

JUNEAU PARKS AND RECREATION
VOLLEYBALL LEAGUE

HANDBOOK INTRODUCTION

Welcome to Juneau's Parks and Recreation Adult Volleyball program.

Our staff welcomes comments regarding this handbook's format and suggestions on its contents.

Please remember that regardless of the league or caliber of competition, the main objective of this program is to have fun and provide physical activity.

HOW TO USE THIS HANDBOOK: This handbook includes general information pertaining to all Parks and Recreation adult volleyball teams. It is intended to supplement, not replace, the USAV rule book. The rules in this handbook do not repeat the USAV rules, but are exceptions and additions to those rules.

The goal of Juneau Parks and Recreation's adult sports program is to provide opportunities for physical exercise, socialization, and healthy and constructive use of leisure time.

Director

George Schaaf

Deputy Director

Lauren Verrelli

Program Supervisor

Dave Pusich

The Player Advisory Board's primary responsibility is to channel players' ideas to Parks and Recreation.

Player Advisory Board

	<u>Work Phone</u>	<u>Home Phone</u>
Chris Brown	465-5618	586-1075
Scott Jordan	465-5723	523-5203
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Vacant Position . . .		
Vacant Position . . .		

The Juneau Parks and Recreation office is located on the second floor of City Hall, room 218. Our mailing address is 155 Heritage Way, Juneau, Alaska, 99801. Our telephone number is (907) 586-5226. Our FAX number is 586-4589. <https://beta.juneau.org/parks-recreation>

Juneau Parks and Recreation is open 8:00 a.m. to 4:30 p.m., Monday through Friday.

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I. A. Rule Revisions 2025

1. United States Volleyball Official Rule Book Changes

- a. Refer to 2025 United States Volleyball Official Rule Book.

II. CITY AND BOROUGH OF JUNEAU

A. Facility Use/Regulations

Gym time is provided by Community Schools. Continued use of these facilities requires that we abide by the rules and regulations set by Community Schools:

1. Enter and exit the gyms from the main entrances only. For those players playing the first scheduled game of the day, please enter no more than ten minutes prior to scheduled game time.
2. Park in approved areas. Illegally parked cars may be towed at owner's expense.
3. ***All children under the age of 9 brought to the gym must be closely supervised by an adult not participating in any capacity in the program.*** All children are to remain in the area designated for spectators while any games are in progress. Failure to comply with this rule will be addressed to the team manager.
4. After the last game of the evening, the winning teams must take down the nets and put away the equipment. Please leave the gym in the condition you found it.
5. No glass containers are allowed in the gym.
6. No eating or drinking inside the school. Water may be brought to the gym in plastic containers.
7. No smoking is allowed inside of the school, or on school grounds.
8. No chewing tobacco and/or spitting of any kind is allowed in the school.
9. Court approved shoes only are allowed in the gym. This includes time before and after the game.
10. Be considerate of groups using the facility before and after your scheduled time.
11. No alcohol or illegal substances are allowed inside the school.

B. Practice Time

Parks and Recreation will provide pre-season practice times for each team. Scheduling for these practices will be done after team registration is complete.

During the season, rental space is available at Mt. Jumbo gym and through Community Schools. For information, contact Parks and Recreation at 586-5226 or Community Schools at 780-2075.

III. REFEREES

Referees are provided by Juneau Parks and Recreation and are hired as Parks and Recreation employees. If team managers are dissatisfied with the performance of an official, the manager is requested to file, in writing, specific complaints or suggestions to Juneau Parks and Recreation. These comments will then be reviewed by the Program Supervisor. If the comments require review of an official, such action will be taken.

Juneau Parks and Recreation may not be able to provide game officials for every scheduled match. If a team is required to provide an official, the manager shall be notified by Parks and Recreation. If an official does not appear for a match, or appears late, managers may agree on a person to officiate the match and the match will be official, or the managers may agree to start when the official arrives. In no case will a match be delayed more than 15 minutes from the scheduled starting time. If a team is required to provide a referee, they will receive a refund of \$15.00 after the season is complete.

