

1. Code of Conduct

- 1.1. Tournament play with the City of Meridian operates under a Code of Conduct. All participants, coaches, managers, and spectators are expected to abide by this Code of Conduct while on City of Meridian fields and facilities. Unsportsmanlike conduct, violence, threat of violence, and profanity will not be tolerated.
- 1.2. Respect the rules of the game and how it should be played.
- 1.3. Respect opponents by remembering a worthy opponent brings out the best in a player.
- 1.4. Respect the game officials even when calls are not agreed with.
- 1.5. Respect teammates and remember commitment on and off the court.
- 1.6. Respect the tradition of the game and remember it is a privilege to participate.
- 1.7. Be mindful of personal conduct. Make sure no action occurs that could reflect adversely on sponsors or teams. Remember, inappropriate action of even one player can reflect upon the entire team and the game.

2. Accidents and Injuries

- 2.1. All accidents or injuries incurred before, during, or after an official game by players, spectators and/or league officials, shall be reported to the League Coordinator and recorded on an Accident Report.
- 2.2. Injuries incurred before, during, or after the course of an official game by players, officials, and/or spectators, shall not be the liability of the City of Meridian – Parks and Recreation Department, City of Meridian, their officers, and employees, or any organization cosponsoring or participating in the program.
- 2.3. City of Meridian – Parks and Recreation does not carry medical liability insurance for its participants.

3. ADA Accommodations

- 3.1. A player requesting ADA accommodations must provide written documentation to the Sports Coordinator.

4. Alcohol/Drugs Ordinances

- 4.1. Any player that is playing under the influence of alcohol/drugs that could cause injury to themselves or others participating in the game will be removed from the game and serve a minimum of a one game suspension.
 - 4.1.1. This will be determined by the judgement of the City of Meridian Staff
 - 4.1.2. No smoking or drinking alcoholic beverages will be permitted on City of Meridian parks and facilities.

5. Awards

- 5.1. Awards will be given to the 1st place team.

6. Coach/Team Representative Responsibilities

- 6.1. Roster forms must be current at all times. This includes full names, age, phone number, street address and/or PO Box, city, state, ZIP code, and t-shirt size for each player, coach, manager, or team representative.
- 6.2. Ensure that all players, coaches, managers, and team representatives have read and signed the Roster form prior to playing. Players, coaches, managers and team representatives who have not signed the roster may not participate in the City of Meridian programs.
- 6.3. Immediately notify Recreation Coordinator of any coaching and/or team representative changes, including new contact information.
- 6.4. Maintain control of team/players during a dispute. Team coaches and/or designated team representatives are ultimately responsible for personal and team member actions.
- 6.5. Teams are responsible for the conduct of spectators who are affiliated with their teams. A game may be suspended until an offensive spectator leaves or until police arrive.

7. Covid-19 Precautions

- 7.1. Participants and spectators will practice social-distancing guidelines and will maintain 6-foot or more of distance from other individuals before, during, and after competition.

- 7.2. Participants are encouraged to wear protective gloves (provided by the city) during competition to limit the exposure to potential transmission of Covid-19.
- 7.3. Equipment will be disinfected and wiped down prior to all competition.
- 7.4. Minimize player contact: no handshakes, high fives, hugs, etc.

8. Ejections/Suspensions

- 8.1. A player, manager, coach, or spectator ejected from a game must leave the premises immediately. The ejected person is not allowed on the premises for the remainder of the evening. *Failure to leave the facility will result in the game ending and a forfeit for the associated team.*
 - 8.1.1. Game Removal
 - At the discretion of the game official, a player may be removed from the game for minor infractions.
- 8.2. Any individual or team may be ejected from a game for one or more of the following but is not limited to.
 - 8.2.1. Displays of un-sportsmanlike conduct.
 - 8.2.2. Derogatory remarks or gestures.
 - 8.2.3. Taunting or degrading any person.
 - 8.2.4. Threats of violence.
 - 8.2.5. Acts of violence.
 - 8.2.5.1. No Player shall be physically aggressive toward any person. This includes any unwanted physical contact including, but not limited to, pushing, shoving, and spitting.
 - 8.2.5.2. No player shall be guilty of a physical attack (striking or punching) as an aggressor upon any person.
 - 8.2.6. Other behavior deemed detrimental to the tournament.
- 8.3. Teams will be subject to the following penalties for using an ineligible player:
 - 8.3.1. During the tournament, only the game in which the ineligible player was discovered will be forfeited and the team will potentially be removed from the tournament.
 - 8.3.2. All ineligible players will be removed from the offending team's roster.

