

Co-Ed Volleyball League Rules & Regulations

1. League Format & Match Rules

All Volleyball Canada Rules will apply unless otherwise stated.

- Match Format: Each league night, teams will play 2 matches against different opponents. All matches are Best 2-out-of-3 sets.
- Scoring (Sets 1 & 2): Played to 25 points, capped at 27. (Must win by 2, unless the score reaches 27-26).
- Scoring (Set 3): If a third set is required, it is played to 15 points, capped at 17.
- Time Limits: Matches must be completed within their designated time slot. An audible signal will sound when the time slot ends.
 - If a set is in progress when the signal sounds, the team with the most points wins the set. If the score is tied, the teams will play one final, deciding point.
 - *Third Set Exception:* If teams are playing their third set when the time signal sounds, a team must have scored a minimum of 5 points to be declared the winner. If neither team has reached 5 points, the match is recorded as a tie.

2. Standings & Re-Tiering

Leagues are divided into tiers consisting of 6 to 12 teams. To ensure competitive balance, teams are re-tiered regularly throughout the season based on accumulated match points. After each tiering period, the team(s) with the most points move up a tier, and the team(s) with the lowest points move down.

Match Point System:

- Win (2-0): 3 Points
- Win (2-1): 2 Points
- Loss (1-2): 1 Point
- Loss (0-2): 0 Points

Note: Captains are responsible for recording their match scores on the whiteboard before leaving the facility. Unrecorded matches will be recorded as a tie.

3. Co-Ed Rules & The "Ghost Player"

To maintain fairness in the Co-Ed division, teams must have a minimum of two (2) males and two (2) females on the court at all times.

- Playing with 5 Players: A team may legally play with 5 players (e.g., 3 males and 2 females), rotating normally with three players in the front row.



- The "Ghost Player" Rule: If a team only has 5 players present and the ratio is 4 males and 1 female, the team must utilize a "Ghost Player" to simulate the missing second female.
 - The Ghost Player maintains a fixed spot in the rotation.
 - When the Ghost Player rotates to the front row, the team is only permitted to have two (2) actual players in the front row.
 - When it is the Ghost Player's turn to serve, it results in an automatic loss of point and a side-out (the serve is awarded to the opposing team).

4. Attendance & Default Policy

Policy Overview: This policy deters unnotified absences and compensates opposing teams for lost playing time. A default is declared when a team fails to arrive, or arrives without the minimum number of players required to legally start the game by the scheduled start time.

Default Penalties & Fees: Defaults and associated financial penalties are assessed strictly on a per-match basis.

- **Single Match Default (\$25 Fee):** If a team misses one scheduled match but is present and legally eligible to play the second scheduled match, a \$25 fee is assessed.
- **Full Night Default (\$50 Fee):** If a team misses both scheduled matches, a \$50 fee (\$25 per match) is assessed.

Enforcement & Future Registration:

- Upon a declared default, the offending team's captain will be invoiced for the corresponding penalty fee.
- The offending team will be permitted to complete the current season's schedule, but the team and its captain will not be permitted to register for any upcoming leagues or seasons until the outstanding invoice is paid in full.
- 100% of all collected default fees are paid directly to the opposing team(s) affected by the unplayed matches in the form of a gift card.

Substitution Requirements (No Exemptions): The league does not grant penalty exemptions for advanced notice of player absences. It is the strict responsibility of the team captain to ensure the minimum required number of eligible players is present. If a team anticipates a shortage, they are required to secure substitute players. Failure to meet the minimum player requirement by the start time, regardless of advanced notice, will result in immediate default penalties.

Player Shortages & Exhibition Play: If a team does not have the minimum required players present on game night, they are permitted to utilize substitute players found at the facility to meet the minimum requirement. The official match result will be recorded as a default loss for the short-handed team, but the scheduled time will be used to play an exhibition match with no financial penalties assessed.



Playoff Eligibility & Substitutions: To maintain competitive integrity during the postseason, strict player eligibility rules apply to all playoff matches.

- **Minimum Play Requirement:** To be eligible to play for a team during the playoffs, a player must have actively participated in a minimum of three (3) weeks of regular-season matches for that specific team.
- **Playoff Substitutions:** Borrowing players from other teams or bringing in outside substitutes who do not meet the three-week requirement is strictly prohibited during the playoffs.
- **Enforcement:** Utilizing an ineligible player during a playoff match will result in a default of that match.

5. Registration & Cancellation Policy

- **Full Refund Window:** Cancellations requested on or before July 1, 2026, are eligible for a 100% full refund of the registration fee.
- **Non-Refundable Deadline:** Cancellations requested after July 1, 2026, are strictly non-refundable. The league does not offer partial refunds or future season credits for team cancellations made after this date.
- **League Cancellation & Rescheduling:** If league administration must cancel a specific division or league night, administration will first attempt to transfer the team's registration to an alternate night. If an alternate schedule cannot be agreed upon, the team will receive a 100% full refund.

6. Code of Conduct & Facility Honor System

The Honor System: All league matches are strictly self officiated. Players are expected to call their own net violations, touches, and line calls with honesty and integrity. If teams fundamentally disagree on a call, the point should simply be replayed.

Zero Tolerance Policy: Aggressive behavior, physical altercations, or sustained verbal abuse toward other players, spectators, or facility staff will not be tolerated. Violations will result in an immediate ejection from the facility and an indefinite suspension from the league with no refund.

Facility Rules:

- **Footwear:** Clean, non-marking indoor shoes are strictly required on the courts. Outdoor footwear must be removed at the entrance.
- **Substances:** Outside alcohol, drugs, and smoking/vaping are strictly prohibited inside the facility. Any team found violating this rule will be immediately removed from the league without refund.