Officials must be at the gym at least ten minutes prior to the start of the first match.

A. Second Official

Second officials are specified by team name in the far-right column of the game schedule. Second officials must be at the gym ten minutes prior to match time. Teams only officiate their own division. The second official is in charge of keeping score, calling the line, and helping the lead official with calls at the net and within the ten-foot area.

A \$15.00 fee is assessed to teams that do not provide a second official for any match they are scheduled to second officiate. This fee is to be paid at Parks and Recreation by 4:30 p.m. the day of the team's next scheduled match. If the fine is not paid, your team will forfeit that evening's matches.

If the four-team divisions are unable to provide second officials because they are all playing. We encourage these teams to provide a non-participant as the second official.

IV. LEAGUE STRUCTURE

Provided gym space is available, all teams registered on the required date will be accepted and scheduled by Juneau Parks and Recreation.

Teams are classified by the Recreation Supervisor, the Recreation Coordinator and the Volleyball Player Advisory Board. Team requests are highly considered when assignments are made.

A. Team Eligibility Requirements

1. Registration

Fees must be paid and all forms submitted at the time of registration. Rosters must be filled in completely. Incomplete rosters will not be accepted.

2. Forms and Fees

The following are required to register a team:

- Completed roster;
- player fee for six players;
- a minimum of six completed player agreements;
- team registration fee; and
- completed classification/roster sheet.

Players without a signed player agreement and/or player fee are not eligible to register.

3. Number of Players

Teams must register and carry a minimum of six players throughout the season.

4. Hardship

When a team's roster is reduced to less than six players (3 male/3 female for coed) for unforeseen reasons, the team manager may request to add players after the new player registration deadline by submitting a letter detailing the events and reasons leading to such request. This letter must include the names of players no longer with the team and their reasons for leaving. Once a team has added players because of hardship, the players that are replaced may not play the rest of the season (including tournament). Parks and Recreation may allow additional players to bring the roster up to six players.

B. Player Eligibility Requirements

1. Forms and Fees

A signed player agreement and player fee must be submitted to the Parks and Recreation office before participation in any match.

2. Age Requirements

To participate, league players must be 15 years of age by the date of the first scheduled game. Players under 18 years of age must have a player agreement signed by a parent or legal guardian.

3. New Players

Player additions may be made to team rosters by signing a player agreement form and paying a player fee at the Parks and Recreation office. Players are eligible to participate that same day.

The player registration deadline is three weeks prior to the end of season play. (See inside of back cover for dates.)

4. Identification

Players may be required to show positive proof of identification at any regular season or tournament match.

5. Changing Teams

Players may switch teams only one time before the sixth week of play. In order to change teams, a player must obtain a written release from his/her manager stating that he/she is aware of the switch. The release and a new player agreement must be submitted to the Parks and Recreation office. Additional player fees are not imposed for players changing teams. (See inside of back cover for dates.)

6. Players not on a roster

Players not on a roster are ineligible to participate. Parks and Recreation will drop from rosters those names not accompanied by signed player agreements.

7. Multiple Team Sign-up

Players may not register on more than one Parks and Recreation volleyball roster. If a player is discovered to be on multiple rosters, the Recreation Supervisor will contact the team managers and remove that player from all but one roster.

8. Eligibility Violations

The following penalties are assessed for eligibility violations:

a. League Play

1. An offending team forfeits all matches in which an ineligible player participates and the opposing team is awarded the win. A \$15.00 forfeit fee is assessed for each game in which an ineligible player participates.

2. An ineligible player and/or team manager is suspended (length of suspension varies from one match to one year).

b. Tournament Play

A team with an ineligible player(s) shall be forfeited from the tournament and must pay all required forfeit fees. The opposing team would be awarded the win. A player who is discovered to be playing on two different teams would be an ineligible player and both teams would be forfeited out of the tournament.

