



**Please mail the registration form,
roster & fee by May 31st to:
NEWorchester Volleyball
49 Elm Street Worcester, MA 01609
Checks payable to:
RC Bishop of Worcester**

2019 Co-Ed Volleyball League Registration

Parish Name/Town _____

Primary parish contact person if other than coach:

Name (print): _____

Email _____

Head Coach (print): _____

Email: _____ Cell # _____

Assistant Coach: _____

Email: _____ Cell # _____

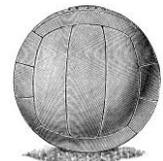
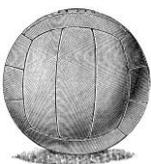
Registration Fee: \$325

Cash: _____ Check # _____

As pastor, I certify that the coaches listed on the roster are members of my parish and meet the diocesan safe environment standards as put forth by the Office of Healing and Prevention. I also affirm that the roster is made up of 60% parishioners.

Pastor Name (print): _____

Pastor Signature: _____ **Date:** _____



NEWorchester
49 Elm Street, Worcester, MA 01609
Athletic Director: Sal Ciufetti - 978-660-3004/agtechsales@verizon.net
Administrative Assistant: Carolyn Galgano - 508-929-4330/cgalgano@worcesterdiocese.org

2019 CO-ED VOLLEYBALL LEAGUE ROSTER

Check one: Recreational Team _____ Competitive Team _____

PARISH _____

TOWN _____

HEAD COACH _____ Cell# _____

ASST. COACH _____ Cell # _____

Player	M/F	D.O.B./Current Grade	Parishioner Y/N 60% parishioners
1.			
2.			
3.			
4.			
5.			
6.			
7.			
8.			
9.			
10.			
11.			
12.			
13.			
14.			
15.			
16.			

WHO CAN PLAY VOLLEYBALL?

Any parish youth currently in 7-12 grade will be eligible to play volleyball. In addition, non-parish youth and non-Catholic youth are welcome to play on a parish team as long as the team is made up of at least 60% parishioners. Any youth member who graduates from high school in May or June will still be eligible to participate in the volleyball program for the upcoming season. All players should be 18 or younger. Players cannot be head coaches.

COACHES - Head coaches must be adults 21+. There can be an assistant coach aged 18-20, but a 21+ coach must be present at all times.

In compliance with the Diocese of Worcester requirements, all coaches must be CORI checked through their parish, have attended the Safe Environment Training Program, and read/signed the Code of Ministerial Conduct. With that being said, the head coach must be 21 years of age or older. **NO PLAYERS ARE ALLOWED TO BE COACHES OR ASSISTANT COACHES.** Coaches must not be the only adult in the car with players. Coaches are to wait until all their team players have been picked up by a parent or assigned adult. No officials will be responsible for players. Each coach must fill out a diocesan release form and should have a copy of the player release/consent form with emergency contact information on it. Coaches are Catholic role models and should act accordingly. Games will not begin until prayer has taken place with both teams coming together on the court.

ROSTERS

There are two types of teams – recreational and competitive. Teams are made up of no more than 16 players from the parish. Up to 40% of the team can be from outside the parish if you cannot find parishioners to play. Additions/deletions may be made up until Week # 2 of the season keeping the roster player count to 16 or less. This is not a drop-in league. Only “rostered” players will be allowed to play. The aim is to foster a commitment to the team and the league by participating each week. It is understood that unavoidable and infrequent absences will occur. When a parish has two (or more) teams, it must present two (or more) separate rosters. Enough players to complete another team may be moved from one roster to another on one occasion only if one of the teams playing the match cannot field enough players. Parishes entering two or more teams must create rosters that are *fairly* distributed by age/gender.

GUIDELINES

- Teams are made up of a total of up to 16 males and females equally distributed in the rotation. Parishes with multiple teams are cautioned not to “stack” any one team. Coaches should have the rotation list available for review.
- Every team should arrive at the site at least 15 minutes prior to the start of the game. The match will be forfeited after being late ten minutes.
- If an Official ejects a player from the game, they are also suspended for the conclusion of the match and the following match (this also applies to coaches). Officials have the right to respectfully discuss issues with coaches/parents as needed.
- Dress Code: 1.) No jewelry, watches, etc... are to be worn during a game. 2.) Players are expected to wear modest, respectable, and non-offensive clothing in accord with Catholic Christian values. Team T-shirts are encouraged. SEP

****Each team is required to bring their own first aid kit to their game.****

RULES FOR PLAY

NUMBER OF PLAYERS: Each team shall be allowed up to 16 players, but shall have only six (6) players on the court at one time. Please try and evenly divide your players (if more than one team) so that one team is not “stacked”.

