CMSA Open Volleyball

2024-25 SEASON
INFORMATION FOR CAPTAINS





Volleyball Board



Ed Hayes Commissioner



Bill Barret Co-Commissioner



Mark Ferraro Board Member





Registration

Team and free agent registration has ended.

Players must register before their first game.

Player fee will remain the same all season. There is no late fee.

Contact the commissioner if you need a free agent.

Free agent teams have already been formed





Divisions

A and BB to be combined for scheduling purposes.

You can ask to move to a different division after the third Sunday (11/3/2024) if your record suggests that you should be moved up or down.

Teams that do very well, or very poorly, early in the season may be moved up, or down, for the rest of the season.

**Requested bye weeks may not be honored for teams that change divisions.

Playoff divisions will be based on regular season record. This means if you do very well during the season, you may be placed with teams from a higher division.





The Schedule

The schedule and standings will be posted on Sprampy.com

Week	Dates	сон	Armory
1	Sunday, October 20, 2024	Season	Season
2	Sunday, October 27, 2024	Season	Season
3	Sunday, November 03, 2024	Season	Season
4	Sunday, November 10, 2024	Season	Season
5	Sunday, November 17, 2024	Season	Not Available
6	Sunday, November 24, 2024	Season	Season
7	Sunday, December 01, 2024	Open Play	Open Play
8	Sunday, December 08, 2024	Season	Season
9	Sunday, December 15, 2024	Season	Season
10	Sunday, December 22, 2024	Season	Season
11	Sunday, December 29, 2024	Not Available	Not Available
12	Sunday, January 05, 2025	Not Available	Open Play
13	Sunday, January 12, 2025	Season	Season
14	Sunday, January 19, 2025	Not Available	Open Play
15	Sunday, January 26, 2025	Season	Season
16	Sunday, February 02, 2025	Season	Season
17	Sunday, February 09, 2025	Season	Season
18	Sunday, February 16, 2025	Season	Not Available
19	Sunday, February 23, 2025	Season	Season
20	Sunday, March 02, 2025	Season	Season
21	Sunday, March 09, 2025	Tournament	Tournament
22	Sunday, March 16, 2025	Tournament	Tournament





Byes

Excluding the holiday weekends, we have reserved space on 16 Sundays for regular play.

Each team can expect to be scheduled to play at least 12 Sundays, unless more than 2 bye weeks were requested.

Each team will receive byes, which includes requested byes.





Forfeits and Schedule Changes

Let us know as soon as possible if your team cannot play on a Sunday.

Failure to show up for a game without notice (unannounced) will result in being charged with forfeit losses and possibly an additional bye.

2+ forfeits (unannounced carrying more weight) may result in suspension of the league without refund. This is at the discretion of the commissioner.





Subs

You can use, as a substitute, any person who is registered with another team playing in the same or lower division, who is not playing during your scheduled slot.

You must confirm the sub is eligible, via email, more than 24 hours before play.

Using a non-registered or confirmed player will result in a forfeit and/or disqualification from the playoffs.

Repeated offenses may result in captain or team suspension





Roster Checks

Roster checks may occur at any time.

If any team allows a non-CMSA Open Indoor Volleyball member to play, the entire team may be subject to being expelled from the league. For legal liability reasons, this point is not negotiable; no exceptions will be made.





Venues

Center on Halsted (COH)

- 3 courts (Court 1, 2, 3)
- C, CC, LB

Broadway Armory

- 4 Courts (Court 4, 5, 6, 7)
- LB, UB, BB

Lower B: always watch location!





Venues – Center on Halsted (COH)

Enter on Halsted, just south of Waveland

Go to the left and find the elevators

Take elevator to floor 3.

Exit elevator and go right down the hallway.

Volleyball Courts are through the gray doors.



Center on Halsted – 3rd floor 3656 N Halsted St, Chicago, IL 60613





Venues – Broadway Armory



Enter on Broadway

Volleyball Courts are to the right.

