big picture and if any team wants to sign up players from other teams to play with them so everyone has more fun, so be it. If teams pick up a player from another team during the season, then that player must sign each team's waiver and be added to that online roster on/by Week 6. Such multiple team players will be permitted to play for those teams through the playoffs BUT must select only one team to play with if both teams play each other in any round.

Individual Teams ONLY: All outside roster additions and substitutes MUST be approved by SMC for new players to play. Please do not bring new players as they will NOT be allowed to play.

GOOD SPORTSMANSHIP: Please observe standards of good sportsmanship during your time with us. Most people are great but there are some sour apples out there who try to ruin everyone's experience.

We understand that competition can generate strong emotions; however, your emotions and actions must not negatively affect the enjoyment, comfort or safety of any of our other participants!

Foul language is not acceptable. Learn new words such as "sugar" or "fudge."

Taunting opponents is not acceptable. Tantrums (throwing objects and/or yelling) are not acceptable. You are not a two-year-old or teething, so calm it down. Opposing team may call a time out and address the referee for consideration if it is felt that bad sportsmanship is being displayed by one or more on the opposing team.

At the discretion of the SMC ref, any displays of bad sportsmanship will result in the following penalties:

For individuals: 1 = verbal warning

2 = Player expelled from match and point/side-out awarded to opposing team

If an individual is expelled from the match, that team shall play down a player and an out will automatically be assessed when that player would normally be up to serve. If that player is required to leave, play will only commence upon departure. Should player not leave facility that player's team will lose all points or the full match following point of infraction. Team penalties may also be imposed at this time.

At the discretion of the SMC refs, in consultation with the league office, a determination shall be made whether a red carded player shall be suspended or shall be expelled from league play.

For team: 1 = verbal warning

2 = final warning: a point/side-out to opposing team will be awarded.

3 = Game called (match forfeiture)

We are serious about penalizing the flagrant use of foul language. Aside from being offensive, you are playing in schools, church or park facilities that have young children around at all times. If your referee does not actively pursue infractions, notify SMC.

Taunting: If a player blatantly taunts an opponent, a team warning shall be assessed. The opponent WILL NOT, automatically, be assessed a technical foul. His/her behavior will be the determining factor. Simultaneous taunting is a verbal altercation.

A PLAYER(S) GUILTY OF TAUNTING MUST BE SINGLED OUT AND PENALIZED. If a previous unsportsmanlike act has been committed and if this situation is **BLATANT**, a called out must be assessed and the guilty player(s) must be ejected.

Playoffs: Unless otherwise noted in the specific league or tournament outline overview or rules, all teams will make the playoffs. Overall 1st place team is determined by regular season won/loss record. If there are tied teams, it will be broken by the higher plus point

differential. If a tie still exists, overall head to head match scores will be compared. Playoff format will be single game elimination.

Playoff matches will be bracketed in a standard bracket based on a 16-team pool of teams. Most SMC leagues have less than 16 teams but the first round will still be predicated on the larger bracket - meaning for a 10 team league, the first round would have 8th vs 9th, 7th vs 10th before 1st and 2nd place teams would play, etc.

For any league of more than 8 teams, please be aware that you may have to play 2 or more matches in one week to finish playoffs. Smaller (4 or 5 team divisions) leagues may be completed in one week of playoffs.

Player eligibility may be challenged by opposing team captains or referees prior to the start of a playoff match or at half time. **NO NEW PLAYERS** will be allowed to play once the second half commences. A player who has not signed that team's waiver form (and is not the one intra-league substitute allowed for teams not fielding a full complement) is not eligible for play in that match. As long as the referees are in agreement that the player has played at least 2 matches, that player would be eligible for the next match, should their team progress but **ONLY** if they have signed the team waiver when originally challenged.

Referees and Monitors: All SMC leagues are organized for one paid referee or monitor to be on site. Referees should be in place for all Dinker, Spiker and Varsity leagues. Monitors should be at the facility to answer questions for all Backyard and Bumper.

Referee is paid **BY THE LEAGUE** as part of your registration fees. So, if they ask for money, please notify the local office. There may be a rare occasion that there is no referee present. In such a case, teams are to play a regular match, keep score and make courtesy calls. We apologize in advance should a no referee situation occur in one of your matches. However, the largest single expense in your league is for facility rental and it is important that you play your match as there will not be a rescheduled game time. Match results will count towards final standings. Only in cases where a no referee match occurs more than once in a season to any one team will there be future credit consideration.

SMC referees are provided to make the match point as smoothly and error-free as possible. Obviously, no one is perfect and there may be occasion to question an individual call if the referee hasn't already offered an explanation. The only person permitted to question a referee's call is that team's captain. Should any other person other than the captain approach the referee during a game, a ruling of bad sportsmanship may be applied (see #8).

SMC referees sometimes will offer an explanation of calls as they are made, but this is not required and should not be expected. Signals should be clear and known to players. If no explanation has been offered, it is at that time that a captain's inquiry would be appropriate. Please keep in mind your tone of voice and to form a question. Scathing sarcasm and/or a demonstrative proclamation demanding a response usually will not be viewed favorably and a warning or penalty may be imposed.

Whether you agree or not, the referee's judgment is the final word during the game. A challenge may be filed with the SMC office following the game and a final determination/ruling will be made prior to the next weeks match.

Any foul or abusive language directed at the referee or within earshot will result in an automatic individual or team warning. Contrary to what you may think, no, you do not pay us enough to put up with abusive crap. A second warning will quickly be applied resulting in match expulsion. Possible suspension or league expulsion penalties may result as well.

