2012-13 Westside Stars Rulebook

- Teams must show up at least 6 minutes prior to game start time if they wish to warm-up. If teams do not arrive early the game can commence without a warm-up session.
- Warm-up should be no longer than 6 minutes each for passing, spiking and serving. Cooperation between teams should be emphasized to ensure a safe warm-up.
- One team will warm-up on serving while the other team is bumping on the sidelines. The teams may choose to practice their setting and hitting as well.
- Games will be played 6 on 6. If a team is short players, the serve will automatically go to the other team, who will also be awarded one point for each absent player, maximum of 2. The team missing players can only have 2 absent players, for a minimum of 4 players.
- The team that wins 2 out of the 3 games will win the match. A third game will be played only if time is available.
- All games will be played with rally scoring (no side outs).
- Each game, except the third, will be played to 25 points rally scoring, win by 2, no cap. The third game will be played to 15, win by 2, cap at 20
- Teams will be given 2 time-outs per game, 30 seconds in length. Timeouts do not carry over.
- There will be 2 minutes between games.
- A coin toss will decide who serves the first game. The loser of the toss will serve the second game. A coin toss will decide who serves the third game.

EQUIPMENT

- All teams are required to wear uniforms provided by the Westside Stars Volleyball League. If an existing team registers with the league, that team MAY provide its own uniforms.
- Knee pads (white or black) are REQUIRED by all players.
- All players must have a pair of athletic shoes (no 5-fingers/ minimals) with non-marking soles .
- No jewelry of any kind may be worn during games or practices.

OFFICIALS

- One referee will officiate the game. He is responsible for all game activity and will explain rule infractions to the offending player. Referees have the power to remove any player, coach or spectator who is not following the guidelines.
- The referee will review with the line judges their specific duties and assign them their positions.
- All calls by the referee will be honored. If there is a questionable call the team captain or the coach can confer with the referee. The ultimate decision will be left to the referee.
- Each team will be responsible for submitting a volunteer to be their line judge.
- The line judges will be positioned just off the court on the left hand back corner opposite each other.
- The line judge does not change sides during the match.
- The referee has the right to overrule a line judge at any time.
- The referee has the right to remove a line judge at any time without explanation.

OFFENSIVE REGULATIONS

- Players may serve from 5 ft in front of the end line for 3-4th grade only.
- All other players will be required to serve from behind the back line.
- The servers may serve from anywhere on the back line. They are not restricted to either side.
- · No serve shall be attacked or blocked.
- All spiking must be done with an open hand.
- Serves that hit the net are still playable.
- Serves that hit the line are "in".
- Serves or any played ball that hits the antennas is out of bounds.

DEFENSIVE REGULATIONS

On the serve and first hand driven ball players may receive the ball with a bump, set, overhead double fist or any other manner that is not a lift. Non-purpose double hits are also allowed.

Only three hits allowed per side.

BOUNDARIES

- A ball will be considered out of bounds if it:
- o Touches the wall, objects mounted to the wall, or objects on the floor outside the court.
- o Touches the floor outside the courts boundary lines regardless of objects overhanging the court.
- o Touches the net antennas
- o Does not cross the net within the court boundary lines
- o A ball hitting an overhead obstruction or ceiling above a playable area shall remain in play provided the ball contacts the obstruction or ceiling on the side of the net that is occupied by the team that last played the ball, and the ball is legally hit by the same team.