No wet/snowy/salty shoes on the wood floor. Please walk on the concrete.

Broadway Armory 5917 N Broadway St, Chicago, IL 60660





Venue Rules

Please be respectful to the venues that let us play at them.

NO alcohol, smoking, drugs, vaping, etc.. Violations will result in suspension or expulsion.

NO Snowy / Wet / Salty shoes on the wood floor.

Pick up your trash.





Games

Each Match will consist of 2 games to 25 points RALLY SCORE starting at 0 (zero). (win by 2, cap at 27)

	СОН	Armory
Start Time	9:30 am	10:00 am
Match (2 Games) Allotment	45 min	45 min

Due to the number of teams, the warm up is included in the Match Allotment times.





Questions and complaints

Please let us know about any problems with the facilities.

We are not likely to change the outcome of a game because of a refereeing mistake, but if the mistake was severe or repeated let us know so that we can address the general problem.

We follow the scores and standings so we don't need to be told when a team is playing above the level of its division. We also don't need to be told about a player who is "too good for this division" unless, because of hard hitting, the player poses a safety risk.

If you suspect that a team is using an unregistered player, you can report your concern to us. If you can, please include the number of players used by that team, the first name or number of the player in question, and the first name or number of the captain using the player.





Whistles

We will try to keep e-whistles with the binder for each court, but you are not required to use them. There will also be small sanitary wipes to clean regular whistles.







Injuries

There will be a supply crate at each gym with tape, Ibuprofen, Biofreeze and ice packs.

Call 911 if a situation appears severe or possibly life threatening. Also, ask in the gym if there are any medical professionals who can help.

Email openvb@chicagomsa.org to report

- Any call to 911
- lesser injury that resulted from an altercation among two or more players







Rules and Bylaws

All CMSA leagues are required to have written rules governing the operation of the league. A copy of the Open Volleyball Rules is available on the website

https://chicagomsa.org/sports/volleyball

For rules of play, we follow the rules of the North American Gay Volleyball Association (NAGVA), which incorporate the USAV Indoor Rules

https://usavolleyball.org/resources-for-officials/rulebooks-and-interpretations/

In addition, we follow the Bylaws of CMSA.





QUESTIONS?

NEXT UP: RULES OVERVIEW





Sportsmanship

Unsportsmanlike conduct will not be tolerated

- Examples:
 - A player who taunts his/her opponent after or during a rally.
 - A person who swears at or is overly aggressive toward a referee, opponent, or league administrator.
- Repercussions
 - First offense: Warning
 - Second offense: ejected from game
- A player who physically attacks or assaults an official, opponent or any CMSA member or spectator will be immediately ejected and potentially expelled from the league.





Dress Code



All Players MUST wear a unique NUMBERED shirt, in order for the officiating team to keep track of the players as part of its responsibility.

Liberos must wear an alternate colored shirt.



RUBBER BOTTOM SHOES MUST BE WORN



NO loose or protruding jewelry may be worn during play. This includes, but not limited to: watches, hoop earrings, necklaces, anklets, rings (band rings are ok) etc.



Sweatbands, hats, and bandannas may be worn so long as they do not interfere with play (such as continuously falling off, or interfering with another player on your team).



A player who violates the Dress Code rules and causes injury to another player or damage to equipment shall be responsible for any losses caused thereby.



Sponsored By:

KONA

BIG WAYE,

Liquid Aloha.

Dress Code - RECAP







MUST Wear:
A unique **NUMBERED** shirt.
Libero's must be different color.

NO watches, Apple watches, etc.

A player who violates the Dress Code shall be responsible for any losses/damage.





Numbered Shirts – Consequences

When not all players on a team comply with shirt requirements, the opposing team will receive 1 point per player, per game, who is not in compliance with the rules.

