

ROANOKE PARKS AND RECREATION YOUTH VOLLEYBALL RULES

All league games will be played in accordance with the current University Interscholastic League (UIL) rules and Roanoke Parks and Recreation local guidelines.

I. Eligibility

1. Players divisions will be: 12 & under, 10 & under and 8 & under to participate to play. Age is determined by the participant's age as of **September 1, 2026**.
2. We will provide each team with a one hour practice each week.
3. There will be no roster changes after teams have been formed. Only under extreme circumstances will a player be added from a waiting list at Roanoke PARD discretion.
4. A player may play only on one (1) team per season in the same age division. A player may choose to play up one age division, but she cannot play down an age division.

II. Equipment

1. All teams that register as a Team must provide their own jerseys.
2. Players must wear shoes that are designed for indoor court surfaces. No "turf shoes" or other black-soled shoes will be allowed. Players may not play barefoot or in stocking feet.
3. No Jewelry may be worn at any time during the match. (Exception: stud earrings for newly pierced ears are allowed.) No casts, hard braces, or walking boots may be worn during the match even if the participant has a doctor's note.
4. 8, 10 and 12 under divisions will play with the Volley-Lite ball.

III. Coaches

1. All coaches & assistant coaches must undergo a complete background check with the City of Roanoke prior to the 1st game. If the athletic department doesn't have your paperwork on file, then your team will not be able to participate in this league.
2. A maximum of two coaches will be background checked per team per year. A maximum of two coaches may be on the court or bench area at all league games.

IV. Court Regulations

1. The court will be 60 feet long 30 feet wide.
2. A serving area will be 30 feet wide and provided behind the base line on each side of the court. A service violation will occur if the server's foot touches the line before contact with the ball. Serving Line Modification: For the 8 & under division, a line will be marked fifteen (15) feet in front of each base line. For the 10 & under division, a line will be marked ten (10) feet in front of each base line. **The 12 & under division will be required to serve from the regulation baseline.**
3. The Net height will be 6'6" for 8, 10 & under, and for the 12 & under, the height will be 7'4 & 1/5" tall.

V. Playing Rules

1. Teams may only arrive 5-10 minutes prior to game time. Game time is start time. No grace period will be allowed. However, teams may choose to use their time-outs as well as the other team. Once the time-outs have expired, then the match will be deemed a forfeit.
2. **All games will be played by rally scoring rules. Every time the ball hits the floor a point will be awarded.** There will be a point awarded with every side out (i.e. a point will be awarded with the change of serve.) If the serving team makes the point, they will retain service. Serves may be played off the net as long as the ball goes over the net to the opposing team's side.
3. An official match will consist of 3 games. **The first two games will be played to 25 points and the third game will be played to 15 (rallying scoring). Also, for both league and tournament play a 27 point cap will be observed (17 point cap for the third game.)** Tournament

matches will only play the third game if the first 2 games are split and there is no time limit during the end of season tournament.

4. A match will consist of fifty five (55) minutes.

5. Six in six will be the style of play. A game may start with 5 players only to avoid forfeit. No ghost player rule will be used.

6. At the moment of the serve, all players except the server will be within the team's playing area and have contact with boundary lines or center lines, but no part of the player's body may be outside those lines. When a side-out is awarded to a team, that team shall rotate clockwise one position.

7. First service will be determined by the winner of the coin toss. The other team will have choice of court side. The second game will begin with the original first game receiving team serving first. The third game will begin as the first game began (coin flip, etc.)

8. In the 8, 10 and 12 & under divisions, each player has two (2) chances to serve on their 1st service. Once the player serves the ball during their turn in play, she will not receive a second chance again until after going through the rotation.

9. Service may be performed underhand or overhand in any age division as long as the ball makes contact with the body only once (no double-bump).

10. No player will be able to score more than five (5) points in row. After five points, the official will whistle for an automatic side-out with no point, and the player must rotate.

11. Once the whistle has been blown for service, the player has 10 seconds to serve the ball. Also, once tossed into the air, the ball may be caught or hit the floor.

12. In the 8, 10 and 12 & under divisions, if a team is showing dominance by 12 or more points, then that team will only be allowed to have one chance to serve.

