

Red River Volleyball League

Court and Net Set Up

- A) Height of the Net – 1st/2nd – 6'
3rd/4th – 6'6"
5th/6th – 7'4"

- B) Game Ball – 1st/2nd will use Volley Lite Ball
3rd -4th will use Volley Lite ball
5th-6th will use Regulation ball

Rule 1: Coaches, Parents, and Players

- A) Coaches and players must demonstrate positive sportsmanship at all times. When a player is serving the ball, the coaches, players and parents will NOT make any noise with intent to distract the opponent.
- B) Absolutely no jewelry, no exceptions, is to be worn by any player. Unless it is a medical alert jewelry. Head coach is responsible for ensuring that all players are compliant before stepping onto court.
- C) Coaches may not walk onto the court during a match until directed to do so. A warning will be issued for first offense. Repeated offenses will result in a side out.
- D) Team Line Ups:
All divisions: Team line ups will be continuous order throughout all games of the match.
- E) Uniforms must have 4 inch numbers on the front and 6 inch number on the back. All players must wear knee pads (**no exceptions**).

Rule 2: Match Rules

- A) Number of Games:
Matches for 1st/2nd will have a running clock, 2 attempts at first serve, division will play 2, 25 point games and a 3rd game to 15 points if needed. Game time will be 15 minutes-1st set, 15 minutes-2nd set and 10 minutes for the 3rd set if needed. There is a 2 minute break in between each game.
Matches for 3rd- 6th -Matches will consist of three games. All divisions will play 2, 25-point games and a 3rd game to 15 points if needed. All games will

be played with rally scoring where a point is scored on each play, either defensively or offensively.

3rd-6th No clock will be used. All games will be played as stated above.

B) Winning the game:

3rd-6th: The game will be won by the first team that scores 25 points/15 points (3rd game of match). Must win by 2 points.

C) Coin Toss:

A coin flip before the FIRST and THIRD games will determine service as well as sides.

D) Time Between Games:

There will be a two-minute break between all games.

E) Interruption of Play:

As soon as the referee notices an injured player or foreign object on the court that could create a hazard or distraction to players, play will be stopped and the referee will direct a play-over.

F) Time Outs:

Each team may have 2 – 30 second timeouts during each game. The timeout must be called before the referee whistles for the serve.

G) Number of Players/Forfeit Policy:

Games will not be played with less than 5 players. If a team has 6 or more players and a player will not be played due to sickness or discipline reasons per coaches discretion must be agreed upon between both coaches before any game/sets will be started.

H) Pre-Match Conference:

A conference will be conducted by the referee between a captain and coach from each team prior to the first game. Information on the playable overhead obstructions and non-playable overhead obstructions will be given. Any clarification of how a referee will call a particular rule should be clarified during the pre-match conference. This is also when line judges, one per team, should be introduced to the referee and given instruction on line calling.

Rule 3: Service

A) Location of Server:

The server may stand anywhere behind the appropriate serving line and within the boundary of that line. A server may stand as far behind the back line as desired. When the ball is contacted, the server's foot must not be in contact with the serving line, the side court line or outside of the width of the court. Once the official has blown the whistle to signal play the server has 10 seconds to serve the ball to opposing team. Failure to serve within 10 seconds of whistle will result in loss of point and loss of serve.

1st/2nd -- A modified service line will be used for this age division. The line will be 10 feet from the Net.

3rd/4th – A modified service line will be used for this age division. The modified service line will be 20 feet from the net.

5th/6th – Servers in this age group will not be allowed to step over the service/base line when serving the ball.

B) Second Chance Serve/Re-serve (1st/2nd & 3rd/4th)

If the first serve attempt is unsuccessful (the ball goes into the net or doesn't clear the net), the server will be given a second attempt. However, if the first attempt goes over the net but goes out of the court, it is a side out and there will be no second chance for the server. A point will be awarded to the opposing team. Once the server is successful, any miss or violation thereafter will end that term of service, and a points and side out will be awarded to the opponent,

C) Dropped Ball (5th/6th):

If, after releasing the ball the server decides not to hit the ball, the server must let the ball hit the ground without the ball touching any part of their body or clothing. This may only be done one time per player per service point.

D) Legal Serve:

The serve is considered legal if the ball passes over the net between the antennas. If the ball contacts the net and proceeds inside the opponent's court, it is a legal serve and play will continue.

E) Number of Consecutive Serves:

1st/2nd and 3rd/4th A server may serve up to 5 consecutive points and then a side out will be awarded to the other team.

5th/6th A server may serve up to 5 consecutive points and then a side out will be awarded to the other team.

F) Rotation of Servers:

Following each player's term of service and after the opponent has completed her term of service, the team shall rotate one position clockwise for their next service term. When a team has more than 6 players, the player who has completed her term of service (position 1) will rotate out. Following the listed serving order/lineup, the next player (position 7) will rotate into the middle back position (position 6).