UNLESS:

- C and CC: 2 of 3 captains of the "pod" agree not to apply a rule
- B and BB: 3 of 3 captains of the "pod" agree not to apply a rule

If there is no agreement, then the official rules are enforced:

- Numbered shirts are required
- Libero must have a different colored shirt





Rules

To begin a match, a team must have at least 4 players from their roster.

Once a game begins you may not add players that are not on the line up in as they show up; you must wait until the start of the next game.

Any player on the line up that is not there for a service turn will lose the point automatically.





Rules

If a team cannot court a team of at least 4 players:

- 5 minutes after the start time of a scheduled match, first game with be forfeited.
- After 10 more minutes, then the 2nd game will be forfeited as well.

For example:

- Scheduled start time is 10:00 but you only have 3 players:
- At 10:05 the 1st game is forfeited, if still fewer than 4 players.
- At 10:15 the 2nd game will be forfeited if still fewer than 4 players.





Rules

All divisions & all teams may use a LIBERO.

• The Libero <u>must</u> have a different colored shirt then the rest of the team. (with rule exceptions as mentioned in previous slides)

It is imperative that the captains have their line-ups ready to go as soon as the game ahead of them is finished.





Safety Rules

Some rules are meant to protect players from injuries. At all levels of play, we expect these rules to be enforced. They include:

• At COH, no moving the curtain or charging into the curtain.

Moving the curtain at any time will result in fault or loss of point.

Insignificant brushing against the curtain is not a fault and is at the Up Ref's discretion.

Aggressive charging the curtain will result in a warning. Continued aggression will result in suspension from the game.





QUESTIONS?

NEXT UP: REF'ING REMINDERS





Scorekeeping Reminders

Keep an eye on the time

- Inform Up Ref of 5 min warning
- Inform Up Ref of 2 min warning (no more time outs)
- Inform Up Ref when game time is up

Fill out Official Scoresheet

- Fill in match information
- Fill in Match and Officiating Team information
- Transpose Line-ups
- Keep track Points, Server, Time outs
- C & CC teams need not track positions and servers unless they want to.

Keep Track of Points and Match Number on Score Board

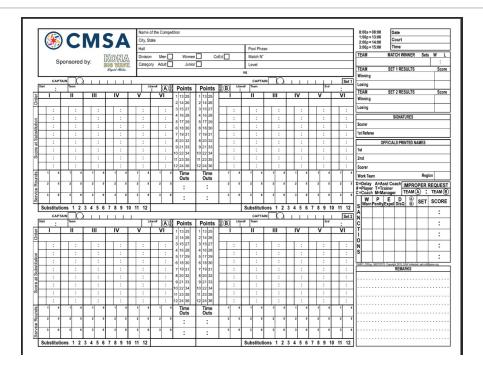




New Scoresheets

From USAVolleyball

Logos adjusted...







QUESTIONS?

NEXT UP: A DEEPER DIVE INTO REF'ING







VS.



We get it ... you just played and now you have to Ref...





Ref'ing Duties

We all know when you are playing you want the ref'ing team to be paying attention

Please pay attention while ref'ing (don't get distracted by your phone or that player on the next court)

Line judges are just as important as the net refs and scorekeeper

Must have an appropriate amount of players to ref the game

Reports of not ref'ing your teams scheduled time could subject to possible penalties (i.e. forfeit of games)







Ref'ing Duties

Facilitate the games by being a non bias officiator, keeping score, and keeping games on time.