C. Team Classification

1. A completed classification sheet must be submitted at registration by each team.
2. The Recreation Supervisor, Recreation Coordinator and Player Advisory Board review classification sheets to determine which division each team will be placed in.
 - a. Whenever possible, teams are placed according to preference as indicated on the classification sheet.
 - b. If a team is undefeated in the regular season play and also wins the post-season tournament, for the following year they will automatically be moved up one division with the exception of division 1 teams. A team would be defined as having at least three players from previous year's team on the active roster.
3. Within 24 hours after teams have been assigned to divisions and night of play has been determined, Juneau Parks and Recreation staff will contact each team manager and inform them of their respective placement and night of play. If a team is classified by the Player Advisory Board and placed into a different division than team registered for, a partial team refund will be given if moved up into division 1 or 2 or the team will be responsible for paying team fee difference if moved down a division from division 1 or 2.
4. Managers may appeal for a change of divisions within two business days. A written appeal must be made by the team manager, justifying the appeal. Note: The night that each division is assigned will not be changed unless it creates a conflict for three or more players on a majority of the teams in any division.
5. Appeals are reviewed by the Recreation Supervisor and Player Advisory Board. Appeals are answered in writing within two business days of being received. If a second appeal is made, it must be submitted to the Recreation Manager in writing, with a copy of the written denial of the first appeal attached. A second appeal shall be answered in writing within two business days of being received. This decision is final and further appeals are not considered. After all appeals have been considered, the schedule is produced.

D. Manager/Alternate Manager Responsibilities

Managers must be listed on the roster as a team member.

As administrator of the team, the manager is the official contact between team members and Parks and Recreation. Current address and phone number of the manager must be designated on the roster and any changes must be reported to Parks and Recreation immediately. All questions are to be directed to the manager, and only the team manager shall contact Parks and Recreation.

1. Administrative Responsibilities

Team managers must attend all program-related meetings and clinics and convey current information to their teams.

Team managers must be available to receive mail and phone calls from Parks and Recreation during the volleyball season. Information such as rescheduled games and tournament deadlines/schedules may be transmitted by mail. Mail not returned to Parks and Recreation is assumed to have reached the manager.

Managers are responsible for the supervision of their teams in accordance with all USAV and Juneau Parks and Recreation Department rules and regulations.

Managers are responsible for the eligibility of all players on their rosters.

Managers are responsible for distributing schedules to players.

Managers of the winning team are responsible for emailing in a photo of the final scoresheet to **Game.Scores@juneau.gov**.

2. Game-related Responsibilities

Managers are responsible for their players conduct immediately before, during and after each game. If the manager cannot control the behavior of his/her players, he/she may be suspended a minimum of one game to a maximum of one year.

Managers must identify themselves to the referee and sign the score sheet at least five minutes prior to the beginning match time.

The manager is considered to be the playing captain by default. The official will direct all warnings about player conduct to the playing captain. The manager may designate another player as the playing captain. Only the playing captain can address the official during the match.

E. Changing Divisions

Teams wishing to change divisions must find a team in another division that is willing to change with them. Both teams must submit a written agreement to Juneau Parks and Recreation Volleyball Player Advisory Board who grants final approval.

A team that changes divisions during the season is ineligible to win a division award in league play. (See inside of back cover for deadline to change divisions.)

V. GAME REGULATIONS

The USAV rules govern play during all matches, except as stated in the league rules. Each team receives a copy of the USAV and league rules. Players and managers are responsible for following these rules.

A. League Play

1. Number of Players

Teams must have a minimum of four players to play. If a team is reduced to less than 4 players during a game, only that game shall be forfeited. When a team is playing with less than 6 players, any additional players may be substituted into the game in any position.

Coed: Each team must have a minimum of two males and two females to start a game, and a maximum of three males and three females. **Example:** A coed team may play with: two males/two females, two males/three females, three males/two females, and three males/three females. If a team begins play with a 3:2 ratio and their roster is reduced to a 3:1 ratio due to an injury or other reason the game will continue on as is.