13. Substitutions: All teams will substitute players in and out of the game during each rotation and maintain the same order throughout the first game. No player will serve again until every player in that rotation has served. If a player rotates to start the second game but does not have the chance to serve, the team will maintain their position until that player has served. Players must be rotated in and out of the game at the same position, designated by the coach of that team, throughout the game. (Exception: The 12 & under division may

use UIL Federation substituting rules or use the rec rules stated above. The coach will decide and inform the ref of their desired style of substituting before the match begins. *Only in the case of an injury may a team change substitution order/skip a player.*

13. After each game, the teams will exchange courts.

14. League standings will be based upon these reports and posted on the website: <http://www.quickscores.com/roanoke>

15. A team roster will consist of no more than twelve (12) players unless discussed and approved by the athletic office prior to the season.

16. Time Outs: Each team is limited to one (1) 30 second time outs per game. The time-out will begin once recognized by the official and end when the official signals.

17. Intermissions: The time period between games will not exceed three (3) minutes, and play will begin when the official signals.

18. The Roanoke Parks and Recreation Department reserves the right to add, delete or amend its rules, regulations, policies for the betterment of the program.

VI. Tie-breaker Procedures

1. Game tie – If two teams are tied when the time on the clock expires, the following procedure will be used to conclude the game:

- a. Two minutes will be placed on the clock, and play will resume with the team serving at the end of regulation, serving in this overtime. The first team that leads by two points will win.
- b. Each team will receive one (1) additional time out in the two (2) minute overtime.
- c. Sudden Death Period: If at the end of 2 minutes, teams are still tied, a coin toss will be held to determine serve. The first team to score wins the game.

2. League Standings – In case of a tie for award positions at the conclusion of the season, the following tie-breaker procedures will be used to establish seeds for the post season tournament:

- a. Head-to-head result between teams tied.
- b. If teams split in head-to-head games, point differential in those games will be used.
- c. If teams are still tied, point differential in all league games for the teams tied will be used.

VII. Conduct/Discipline Policy

1. Any player, coach or manager ejected from any league game will be suspended for one (1) league game. Players, coaches or manager that has been suspended must leave the facility and grounds immediately or the team will forfeit the game.
2. Each team manager will be held responsible for the conduct of his/her fans/spectators.
3. Suspensions will carry over from season to season. Example: If a player is suspended for one game, during the last game of the season, then that player has to sit out the first game of the next season.
4. Physical violence, especially attacks on a game official immediately before, during or after a game will not be tolerated. Fights/confrontations will result in a minimum of one (1) year loss of eligibility or indefinite suspension in all league play, subject to an annual review if requested.
5. The officials/facility supervisor has the authority to remove players, coaches or spectators from the game and/or forfeit the game due to unsportsmanlike conduct. Unsportsmanlike conduct shall include but is not limited to profanity, threats of any kind toward the referees or scorekeeper, fighting (before, during or after the game).

VIII. Protests

Must be filed in the following manner:

1. Must be filed before the game is over.
2. Notify the game official and give the details of the protest.
3. See that the official notifies the scorekeeper and that the protest is recorded in the official scorebook.
4. On the first regular business day following the protested games, the team manager must submit the protest in writing to the athletic office.
5. Judgment calls are not basis for protests.
6. Rules interpretation protests must be filed before the end of the game.

7. Managers of a team opposing an alleged illegal player must file player eligibility protest before the start of the first game. The manager must then complete numbers 3 and 4 (above) to complete the protest procedure.

IX. Staff Information/Inclement Weather Closings

1. Matt Coker, Athletic and Aquatic Supervisor 817.837.9937 or email mcoker@roanoketexas.com
2. Alexis Briner, Recreation Specialist 682.549.1469 or email abriner@roanoketexas.com
3. Eric Lorenz, Recreation Superintendent 817.837.9939 or email elorenz@roanoketexas.com
4. In case of inclement weather, please call 817.430.8770 after 3:30 pm M-F. This line will be updated one hour prior to the first scheduled game on Saturday.
5. **Background check: All head and assistant coaches must complete a background check. All background checks will be emailed directly to the coaches from Atlantic Employee Screening. No credit or financial information will be pulled for these checks.**