Ref'ing Positions (6 total):

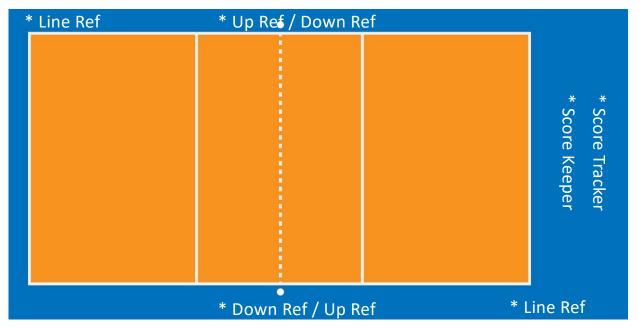
- First Official Head Ref Up Ref
- Second Official Umpire Down Ref
- Line Ref (2)
- Scorekeeper
- Score Tracker







Ref'ing Duties









Ref'ing Duties - Up Ref

Official in Charge

Able to Overrule any other refs

Determines Side/Serve and reports to Scorekeeper

Starts Play

Awards Team Points

Calls violations (lifts, double hits, etc.)







Ref'ing Duties - Down Ref

Assistant to Up Ref

Checks player positions at start of game

Helps call violations (lifts, double hits, etc)

Watches for crossing under the net

Assesses player rotation during game





Challenging the Up Ref

Playing team's acting captains are the only members of a team that should challenge/question calls

This is more to understand why the call was made/not-made.

At the discretion of the Up Ref, the point may be re-played.

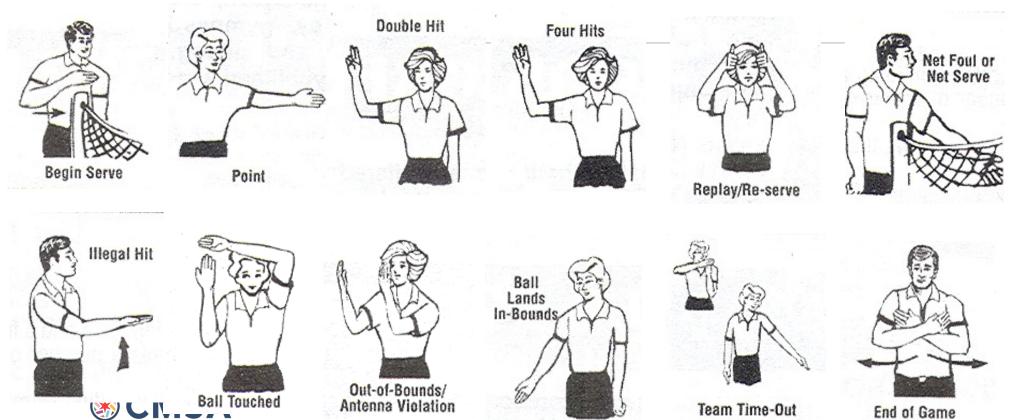
The Up Ref's decision is final.





Ref'ing Duties – Hand Signals





Ref'ing Duties – Hand Signals





















Row Attack

Illegal Attack of Serve/
Back Row Attack



Illegal Block/Screening



Officials Time-Out



Change of Courts



Unnec De Blue Way G Unnecessary Delay

Liquid Aloha.

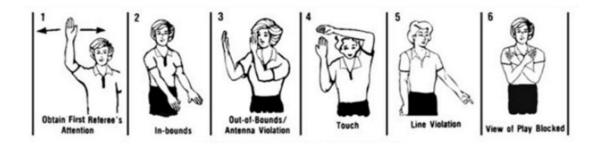


Ref'ing Duties – Line Ref

Watches if the ball is in or out (hits line = in)

Watches if a player touches ball before it goes out

Watches server for line violation









Score Keeper / Score Tracker

Keeps track of score on official score sheet

Keeps track of servers ("Next Server?!")

Keeps track of score and game on Scoreboard (A second person can be used as the Score Tracker)

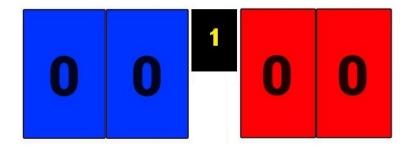
Scoreboard position...