Exception to the rule: If a team has only 1 male or female and both teams agree to adjust the ratio they may tell the official they reached this agreement.

However, a team should never feel obligated or be pressured into making this decision. The maximum number of three of the same gender may never be exceeded. **Example:** By mutual agreement a coed team may play with one male/three females or three males/one female.

2. Scheduling and Time Limits

Teams must be present for a match unless notified otherwise by the Parks and Recreation office. Managers are responsible for distributing schedules to players. Match time is the noted time listed on the schedule.

a. Grace Period

The clock is set at match time, a ten-minute grace period is allowed if a team doesn't have at least four players. The opposing team will be awarded one point per minute during this ten-minute grace period. At the end of that ten minute grace period, and a team is still unable to field a team of

four players, the match is forfeited and the score is recorded as 25-0, 25-0. (If a team can field four players before the expiration of 10 minutes, it may play out the match down by however many points/minutes have elapsed). For example, if the short handed team fields the fourth player after 7 minutes into the grace period, the score would start out at 7-0. If neither team has sufficient players, the match will result in a double forfeit.

b. Length of Match

Matches run 55 minutes from the official start time. The referee has the official match score and time. The referee shall make the game time known to both teams at the start of the match. If scheduled match time has expired and only two games have been completed, any third game required will be played until one team is ahead by two points. If time expires during the second game, the first team to lead by two points will win the game. A match may begin up to 10 minutes early at the consent of both teams and the official. The ten minutes will be added to the 55 minutes for a total of 65 minutes.

3. Forfeits

If a team is unable to field a team with the required number of players under the conditions set forth in Rule 2.a, the match shall be forfeited and a forfeit fee must be paid.

a. Fines

Teams that forfeit a match for insufficient number of players are fined \$15.00 per match. This fine must be paid to the Parks and Recreation Department the next business day or prior to the offending team's next scheduled match. Failure to pay this fine results in the offending team ineligibility for subsequent matches.

Upon a second forfeit and fine,(four matches) the team manager is notified that the team is on probation.

After a third forfeit and fine,(six matches) the team is dropped from the league with no refund of fees.

b. Appeals

Written appeals for team reinstatement must be made to the Parks and Recreation Department prior to 4:30 p.m. of the next business day.

4. Lineups/Official Score sheet

Before each match, managers must list on the score sheet those individuals playing for their team. Late arrivals may be added to the list. Managers must sign the score sheet and let the official know whether they will be using rotation or substitution at least ten minutes prior to the match.

a. Player Rotation

A team may rotate into the center back position after a side-out has occurred. The previous server rotates out. If a team chooses to rotate, it must do so for the entire game.

b. Player Substitution

A team may substitute rather than rotate and must use substitution for the entire game. A maximum of twelve substitutions per game is allowed, and unlimited individual entries are permitted within those twelve team subs.

5. To Win a Game

A game (except deciding third game) is won by the team which first scores 25 points and has a two-point advantage. If a score of 24-24 is reached, play continues until a two-point advantage is reached (26-24,27-25) or until a team scores 27 points with a one-point advantage (27-26). If time expires in the second or third game prior to reaching the cap, the first team to lead by two points will win the game.

a. All Divisions are using Rally Scoring. First two games will be rally scoring to 25 points. Third (deciding game) will be rally scoring to 15 points. There is a cap of 27 points in the first two games and 17 points in the third game. Games must be won by two points or when the cap is reached.

6. To Score a Point

If a team fails to serve properly, return the ball, or commits any other fault, the opponent wins the rally and scores a point. The consequences of winning the rally:

- a.** If the serving team wins the rally, it scores a point and continues to serve.
- b.** If the receiving team wins the rally, it scores a point and gains the right to serve.

7. Deciding Game

a. Coin Toss On the deciding game of the match, a new coin toss is conducted. The playing captain not calling the first coin toss shall call the toss for the deciding game. The playing captain will have three choices: Serve, receive or side of court.

