

YOUTH VOLLEYBALL LEAGUE RULES & REGULATIONS

General Rules

- All league play will be governed by the current NFHS rules unless otherwise stated in the Leagues rules and regulations. Any rule or regulation not covered in these rules will be at the discretion of the Park District staff or referee officiating the game. The League reserves the right to change any rule or regulation, as it deems necessary.

Intent and Purpose of the Rules

- The purpose of the rules is to create a balance of play; provide reasonable safety and protection; and create an atmosphere of sportsmanship and fair play without unduly limiting freedom of action of individual or team play.
- It is important to know the intent and purpose of a rule. A team/player should not be given an advantage, not intended by a rule. Conversely, a team/player should not be placed at a disadvantage not intended by a rule

Playing Court

- The court is 60 feet long and 30 feet wide.
- Ball hitting any part of the boundary lines is considered "in bounds."
- Net Height
 - 7/8 Grade- 7 feet, 4 1/8 inches
 - 5/6 Grade - 7 feet

Players & Substitutions

- Games are played with each team fielding 6 on a court.
 - May start with 4, any less than 4 will constitute a forfeit.
 - In case of forfeiture teams will split up and have an exhibition game.
- If you have more than 6 players everyone must play. The substitute will enter the **server** position, when the **front right player** goes out.
- All players should be familiar with the proper substitution rules at some point throughout the season, however to keep the games moving quickly, these will not be implemented in this league.
- Rotations will be clockwise.

Pre-Game

- The first and third game of a match will be decided by a **coin toss** by the home team.
 - the choice of serve or playing the ball or side of court shall be determined
 - Everything will alternate in the 2nd.
- A warm up period of five minutes will be allotted before the games start.

Timeouts

- (2) one-minute time out will be allowed to each team in a game.
- Coaches/Captains should make it clear whether he/she wants a time out.

Length of Game & Scoring

- Matches will have an hour time limit.
- 3 games are played per match, and must win by 2.
 - **Game 1** is played to 25 rally scoring, cap at 28
 - **Game 2** is played to 25 rally scoring, cap at 28
 - **Game 3** is played to 25 rally scoring, no cap.
- Between games there will be a two-minute rest between games.

Serving

- 5/6 grade serving line is 5 feet in front of the normal serving line.
- 7/8 grade serving line is the normal serving line.

- The server will be allowed to serve anywhere behind the line.
- When serving, both feet must be behind the line when contacting the ball.
- All players, except the server, must be completely within the court as the ball is being served.
- Players may serve underhand or overhand. For an overhand serve players must have an open hand when attempting to hit the ball. Serving over hand with a fist, or closed hand, will not be allowed.
- The ball may touch the net while crossing it as long as it does not make contact with the antennae or other external object.
- Rotation occurs after a team gains the right to serve. The team shall rotate the players one position clockwise and the back right position serves.
- At the beginning of the game, the second team to serve must rotate before serving.
- A player may not block a serve.
- No one server may serve more than five points at one time, if a player does serve five points the ball will then go over to the other team. **(5th/6th Grade Only)**
- "Let serves" will be allowed. (The serve may hit the net on the way over, as long as it falls into the opponents playing court.
- 5/6 grade: each player will have **two** attempts to get the ball over the net and in play. (On the First point only)
- 7/8 grade: each player will only have **one** attempt to get the ball over the net and in play.

Playing the Ball

- Each team may touch the ball up to 3 times before sending it over the net.
 - Contact is allowed with any part of the body, as long as the hits are clean and the ball is not held, scooped or carried in any way.
- Simultaneous contacts by teammates count as one team contact and either may make the next play on the ball.
- A ball hit into the net by a team may be kept in play providing any player does not touch the net.
- The boundary lines are in bounds.

Dead Ball Fouls

- If the ball hits any part of a basketball net or rim, or the ceiling, and remains on that side of the net, the ball will be considered in play and play will be continued.
- Contacting the net or any part of it while the ball is in play is prohibited, unless the force of the ball by an opponent pushed the net into a player. Incidental contact with the net by a player not making a play at the ball is permitted.
- The ball is dead anytime it hits the flagstick.
- A ball is dead if it:
 - Crosses the net entirely outside the vertical playing area
 - Lands out of bounds
 - Touches the floor within the playing area.

League Standings

- Each regular season match will consist of 3 games. Each game will count as a win or loss for each team.
- A cumulative total of wins and losses and team standings for each session will be kept by the Park District staff.

League Format

- 6 match season.
- Season ending single elimination tournament.

Unsportsmanlike Conduct

- Unsportsmanlike conduct may include, but is not limited to:
 - Foul Language
 - Unnecessary roughness
 - Arguing with officials, volunteers, staff, participants, or fans

- Abuse of the "Honor System"
- Exhibiting extreme anger
- Players are expected to show good sportsmanship whether they are playing or observing other teams play.

Technical Fouls

- Technical Fouls can be called for unsportsmanlike conduct
- A player may be warned before being given a technical foul, but warnings are not necessary.
- All technical fouls will be given by Park District staff. Staff will then determine appropriate action to be taken.
- Technical fouls may be given to any registered player at any time they are present at volleyball events, whether they are playing or observing.
- The penalty for a first technical foul will consist of the following:
 - The offending player may not play in the next game of the match
 - The offending player's team must start the next game with 5 players (or one player less than they are able if not all players are present)
 - Any player receiving TWO technical fouls in one day will be suspended for the rest of that day's games and also will not be allowed to play the next time s/he is scheduled to play. A second technical foul will be discussed with the player and his/her parents before issued.

Recreation Center Rules

- NO FOOD, BEVERAGE, OR GUM IS ALLOWED IN THE GYM.
- BLACK RUBBER SOLE SHOES ARE NOT ALLOWED IN THE GYM. "NON-MARKING" SHOES ARE ALLOWED.
- DO NOT SPIT ON THE GYM FLOOR.
- THE LEAGUE APPRECIATES YOUR COOPERATION IN HELPING TO MAINTAIN THE FACILITY.