- 8.3.3. The team Manager will receive a 2-game suspension. A suspended Manager cannot participate in the match in any manner.
- 8.4. Team Managers are responsible for the behavior of their team. For any team that receives several and/or continuous un-sportsmanlike conduct penalties during the tournament, the manager will automatically be suspended for two games.
 - 8.4.1. If after the suspension of the manager, this team receives one more un-sportsmanlike penalty, the entire team will be suspended for the remainder of the tournament.
 - 8.4.1.1. If a game is stopped due to team conduct, that team loses that game regardless of the score, and if officials or recreation staff end a game prematurely due to both teams failing to heed warning of their un-sportsmanlike conduct, the game will result in a double forfeit.
- 8.5. Any player(s) involved in any aggressive physical attack, verbal threat, abusive language will be automatically suspended for a minimum of one year from the date of the infraction up to life. The participant will have the option to appeal the Sports Coordinator and appeal committee following the appeal process outlined in the *Rule Disciplinary Appeal Process*.
- 8.6. One game suspensions are non-appealable.
- 8.7. Refunds shall not be considered or granted to any player or team who is suspended and/or ejected from play or the facilities.

9. Eligibility

- 9.1. Players must be 16 years or older to play.
- 9.2. Teams may be comprised of two males, two females, or one male and one female.
- 9.3. All players must be registered prior to competition. Added players must complete an Official Team Roster and pay the player fee.
- 9.4. If a roster is checked by the City of Meridian or a roster call is made by the opposing team, and the team being checked is in violation, the current game is forfeited by the team in violation. All roster checks are handled by the City.

- 9.5. A player will be considered ineligible and potentially banned from play for the remainder of the tournament if they do any of the following:
 - 9.5.1. Rostered on more than one team.
 - 9.5.2. Play prior to completing and filing a signed roster form or pickup player form.
 - 9.5.3. Play under an assumed name.
- 9.6. Refunds shall not be considered or granted to any player or team who is suspended and/or ejected from play or from the facilities.

10. Equipment

- 10.1. The City of Meridian Parks and Recreation will provide the equipment.
- 10.2. Teams may use their own Spikeball set.
- 10.3. If any damage occurs to the equipment, financial obligation will be the responsibility of the person who causes the damage.

11. Fouls

- 11.1. Defending players must make an effort not to impede the offending team's possession or play on the ball.
- 11.2. If an offender collides with a defender, or a defender's position prevents a makeable offensive play on the ball, the infraction player may call "hinder" to force a replay of the point.

12. Game Play

- 12.1. Games will be played first team to 21 points.
 - 12.1.1. A team must be ahead by 2 or more points when reaching 21 in order to win the game.
- 12.2. Rally scoring.
 - 12.2.1. Points can be won by the serving or receiving team.
 - 12.2.2. The rally ends and a point is awarded when:
 - 12.2.2.1. The ball contacts the ground or otherwise isn't returned onto the net within 3 touches.
 - 12.2.2.2. The ball is hit directly into the rim at any time, unless it is the first serve.
 - 12.2.2.3. The ball bounces and falls back onto the net or rim.

- 12.2.2.4. The ball clearly rolls across the net.
- 12.2.3. Serving.
 - 12.2.3.1. If the receiving team wins the point, the next designated player serves according to the initial sequence. Otherwise, the server switches places with his/her partner and serves to the other receiving team member.
 - 12.2.3.2. The receiving team sets their position first. The server stand 180 degrees across the designated receiver--the only player allowed to field the serve.
 - 12.2.3.3. Serves may be struck with any amount of force; short serves are allowed.
 - 12.2.3.4. If a server serves two faults, the receiving team wins the point.
- 12.2.4. Fault. Violation of any of the following rules is a fault:
 - 12.2.4.1. The server must toss the ball upward at least 4 inches.
 - 12.2.4.2. If the server tosses the ball, he/she must hit it. Dropping, catching, or swinging at and missing a toss all count as a fault.
- 12.3. During play.
 - 12.3.1. All players except the receiver must begin the point at least 6 feet from the net. The receiver may stand at any desired distance.
 - 12.3.2. Once the server strikes the ball, players may go anywhere they choose.
 - 12.3.3. Possession changes when the ball contacts the net.
 - 12.3.4. Each team has up to 3 touches per possession.
 - 12.3.5. Determine a serving order which alternates players from the two teams.
- 12.4. Rallies.
 - 12.4.1. Touches must alternate between teammates. Consecutive touches by one player result in a loss of a point.
 - 12.4.2. The ball must be contacted cleanly, not caught, lifted, or thrown. Players may not hit the ball with two hands, even if placed together "volleyball style".

