



YOUTH VOLLEYBALL LEAGUE

The Game

- A rotation system is mandatory. Everyone is required to play all the positions and serve. Players will be substituted in and out of play after they are done playing the 6th position/serving. Please remember to encourage everyone while serving, as this is one of the hardest parts of volleyball.
- You may start a game with 4 players and if you wish to use more, the maximum for start/finish is 6 players. If an injury occurs, leaving a team with less than 4 players, the game may continue.
- Games are scheduled to be 15 minutes in length or until a team reached 21 points (23 cap). The team must win by 2 points. At the end of 15 minutes, if a team is not in the lead by 2 points, the clock is stopped, and the game continues until one team is ahead by 2 points or till 23 points is reached. The official will designate the clock. When time is called at the end of the game, continue playing until the ball is dead. The clock will run for all substitutions as this is a quick process. Teams will play one match per week and each match consists of three games.
- Each team is allowed one, 30-second time-out per game.
- The net height for this league is shorter than a true volleyball net.
- Rally Scoring will be used and standings will not be kept.

The Serve

- The server shall hit the ball with one hand, fist or arm while the ball is held, or after it is released by the server. The server must hit the ball by the second try or the ball is considered an illegal serve and is a dead ball.
- If a ball on a serve hits the top of the net and falls onto the defensive side, it is considered a live ball.
- The serving line will be moved closer to help accommodate.

Regular Play

- During regular play, the ball must go over the net by the third hit. A player may not hit the ball twice in succession. Any part of the body is okay to play the ball off of.
- Contacting the net is okay as long as it isn't the top of the net or interfering with another player.
- A ball touching any boundary line is good.
- The centerline may be stepped on as it doesn't affect gameplay.
- A Double Foul is when both teams commit a foul at the same time. This will result in a replay.

The Tinley Park-Park District will not be held responsible for any injuries that may occur and reserves the right to change or alter any rule or league schedule to improve the quality of the league. The Park District reserves the right to make any decisions necessary to complete the league/tournament in a timely manner. This is not limited to but includes playing any day or night of the week, having games canceled, or calling a game completed if ended early due to weather.