Ref'ing Duties – Scoreboard



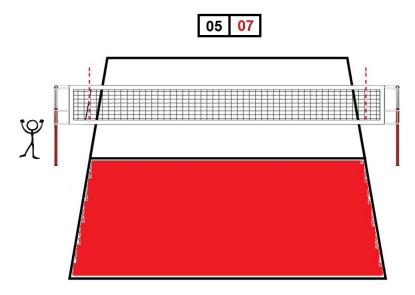






Ref'ing Duties – Scoreboard

Scoreboard position...depends on where the Up Ref is...



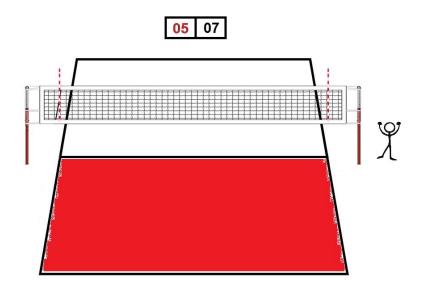






Ref'ing Duties – Scoreboard

Scoreboard position...depends on where the Up Ref is...







QUESTIONS?

NEXT UP: DEEPER DIVE INTO SCOREKEEPING







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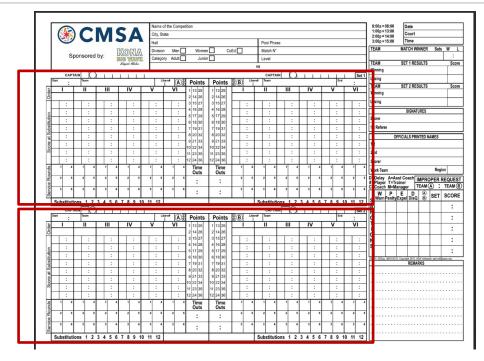






Game 1

Game 2



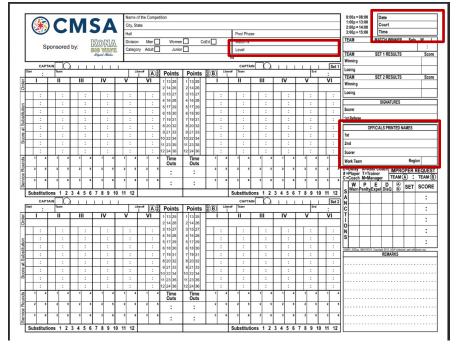






Before Match Starts:

- Fill in the Date and Time
- Fill in the Gym and Court #
- Fill in the Div
- Fill in your Team as Ref'ing team



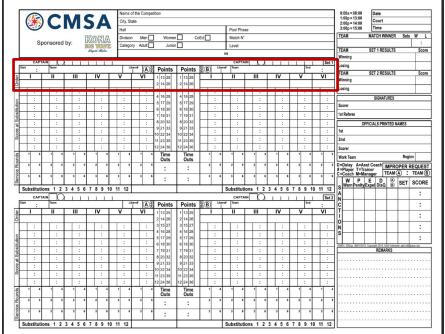






When Side/Serve is decided and Line-ups are turned in:

- Write in the Name of the 2 teams that are playing this match
- Fill in corresponding (S)erve (R)eceive bubbles
- Fill in Line Up



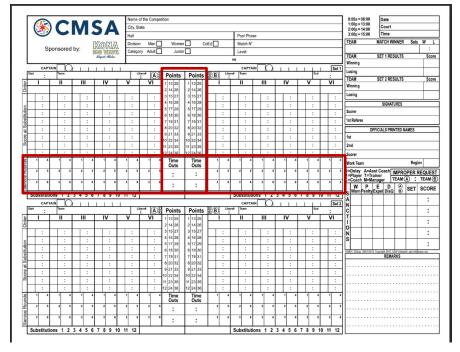






During Play:

- Keep Track of Points
- Keep Track of Server
- Keep Track of Time Outs



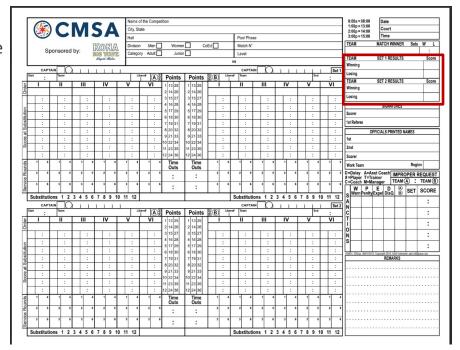






After Each Game Ends:

• Fill in Winning Team for each game







QUESTIONS?