G) Service Order:

All players present at the game must be included in the team's rotation. A team's rotation must stay the same throughout the match, the only exception being the addition of late-arriving players or if a player is injured.

Rule 4: Playing the Ball

A) Contact:

The ball may contact any part of the body on or above the waist, providing that the ball rebounds immediately and cleanly after contact.

B) A player contacting the ball more than once, with whatever part of the body, without any other player having touched it between these contacts, will be considered as having committed a double hit.

Rule 5: Ball in Play/Dead Ball

A) The Lines:

A ball contacting any part of the boundary line is considered in the court and is GOOD.

B) The Ceiling:

A ball contacting the ceiling above a team's playing area, except during a serve is considered good. If a ball crossed the net and hits the ceiling but comes back into the playing team's court it is a "Dead Ball". A ball contacting the ceiling outside of the teams playing area is considered out. If a team member passes the ball and it hits the ceiling and then goes to the other team's court, it is considered out.

C) Other Objects:

If a ball hits a wall it is out of bounds. If the ball hits the basketball backboard it is out of bounds.

D) The Antennas:

The ball contacting the antenna or the net outside an antenna or fails to completely cross the net within the antennas is considered out.

E) Under the Net:

Any part of the body completely crossing over the midline is considered a violation and will result in a side out. If a part of the body is on or above the line, play may continue.

F) Stopping the Play:

Play is stopped when the referee blows the whistle even if inadvertently.

G) Ball Hitting the Net:

A ball, other than a served ball, hitting the net between the antennas remains in play, and the remaining hits may be used. If the ball touches the net after a team's three hits and does not cross the net is a side out.

H) Player touching the Net:

If a player contacts the net during play, with any part of the body or uniform, other than hair, it is considered a net violation.

I) Out of Rotation:

The first out of rotation call results in a warning. The next violation results in a loss of serve and a point awarded to opposing team.

Rule 6: The Officials

A) There will be one paid officials provided for each team. It is the responsibility of the referee to call the game. Ref fee is \$25 per match.

B) Linesperson:

Each team will provide a linesperson preferably 14 years or older. The linesperson will be positioned alone at the corner of the court on the left hand back corner opposite the server. The linesperson is not allowed to have any distractions such as cell phone or children. The linesperson does not change sides during match play. A linesperson will only address the referee during a dead ball and only to signal out of bounds or a foot fault. The referee has the right to remove a linesperson at any time without explanation.

C) Judgement Decisions:

Any judgement decision rendered by the referee is final.
The referee may overrule without question, any linesperson's call.

Rule 7: Discipline

A) Sportsmanship:

Coaches and Parents are strongly encourage and promote Good Sportsmanship throughout the warm up, match play and after the game.

B) Un-Sportsmanship Conduct by a Coach:

If a coach is using unsportsmanlike behavior toward an official, a player, or parent, the official will give a verbal warning. If the conduct doesn't IMMEDIATELY improve, the official shall remove the coach from the game. Which will result in a one week suspension from coaching for first offense. Second offense will result in not coaching the remainder of the season.

C) Un-Sportsmanship Conduct by a Parent/Spectator:

If a parent/spectator is using Unsportsmanlike behavior toward a player, coach or official, the official will ask the coach to warn the parent/spectator. If the behavior does not IMMEDIATELY improve, the parent/spectator will be removed from the gym. If a parent is removed from the gym for conduct they are subject to a suspension from League Board.

Rule 8: Draft Rules

A) Each team must have a head coach to participate in the draft.

B) Only the head coach and assistant coach players will be placed on said team before the draft.

C) The assistant coach's child will be the first pick of the first round of the draft. The head coach's child will be the fifth pick of the draft.

D) Siblings playing in same division will be placed on same team unless otherwise requested by parents or legal guardian. Once one sibling is

drafted by a team the other sibling will be placed as that team's last draft choice of the draft.

- E) No relationships or reasons other than those stated above will be allowed to automatically place a child on a specific team. Each coach will have equal opportunity to draft all players. Parents can't request that a player be placed on a team's roster. Nor can they prohibit a coach from drafting their child.
- F) The draft order will be determined by a coin flip or blind draw.
- G) In a two team draft, the first team will pick one player, the second team will pick two, and each team will subsequently pick two players at a time until all players are picked. Example:(1-2,2-1,1-2,2-1)
- H) In a three team draft, the first team will pick a player, then the second will pick a player, then the third will pick two players. The draft will proceed in reverse order until all players are chosen. Example(1-2-3,3-2-1, 1-2-3,3-2-1)
- I) Once draft is complete, each head coach and commissioner will sign draft sheet. Draft sheets will be submitted to RRVL. Commissioner and coaches must be present at time of draft.
- J) At no time will trading of players be allowed for any reason.
- K) If a late sign up is allowed after the draft has been completed. The player will be added to the team with the next draft choice from the original draft order.

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