To Win a Rally in The Deciding Game-

The deciding game is won by the team which first scores 15 points and has a two-point advantage. The consequences are:

- b.** The serving team scores a point and continues to serve.
- c.** The receiving team scores a point and gains the right to serve
- d.** In the case of a 14-14 tie, play is continued until a two-point lead is achieved (16-14, 17-15) or until a team scores 17 points with a one-point advantage (17-16).
- e.** Teams will change sides when one team has scored 8 points in the deciding game.

8. Ground Rules

- a. Serving area If a wall is too close to the court edge to allow a serving area with a depth of six feet, the serving area shall extend into the court and be so marked. (Note: hash mark in the high school auxiliary gym, approximately 12" from the end line).
- b. Overhead Clearance A ball striking the ceiling or an overhead obstruction shall remain in play provided the ball contacts the ceiling or obstruction on the side of the net occupied by the team which last played the ball and provided the ball is legally played by the same team.

Dzantik'i Heeni Gym - A replay will be called if a ball hits the hanging glass backboards or the round white speaker systems.

- c. Adjacent Courts No player may penetrate into an adjacent court BEFORE, DURING OR AFTER playing the ball. At DZ no player may cross the second blue line between courts in an attempt to play the ball. On the end courts (DZ#1 and DZ#3) one may play the ball up to the edge of the wall. At JD H.S. and M.D. no player may step across the line of the next court to play the ball.
- d. Ball on Court Should a ball enter the court while play is in progress, the official will stop play and direct a replay. If necessary, the playing captain may bring interference of a ball to the attention of the official.

9. Playing the ball

- a. Teeing off on a serve is allowed.
- b. Players may not attack a served ball in front of the 10 foot line when any portion of the ball is above the height of the net.
- c. Kicking the volleyball is not allowed. If ball hits a players foot that has not left the floor then that is okay. If the foot is "off of the floor" and the ball is kicked then it is illegal.
- d. On each 1st team contact (even if it is blocked), a player may have successive contact in a single attempt to play the ball. The contact is legal provided the ball is not caught and/or thrown.

10. Time Out

- a. In case of injury, the official may call time out which is not charged to either team. The official continues play once the court and surrounding area are safe.

- b. During the deciding game of a match when the time limit becomes a critical factor, time outs called are not counted against the time remaining.
- c. Players who must leave a game due to emergency circumstances (i.e., pagers) will be treated as if they are an injured player.

11. Rescheduled and Canceled Matches

a. Reschedules

Matches are rescheduled due to power outages, lack of officials, a locked gym, or unavailable gym space. Parks and Recreation staff will notify local radio stations when games are canceled due to bad weather conditions. These games will be rescheduled into the next available gym space, without penalties for either team.

Power Outage Policy: When a power outage occurs, the staff on duty should evacuate the building immediately. Officials, scorekeepers and building aides should remain at the building a minimum of 30 minutes waiting for the power to resume. If the power does resume, continue that game where it left off if all parties involved are present, otherwise begin following game as scheduled. If at that time the power has not resumed, please follow the procedures outlined below.

Week night/Weekends: When a game is canceled because of a power outage, subsequent games on that court may be played, depending on the length of the power outage. Officials, scorekeepers, building aides and team players **are required** to show up at match time for all subsequent matches.

b. Canceled Match

Scheduled matches can be canceled by the manager if Parks and Recreation is given two business days advance notice. The forfeit fee is waived and the match is not rescheduled. The team canceling the match will receive a loss.

c. Out of Town Tournament Reschedules

Games may be rescheduled for teams traveling to volleyball tournaments outside of Juneau with a minimum of two weeks notice. If you give less than two weeks notice, but more than two business days notice your team will forfeit the games, but the forfeit fees will be waived.