PLAYERS: Every team member present at a game will play in every match. If a team member does not play in a match, the team will forfeit the match. Each player must rotate consistently with all the other players so that there is equal time played. The purpose of this league is to let young people have fun, build relationships with others from the parish, and develop team-building skills. If your team does not field enough players for the game, you will either have to forfeit or see whether the opposing team is ok with loaning you some of their players. It is up to the opposing team whether they win by forfeit or allow that game to count. If during or after the first game of the match, the balance of your team shows up, the decision to keep the forfeit or legal play for that specific game is still up to the opposing team. The other two games can be counted as normal.

POSITION OF PLAYER: Each player must be in his/her own position before the ball is served. After the server strikes the ball; each player may cover any section of his/her own court. ^{[[SEP]]}

SERVICE: The first service will be decided by a coin toss. The serve will then alternate teams. Each player shall serve in turn and will continue to serve until the side is out. When the server serves for the first time and the ball doesn't go over the net and land in the opponent's court inbound, the server shall be allowed to serve again for the recreational teams. This shall be allowed only on the first serve for each server. If when serving the ball, it hits the net and goes over, it is a legal serve. If the ball does not go over the net when served or is out of bounds or touches a teammate before touching an opponent or opponent's court, the side is out. If a serve is termed “bad” a second time, the side is out. Attacking the serve is not allowed. Players in the front row are not allowed to leave their feet on the serve (the initial hit) and hands are not allowed above the net on the serve. NO JUMP SERVES for recreational teams but they are allowed for competitive teams. Recreational teams must keep their feet on the ground but competitive teams can jump.

ROTATION: In order to have each team member play, a new player will rotate onto the court in the service position after the opposing team has lost its serve. The rotation of the team is clockwise. The person in the front row, right hand side is rotated out. Outgoing players will become line judge for his or her team. Rotation begins after each side out. ^{[[SEP]]} Again, each player is continuously rotated in and out so that each player has a fair and equitable chance to participate.

LINE JUDGE: Each team will provide two (2) line judges in their rotation of players. These people stand at diagonal corners and aid the referee by calling the ball in or out of bounds. If a team has an insufficient number of players to provide line judges, their spectators can be asked to watch the lines. These people must be deemed fit to act as judges by the referee. ^{[[SEP]]}

VOLLEY: The ball may be volleyed only three (3) times from one team member to another before returning it over the net. During this volley, a player must not touch the ball twice in succession. One or both hands may be used. ^{[[SEP]]}

SCORE: Rally Scoring Applies. A point is awarded to the appropriate team for each play regardless of which team is serving. Side out occurs when the serving team fails to score.

FOULS: If the ball touches a player clearly above the waist it is considered a hit. Below the waist it is a foul.

- Holding, carrying or throwing the ball. NOTE: Any hits done palm up, open hand and underhand will always be considered a carry.
- If the ball touches any part of the body below the waist (except forearms or hands).

- Touching the net with any part of the body, or reaching over or stepping under the net. NOTE: After 3rd contact made by the team on attack, a defending player is allowed to have their hand go over the top of the net, but they are not allowed to touch the net.
- If a player plays out of position when the ball is served.
- Use of foul language or bad sportsmanship will result in the player, coach or spectator being ejected from the remainder of that game. A second offense and they will be suspended from the balance of the match and the following match.
- A back row player cannot leave their feet to spike the ball if they are on a recreational team but can if from a competitive team.

ERRORS: If, when the ball is in play, a player:

- Does not clearly hit the ball or allows the ball to come to rest on any part or parts of the body.
- Hits the ball out of the boundaries of the court and is not saved by another player.
- Allows the ball to hit the floor, or any object outside or over the court (except net), before legally returned to the opponent's court.
- Touches the ball twice in succession.
- Fails to make a good serve. [SEP]

The Official shall say speak the score for all to hear, and blow the whistle before each serve. [SEP]

PENALTY: The penalty for fouls or errors committed shall be a “point” or “side out”.

PROTESTS

If there is a protest that cannot be settled by the officials and site coordinator, please contact Athletic Director, Sal Ciufetti by email agtechsales@verizon.net or his cell # 978-660-3004. No protests may be made on officials' calls.

GAMES

A match will consist of three (3) games. Games 1 and 2 of the match will end when a team scores 21 points and wins by at least two. Even if one team has won both games, a third game must still be played and ends when a team scores 15 points and wins by at least two. This is in case of the need for a tiebreaker for placement in a tournament. Two time outs are allowed per team - per match. Timeouts will be 45 seconds and timed by the official. A match is played over a period of 45 minutes to an hour typically.

The site coordinator will cancel games if needed no later than 4:30 p.m. Coaches will receive an email or text. We will attempt to reschedule the game.

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