



League Rules and Procedures

LAVO follows the USA Indoor Volleyball Rules 2015-2017, 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: Contact with the net by a player between the antennae, during the action of playing the ball, is a fault. Hair contact is permitted.

Section 1: Conduct

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

1.2 League Committee 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

officialate 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 League Committee.

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

The divisions offered and team compositions will be announced each season and posted on the website in the Season Format.

Section 3: Clinics and Ratings

3.1 NEW PLAYER CLINICS

3.1.1 League Committee 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 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 Each season League Committee 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 League Committee that a good cause exception exists.

3.3.3 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 League Committee. A Player who is unsatisfied with the rating decision may file a written appeal with League Committee. The Board's decision shall be final.

3.3.4 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 possess 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 League Committee may choose to combine two divisions into one for a season. If this occurs, individuals maintain their previous rating for future seasons.

4.4 League Committee 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. League Committee reserves the right to remove and appoint captains throughout the season on all “Free Agent” teams.

4.6 Fees – Prior to each season, the LAVO Board 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, the League Committee 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: League Format

6.1 Division caps will be announced at the beginning of each season.

6.2 Each Season, the League Committee will propose the season format. Generally, the Spring Season will allow captains to form their teams independently. The Fall Season will normally be in a Draft Format. Refer to Section 11 for more information.

6.3 The number of teams participating in Playoffs will depend on the number of teams registered for the season. Generally, a division with 7 or less teams will allow the top four (4) teams to advance to playoffs. A division eight (8) or more teams will allow the top six (6) teams to advance to playoffs. Refer to the Captain Manual for Season-specific format.

Section 7: Officiating and Scorekeeping

7.1 Each team captain is responsible for officiating assigned matches according to the schedule provided by the League Committee or its designee.

7.2 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.)

7.3 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.

7.4 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.

7.5 Certification for 1st referees, 2nd referees, and scorekeepers may be acquired by attending a LAVO certification clinic or by providing proof to the League Committee 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.

7.6 The Scorekeeper is responsible for ensuring that the score sheet is accurate and complete with all the required signatures. It is 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 8: Equipment

8.1 Generally, the officiating team of the first match 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.

8.2 Generally, the officiating team of the last match shall have the responsibility for ensuring the taking down and putting away of all equipment.

Section 9: Protests

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

9.2 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.

9.3 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.

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

Section 10: LAVO (non-USAV) Rules of Play

10.1 GENERAL RULES

10.1.1 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.

10.1.2 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.)

10.1.3 Game Times will be followed per each season's league schedule made public before the season first match start date. These times and dates of play are

subject to change during the season.

10.1.4 Tardiness is not allowed. Teams delaying the games will be penalized in the following manner:

- Teams that are late five minutes or less will lose 5 points at the start of the game.
- Teams that are late between 5 and 10 minutes will lose 10 points at the start of the game.
- Teams that are late more than 10 minutes will forfeit the entire game.

All subsequent games that are delayed due to a team's tardiness will be penalized in the same manner.

Working teams that are late will be penalized during their games or at the end of the night if they've forfeited.

At the discretion of the team captains, they may agree to start at the first game with a score of 10-10 if they are running late.

10.1.5 Uniforms are required for all league teams. The uniforms must be the same color and must be numbered on the front and the back of the jersey. T-shirts are acceptable given they are all the same SOLID color and MUST be numbered. Numbers shall be located in such a position that they are clearly visible and shall be a color contrasting to that of the jersey. Liberos must have a contrasting color to the rest of the team.

10.1.6 There will be a 2-point penalty per set (game) against teams if jerseys are incomplete.

10.1.7 In order to be eligible to play in the playoffs, all players must have played in a minimum of 50% (half) of the seasons matches.

10.2 PLAYING WITH A LIBERO

10.2.1 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.

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

10.2.4 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

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

10.2.6 The libero may serve for one position only.

10.3 PLAYING WITH LESS THAN 6 PLAYERS

10.3.1 Teams must have at least four (4) Players present (Core 4) at the start of each game. A team may recruit as many substitutes to their team as players that are listed on the team roster. Core players must participate in games and shall not be benched. *For more information on Substitutes, refer to section 10.4.*

10.3.2 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. If both captains agree, the ghost penalty may be dismissed allowing the team to rotate to the next server, skipping the ghost.

10.3.3 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.

10.4 USE OF A SUBSTITUTE PLAYER

10.4.1 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.

10.4.2 A list of players (sub list) that are available to participate as a sub on an on-call basis will be uploaded on the Tourney Machine app for all players and captains to access at any time.

10.4.3 It is the responsibility of the team captain/rep to inform the Division Coordinator that they will be utilizing a sub for the night. The Division Coordinator must be notified ahead of time to verify the substitute has registered and has a current and compatible rating.

10.4.4 A substitute must be registered on the LAVO system (website) prior to playing on a team. **Substitute registration closes after the first half of**

the season is completed. (Example: after week 6 of a 12-week season)

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

10.4.6 Individuals may substitute for other players with the same rating or higher. For example, a Division 3 player may sub for a Division 3 player or a Division 2 Player to the discretion of the team captain.

10.4.7 Teams must have at least four (4) roster Players (Core 4) present at the start of each set (game) in order to use substitutes.

10.4.8 Teams may recruit as many players to complete their roster, given they have a Core 4. That is, a team with 8 players on their roster may recruit up to four 4 players as subs, while a team with 6 players on their roster may only recruit up to 2.

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

10.4.10 A Player may only serve as a substitute on one (1) team per night of league play. A **Substitute** may sub for two (2) different teams per night.

10.4.11 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.

10.4.12 Substitutes **ARE NOT** allowed during playoffs, however the League Manager MAY allow substitutions due to a player injury and considered an exceptional substitution. Mixed Divisions may be allowed up to ONE sub; Women's Divisions may be allowed up to TWO subs. A FORMAL request will need to be submitted to the League Manager PRIOR to Playoffs. A note from a medical doctor stating player is not able to play is required. Formal requests must be in writing via email at league@playlavo.org 24 hours before league playoffs 1st match is scheduled or as soon as possible in case of an emergent situation. All other or incomplete requests will be denied.

10.4.13 If a substitute is granted permission to play on a team during Playoffs, the substitute must not only be of the same division as the Player, but also the same NUMBER or lower. For example, if a Player who is rated D3/60 is unable to play with their normal team. The player who may serve as a sub has to have a rating of D3/60 or lower; no D3/65 or higher will be allowed.

11. Draft Procedure and Considerations (When offered)

11.1 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.

11.2 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. Captains will randomly draw numbers again to select their new pick order.
6. 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.
7. Captains will double-check their rosters with the LAVO representative recording the newly formed or completed teams.
8. 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.

11.3 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.

12. Awards

12.1 Awards will be given to the top two (2) teams at the conclusion of Playoffs in each division.

12.2 All-Star Awards will be given to the six (6) players who accumulated the most votes from the top six (6) teams during the entire season.

12.3 The All-Star player on the League winning team at the conclusion of Playoffs will be awarded the MVP.

12.4 One All-Star award shall be reserved for a higher rated player. The remaining awards shall be awarded to the players playing in their respective division.