

2022 Fall RiverPlex Volleyball Leagues

Sunday Women's 6's Volleyball League Begins Sunday September 18th, 2022

10-week session

A and B Division only (2 Divisions)

Game times are 3:30 or 5pm

Tuesday Night Coed 6's Volleyball League Begins Tuesday, September 13th, 2022

13-week session

A and B Division only (2 Divisions)

Game times are 5:30pm, 6:40pm, 7:50pm

Wednesday Night Coed 6's Volleyball League Begins Wednesday September 14th, 2022

13-week session

An and B Division only (2 Divisions)

Game times are 5:30pm, 6:40pm, 7:50pm

To register:

https://webtrac.peoriaparks.org/wbws/webtrac.wsc/search.html?Action=Start&SubAction=&type=Volleyball+-+RiverPlex+Indoor&lswebsearch_search=Yes&keyword=&keywordoption=Match+One&subtype=&category=&location=&timeblock=&gender=&season=&begindate=&enddate=&daysofweek=&dayoption=All&display=Detail&sort=League&secondarycode=&module=LS&multiselectlist_value=&lswebsearch_buttonsearch=Search. This link will take you to where you register and decide which day your team will play on. Once you are registered you will need to email nduncan@peoriaparks.org and let him know which division your team will be in as well as sending a copy of your roster. We will do **ALL** team payments for this fall session on Webtrac. Please email at nduncan@peoriaparks.org for any registration info or questions. This session ALL emailed rosters **MUST** include team name, players' names, email and cell phone numbers. Please be sure you receive an email confirming receipt of your registration. Teams will then be accepted on a first-come, first served basis. Registration is open now and will end on September 5th.

For more information or questions please contact Nick at nduncan@peoriaparks.org or 309-282-1508 (work)

RiverPlex Volleyball Rules for Coed 6's

Game Format

- Each team will have 6 players on their court at a time. (absolute minimum 2 women)
- Each team can have two spares (registered team members) in the gymnasium to rotate in.
- Each match will be 70 minutes' maximum, consisting of 3 games. The 3 games will go to 21 points.
- Each set must be won by two points,
- The winning team will win 2 of the 3 games.
- If all games are not completed within the 70-minute time limit, the team with the most points at the end of regulation time will win the final game of the match.
- No officials as of now (but working on it), therefore sportsmanship and honor calls will be made by players. Respect the calls of others.
- To determine who serves first, teams will play rock-paper-scissors.
- If a match concludes early, the teams can continue to play if time permits, but the score of the fourth game will not be recorded.

General Play

- Each rally begins with a serve
- Players may hit the ball with any part of the body
- Same player cannot make 2 consecutive hits on the ball
- Players are to call balls 'in' or 'out' of bounds. If the ball touches any part of a court line, it is 'in'. The ball must completely pass the line to be 'out'. If there is a dispute, resume play by re-serving the ball with no point awarded.
- A ball that hits the wall, ceiling, or hanging basketball net, it is considered out of bounds.

Serving

- A server may serve the ball from anywhere behind the baseline.
- Only one toss or release of the ball is allowed per serve.
- Players can open-hand volley a serve.
- A player may NOT block or spike a serve.
- Net serves are allowed. Meaning, if a serve hits the net but the motion of the ball carries it over, it is a live ball.
- A double hit off of the serve is allowed (e.g. the serve hits the defender's arms and then chest).

Violations

- Players are to call their own fouls and violations. If an obvious foul is missed, a player on the opposing team may politely point this out, assuming their opponent either does not know the rule or missed their own foul. Generally, teams should not call fouls against their opponents.
- Obvious fouls include – carries, double hits (allowed on serves), touching the net, going under the net and contacting another player.

Illegal (always results in interference with the play):

- Touching the top band of the net in the act of playing the ball (hitting, blocking, setting, etc.).
- Pulling the net down to lower it for a teammate or themselves.
- Taking support from the net simultaneously while playing the ball.
- Purposely touching the net to change the direction of a ball.
- Creating an advantage over the opponent or making actions which hinder an opponent's legitimate attempt to play the ball.
- A player is permitted to pass his hand above the plane of the net in the following scenarios:
 - o While blocking an attack. If a player is spiking the ball, their hand can cross the net as long as contact is initiated on their own side.
 - o An infraction has occurred if a player interferes with their opponent's attack

(e.g. if a setter is trying to set their player, the opponent can't reach over the net and block that set).

- o Players are not permitted to penetrate fully into the opponent's space under the net. Player's feet must remain in contact with the center line and any part of the body above the feet. Players need to be as cautious as possible when crossing under the plane of the net, so as to avoid injury to themselves or their opponents.