12. League Standings

Standings will be determined in the following manner:

a. Percentages

The team with the highest percentage of wins compared to matches played will take the higher place. (Wins include the point for the manager attending managers meeting).

b. Tie breaking criteria

1. Matches played between two teams are compared and the team winning the majority takes higher place.
2. If necessary, the games played between tied teams are compared and the team with the higher percentage of games won to games played takes higher place.
3. If still tied, the points scored in matches between tied teams are totaled and the team with the higher total takes higher place.
4. If still tied, a playoff match is scheduled to break ties for first and second place.

13. Protests

a. Definition

Protests are considered for reasons of player eligibility, penalty assessed for player conduct and rule interpretation. Decisions based on the judgement of the official are final.

b. Filing

Protests may be filed by team managers, Parks and Recreation employees and officials. During league play, protests for ALL incidents must be made in writing to the Parks and Recreation Office by 4:30 p.m. on the next business day following the incident.

A PROTEST MADE BY A TEAM MANAGER MUST BE FILED WITH A \$25.00 PROTEST FEE.

NOTE: If a team fails to follow protest procedures as outlined, they forfeit their right to file an official protest.

A protest must contain the date, time, location, and names of the teams involved. The names of the officials, the players involved and an account of the incident and all facts essential to the protest must be included.

c. Review

Protests are reviewed by Parks and Recreation, and if deemed necessary, a hearing is scheduled. During tournaments, protests must be made prior to the next game.

d. Eligibility Pending Protest Hearing

Upon written request, a player who has filed an official protest and is waiting a scheduled hearing may remain eligible to play games before the hearing date. Such a request is subject to denial by the Recreation Manager.

1. If a hearing is deemed necessary, a committee is formed to hear the protest. Such committee consists of: A neutral manager from another division and two or more representatives from the Player Advisory Board, such that the committee will be odd in number.
2. All involved persons may present their facts to the hearing committee.
3. At the conclusion of the hearing, the protest committee will recommend a decision to the Recreation Supervisor, who makes final judgement on all protests.
4. If a protest is upheld, the \$25.00 protest fee is refunded. If the protest is not upheld, the funds are deposited into the volleyball league account.

e. Appeals

An appeal must be made in writing to the Recreation Superintendent. All appeals must be filed no later than three business days after initial notification of judgement. The Recreation Superintendent of Parks and Recreation makes all final decisions on an appeal.

B. Post-Season Tournament Play

Post-season tournaments are played according to local rules with the following exceptions:

1. Tournament Schedules

Tournaments are double elimination.
Tournaments will involve weekend play.

2. Schedule Availability

Schedules are sent out one week prior to the tournament.

3. Seeding

Seeding for the tournament is according to league standings after completion of the seventh week of the season. (See inside of back cover for dates.)

a. Teams that change division during league play are seeded last.

4. Time Limit

During tournament play there is no time limit.

5. Forfeits

If a team forfeits a tournament game, that forfeit is considered a loss with the game recorded as 25-0. If there is a double forfeit the referee will conduct a coin toss in the presence of any available team members at the gym to determine a winner.

6. Protests

Protests are to be handled on the spot by assembling a committee of four people: An official, a representative from each team, and a neutral person. No protest fee is required if solved at that time.

VI. CONDUCT

There is a standard of conduct expected from every person associated with the Juneau Parks and Recreation volleyball league.

ONLY THE PLAYING CAPTAIN (THE MANAGER BY DEFAULT) MAY ADDRESS THE OFFICIAL AND SHALL BE THE SPOKESPERSON FOR THE TEAM. The official shall direct all conduct warnings to the playing captain.

Individual sanctions and resulting consequences are listed in the USAV rule book. In addition, improper requests, team delays and resulting consequences are explained.

Remember: Referees may give only one warning before they eject any player or manager. When a player is ejected, he/she must leave the gym within one minute and the facility within five minutes or the team will forfeit the game. The ejected player is not allowed to attend the next match as a spectator or player.

The following violations established by Juneau Parks and Recreation will be enforced with the penalty listed below:

A. First Degree Violations:

1. unsupervised children under 9 years of age;
2. use of abusive language or actions;
3. use of rough or dangerous tactics;
4. poor sports conduct;

5. eating, or drinking in the gym (except drinking water or substitute in plastic capped container);
6. spitting; and
7. inappropriate behavior.