Any physical action taken by any individual against a referee will be met with full prosecution by SMC against that individual including involvement by law enforcement. That individual will be banned from SMC league play and full team forfeiture may be imposed.

Please realize that referees can oversee hundreds of matches each year and really do not care who wins. They do care about running a cleanly played match and that people enjoy their playing experience.

Any questions or concerns specific to your league's referees should be addressed to your local SMC office during regular business hours and we encourage you to communicate with us while the season is underway so we can quickly address your concerns.

Challenges: SMC will not consider challenges if they are based solely on a decision involving the accuracy or judgment on the part of a referee pertaining to called plays/kept time.

Because many rulings and sanctions are time sensitive, it is important that any challenges involving a ruling or suspension be officially recorded in writing within 48 hours of the initial on-site ruling.

Failure to file a challenge within 48 hours of the initial on-site ruling shall automatically void the possibility of a change to League sanction and will be reviewed and followed-up for informational purposes only.

Once a time sensitive sanction has already been enforced (example: one-week suspension ruling and next week's game has already occurred with player sitting out), there is no recourse for overturning the original ruling except for general clarification.

SMC does offer a two-level challenge format available following a match regarding strong disagreement regarding a referee's ruling resulting in specific sanction(s) or player eligibility or failure to abide by written league rules as provided herein:

a) Contact your local SMC office's manager for your Sport to address your challenge. In some cases, this person may be the local market manager. Any verbal challenge must be accompanied with a written challenge outlining the team/player's position and circumstances to be formally considered. This written challenge may be sent via e-mail for expedience. However, SMC confirmation of receipt is required for e-mail challenges. Please allow 2-3 business days for information from all parties to be processed and a ruling to be determined.

b) If you are not satisfied with the challenged ruling, you may contact that office's general manager or SMC headquarters and re-submit your challenge. You will again need to allow 2-3 business days for information from all parties to be processed and a final ruling to be determined.

As it is possible that a sanction may be reduced, it is also possible that a sanction may be increased upon review of the challenged situation. Upon issuing any challenge, it is understood that the challenging party will abide by the final league ruling.

Because many rulings and sanctions are time sensitive, it is important that any challenges involving a ruling or suspension be officially recorded in writing within 48 hours of the initial on-site ruling. Failure to do so can impact the ability of a final ruling being issued before the sanction occurs. Once a time sensitive sanction has already been enforced (example: one-week suspension ruling and the next week's match has already occurred with player sitting out), there may be no recourse for overturning the original ruling except for general clarification.

In the event a challenge has been submitted following the allowed 48-hour window, the League may still investigate and provide follow-up but no changes shall be made to the original ruling, sanction or score.

In cases where a general ruling is challenged solely for clarification, there is no deadline for submission.

During Playoffs

For all outdoor matches, challenges may not be issued after the 2nd game of the 4 games.

For all indoor matches, challenges may not be issued after the second game.

GUIDELINES FOR INFECTION CONTROL: If a player suffers a laceration or a wound where bleeding occurs, the referee shall suspend the game at the earliest appropriate time. Upon suspension of play, the captain shall be informed that he/she has the option to, immediately, substitute for the player or call a timeout. If a substitute replaces the player, the opposing team shall be allowed to substitute one player. The injured player may return to the game when they have the appropriate bandage.

If the player returns to the game, the referee should make certain that any lesion, wound or dermatitis is covered with a dressing that will prevent contamination to and/or from other sources. A wrist or sweat band is not considered a suitable bandage.

ONLY the injured player may be removed from the game under these circumstances. That player's team may make a substitution as necessary to replace the injured player even if it is in the middle of a half.

Alcohol: It is strictly forbidden to bring alcoholic beverages onto/into any Sports Monster league site. Regardless of local guidelines, we do not allow open containers in any of our matches - specifically in the bench area and playing field. If spotted, you will be asked to remove your stash. Failure to do so will result in an automatic suspension in addition to possible police involvement. Note that this restriction includes fans in attendance also.

If a player, in the judgment of an SMC referee, is intoxicated, they will be removed from the game and receive a warning. A second offense shall result in league expulsion. We are not your mothers - unless she is a fabulous referee and then have her call us because we always need good refs - so common sense and personal responsibility are expected.

It is very common for teams to bring their own balls and to request to play with those. We are fine with that so long as it is agreed by both teams to play with a certain ball.

Weather: For ALL indoor and outdoor facilities, unless that facility has closed, you should consider your match to be played as scheduled. Each SMC city home page has a weather box that is updated on/by 5:00 pm local time on weeknights and at various times on weekends. Should games be canceled in advance, we will contact captains directly and send out a league-wide email. There may be occasion when games are canceled while you are in transit and we apologize in advance for that inconvenience.

T-shirts: All SMC volleyball participants (substitutes excluded) will receive a SMC t-shirt mid-season.

Prizes: There will be prizes for the winning team. Future registration coupons, sponsored bar tabs, championship t-shirts, or trophies.

Have Fun: This is your leisure time, enjoy it. You're not playing for money, only the pride and prestige a Sports Monster championship brings and the adoration of thousands of area residents wishing they were you: A Sports Monster champion.

These rules have been updated as of 4/03/19 and shall remain in effect until such time as another update is required.

Thank you for choosing Sports Monster! We appreciate your business very much. Please let us know what we are doing well that you like and what we can do to improve for next season because as a fellow Sports Monster, this is your league and we want to see a lot more of you in the future. Please call or e-mail us with any questions, comments or suggestions. Enjoy your season with us! E-mail us at info@sportsmonster.net – be sure to include your name and league location with any feedback.