- 12.4.3. Players may use any individual part of their body to hit the ball.
- 12.4.4. After the serve, any unusual bounce that does not contact the rim is legal and playable.
- 12.4.5. A shot which lands on the net, rolls into the rim and the off the net is allowed
- 12.4.6. If teams cannot determine the legality of a hit, the point will be replayed.

12.5. Singles league 1v1.

- 12.5.1. Each player has up to 2 touches per possession. Consecutive touches by one player is legal. If a player has 3 or more touches in one possession it will result in 1 point for the opposing team.

13. Minimum Number of Players

- 13.1. Teams must start and finish a game with two players.
 - 13.1.1. If a team drops below two players at any point during the game, the team will forfeit that game.
- 13.2. There will be a 5-minute grace period after game time before a game is considered a forfeit.

14. Park Ordinances

- 14.1. Park Ordinance prohibits alcoholic beverages in the park without a permit. Permits are only available for special events or shelter reservations (not sports teams).
- 14.2. Park Ordinance prohibits smoking in the park but smoking is allowed in the parking lots.
- 14.3. Participants or spectators will be asked to either leave the premises or dump their alcohol out.

15. Profanity

- 15.1. The City of Meridian Parks and Recreation facilities will, at all times, offer a family atmosphere; therefore, profanity is considered unsportsmanlike behavior and is unacceptable.
- 15.2. The first time profanity is used, a verbal warning or ejection will be issued.
- 15.3. If unsportsmanlike behavior continues, the player will be ejected. Should the coach not gain control of his/her team and profanity continues, the team will forfeit the game.

- 15.4. Excessive profanity, abuse, or unsportsmanlike behavior could result in a player, coach, or spectator being asked to leave on their first offense. See *Rule 1 Code of Conduct*. Enforcement of this section of rules and regulations is the responsibility of City staff and/or the on-duty referee.
- 15.5. Any use of the 'f' word will result in an immediate ejection. Quiet use will result in a bench sit down for the remainder of the game; however, the player will be eligible to play the next game. Loud use of the 'f' word will result in an immediate ejection.

16. Registration

- 16.1. Team fees for the league must be submitted to the City of Meridian Parks and Recreation office by 5:00 p.m. on the last day of registration. Registration deadlines can be found on the website. *Late registration will be held until the league fills, or once the schedule has been made.*
- 16.2. Registration Fees: \$20 per team.
- 16.3. Refund Policy:
 - 16.3.1. To receive a refund, requests must be made 3 business days prior to the registration deadline. Managers will receive a full refund minus a \$5 handling fee.
 - 16.3.2. No refunds, including team fees and player fess, will not be given after the 3 business days prior to the registration deadline.

17. Roster

- 17.1. Official team rosters are due at the time of registration.
- 17.2. All players must be on the official team roster.
 - 17.2.1. An official roster must have a minimum of 2 players listed on the roster at the time of registration.
 - 17.2.2. An official roster may have a maximum of 3 players listed on the roster at the time of registration.
 - 17.2.3. Roster additions or changes will only be accepted at the City of Meridian Parks and Recreation office between 8 a.m. and 5 p.m., Monday through Friday or via email

to sports@meridiacity.org and will not be accepted on the court.

- 17.3. Participants must sign the roster prior to playing in their first game. Parents/guardians must sign for minors.
- 17.4. The City of Meridian does not provide medical or accidental insurance coverage. The parent/guardian/participant is responsible.
- 17.5. Once the tournament starts, no players can be added for any reason.

18. Time Outs

- 18.1. Each team will be allowed one, 1-minute timeout per game.
- 18.2. A player may only call a time out when it is his/her turn to serve.

19. Tournament Structure

- 19.1. Games will be played best 2 out 3 matches with the winning team advancing.
- 19.2. Double-elimination bracket.

20. Unsportsmanlike Conduct

- 20.1. Unsportsmanlike conduct will not be tolerated. Any abusive or inappropriate conduct (physical or verbal) will not be tolerated in the City of Meridian program. Abusive or inappropriate conduct directed towards spectators, referee, opposing players, league officials, or City of Meridian staff before, during, or after games may result in the suspension of the offending player(s).