The penalty for committing a first-degree violation is ejection and suspension from the following match.

B. Second Degree Violations:

1. appearing in an intoxicated condition;
2. attempting to arouse spectators against a referee, player, team, or Parks and Recreation official; and
3. knowingly participating in a match as an ineligible player;
4. possession of alcohol or other illegal substances in gym, whether opened or unopened;
5. use of tobacco **on school grounds**

The penalty for committing a second degree violation is player ejection, suspension from following match and probation for remainder of season.

C. Third Degree Violations:

1. fighting immediately before, during or after any scheduled match;
2. pushing, striking, kicking, or throwing objects at a player, referee, match official, or Parks and Recreation representative;
3. consumption of alcohol while participating in a match; and
4. repeated offense of first and/or second degree violations.

The penalty for committing a third degree violation will result in suspension from the league for one calendar year.

D. Ejection/Suspension

When a player is ejected or suspended from league or tournament play, Parks and Recreation places the manager of the player's team on probation until it is determined whether the manager attempted to control his/her player. If it is determined the manager failed, she/he may receive the same penalty levied the player.

E. Disqualification

1. Definition

The player, manager, or team may be disqualified for conduct violations.

2. Procedures

The person subject to disqualification is entitled to a hearing before the Player Advisory Board, if they feel there were extenuating circumstances, by submitting his/her written request to the Program Supervisor at Parks and Recreation.

3. Penalties

A player may be disqualified for a period of time which will be assessed by Juneau Parks and Recreation Department. Disqualification is the result of misconduct of players, coaches, managers, or other team representatives on or off the gym floor.

Length: Suspension may be a minimum of one game or a maximum of one calendar year.

VII. EQUIPMENT

A. Balls

The ball shall be spherical, made of a flexible leather case with an interior bladder made of rubber or a similar material. The first referee shall be the final approving authority for all balls to be used during a match. Parks and Recreation will have balls available at registration and during the season.

1. Match balls are provided by the home team indicated on the schedule.
2. Teams shall provide their own volleyballs for warm up.

B. Uniforms

Uniforms and numbers are not necessary; however, are encouraged.

C. Shoes

Participants must wear court-approved shoes. For the safety of other players, hiking shoes/boots are unacceptable for playing volleyball. Any shoe that marks the court surface is not allowed on the court. To do so results in player removal from match until corrected. Players may be subject to a "scuff test."

D. Jewelry

Wearing jewelry is not allowed during match play. Jewelry includes watches, Fitbits, earrings, bracelets (all types), necklaces, rings and head gear (i.e. hats and hard clips).

Note: Casts are not permitted, regardless of covering or padding.

Penalty: A team delay is charged to the team while the player removes the jewelry or is replaced in the game. Any second team delay will result in a point or side-out being awarded to the opponent.

E. First Aid

Ice packs and first aid kits are the responsibility of the team and not Parks and Recreation.

F. Score sheets

Score sheets are provided in the equipment boxes at the gym for use at scheduled matches. Please leave Score sheets at the schools.

G. Setting up and taking down nets

On the schedule, those teams designated with an asterisk (*) will be responsible for putting up the nets. The winning teams playing the last match will be responsible for taking the nets down and putting equipment away in its proper place in storage room.

VIII. TOURNAMENTS

A. Post Season Volleyball Tournament

Please see inside of back cover for date and location.

DATES TO REMEMBER

MANAGER'S MEETING

Thursday, February 6, 2025

LEAGUE PLAY BEGINS

February 10, 2025

DEADLINE TO REGISTER NEW PLAYERS

March 21, 2025

DEADLINE TO CHANGE ROSTERS

March 21, 2025

DEADLINE TO CHANGE DIVISIONS

March 21, 2025

POST-SEASON SCHEDULES SENT TO MANAGERS

April 4, 2025

POST-SEASON TOURNAMENT

Begins April 11th