NEXT UP: A DEEPER DIVE FOR NEW PLAYERS/TEAMS







Pods | Matches | Games

Pods are a grouping of Matches and may have 3 or 4 teams involved.

Matches contain 2 Games.

Each team plays two Matches, each Match is against a different team, and each team will refore Match.

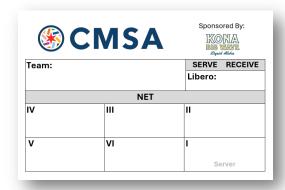
One scoresheet is used per Match





Creating a line-up

By the scheduled start time, each team must complete and give to the scorekeeper a position slip showing where each player will start the game.



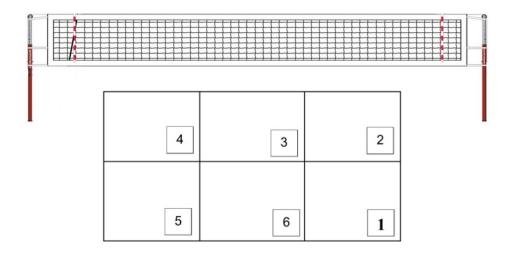


Players should be identified by the numbers on their shirts.





Creating a line-up







Starting the Games

One of the refs will call together both captains and facilitate Side/Serve for the first game. For the second game Side/Serve switches.

Each team may call two timeouts during each game. One exception is not being able to call a time out in the last two minutes of the total time allotted to the Match.





Out of Bounds?

A ball may be played if, after your teams first or second contact with the ball, it touches the ceiling and falls back on your side of the court

A ball that touches the poles, antennae, walls, curtain, or basketball gear is out of bounds.







A Block Is Not A Touch

A block of a hit does not count as one of the three hits for the team that made the block.

If, after the block, the ball is in play in the court of the team that made the block, that team still has three hits to get the ball back over the net.

The player who blocked the ball may make the first touch. Meaning they may touch the ball twice; once for the block, once for the pass.







• "Lift" – when playing, underhand contact with the ball with the hand(s) open.

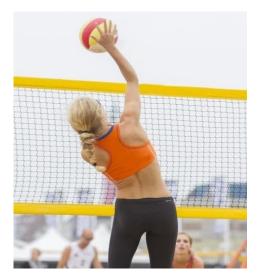








A "carry" or directed hit is when, in the overhand position, an open hand is used to push the ball, often in a particular direction.









Except when blocking a hit, a player's hands may not extend beyond the net plane. This is called interference.

- You may not interfere with a pass to the setter
- You can cross the net plane on a block, and contact the ball, only if the ball was destined to cross the plane.
- If the ball was falling on the other side of the plane, and you go to block the ball, and you contact the ball, that is interference.









You cannot block or attack the serve.









Net Violations

A net fault shall occur only when a player, when playing the ball, contacts the vinyl strip at the top of the net or contacts any other part of the net in a manner that interferes with play.

Incidental touching of the net when not playing the ball is not a fault.

Touching the net beyond the antennas is not a fault.

Clothing/Jewelry touching the net is a fault if it interferes with a play, but hair touching the net by itself is not a fault.

It is up to the Up Ref to enforce any part of this rule. Do not stop play unless the Up Ref calls a fault.







Net Violations

Helpful videos:

<u>Coach Explanation of Net Violations</u> (https://www.theartofcoachingvolleyball.com/ net-violations-whats-legal-whats-not/)





QUESTIONS?



