



Youth Volleyball Rules

The Game

Section 1: Definition

Volleyball is a game played by two teams consisting of six players on a rectangular court separated in two areas by a net with an inflated ball. One team serves the ball over the net, trying to make it land within the opponent's playing area. The receiving team attempts to return the ball over the net in such a manner that it will land within the opponent's playing area.

Section 2: Match

A match will consist of three games (10-12 and 13-15 league standings will be kept)

A match shall include let serves (serves that hit the net and go over)

A match shall entitle each team to a maximum of two timeouts per game (30 seconds)

A timeout cannot be called in the last 2 minutes of the 60 minute time limit

Section 3: Scoring Points (Rally Scoring)

The opponent shall score a point each time a fault is committed

If the serving team wins the rally, it scores a point and continues to serve. If the receiving team wins the rally, it scores a point and gains the serve.

Each time a team gains a serve; it must rotate one position clockwise before serving.

Section 4: The Game

A coin toss between the captains shall determine who serves first; the other team will choose the side they wish to play on

Home team chooses who will call the coin toss

Each team will play 3 games each week

- The first two games shall be to 25 points (cap at 27) with a team winning by 2
- The third game shall be to 15 with a cap at 15 points, doesn't have to be won by 2
- 7-9 League- will play all 3 games to 25, unless it is a 3-way match. In this case, games will be played to 21 points and each team will play only 2 games.

There will be a 60 minute time limit for warm up and game completion

- 60 minutes will be placed on the game clock and when the buzzer sounds, the game is finished where it stands, whether the game has reached point completion.
- If the last game is a tie when time expires, we will play till the next point is scored to determine the winner.

The Court

Section 5: Out of Bounds

A ball striking the ceiling and landing on the same side as the team that played it last is still in play, however if it lands on the opposite side is considered to be a dead ball and a point is awarded to the opposing team.

A ball is out of bounds and becomes dead when the ball:

- Touches a wall, objects mounted flush with the wall, or objects on the floor outside of the court without interfering with a player's legitimate effort to play the ball
- Touches the floor completely outside the court's boundary lines
- Touches the net antennas above or within the net or does not pass over the net entirely between the net antennas
- Touches the net cables or net not completely inside the antenna, net supports, or referee stand
- Touches a non-player who is not interfering with a player's legitimate effort to play the ball
- Touches or enters a non-playable area beyond the vertical plane of the net and its out-of-bounds extension

Game Equipment

Section 6: Equipment

The net shall be set at a height of 7 feet 4 1/8 inches

7-9 and 10-12 League will use the Volley Lite Volleyballs

13-15 League will use the standard volleyball

A guard, cast, or brace made of hard leather, plaster, pliable plastic, metal or any other hard substance, even though padded, is not permitted on the finger, hand, wrist or forearm

Players shall not wear jewelry during the warm-up or competition

The Team: Composition and Positions

Section 7: Team Players

A team shall consist of six players to begin the first game of the match. If there are not six players present at the start of the game a team may play with five, but no less than four players. In the 7-9 League, players may be borrowed from the other team to complete the game.

Section 8: Player Position

The position of the players in order of the serve shall be right back, right front, center front, left front, left back and center back,

At the moment of the serve:

- All players, except the server shall be within the team's playing area and may be in contact with the boundary lines or center line, but may not have any part of the body touching the floor outside of those lines.
- All players shall be in correct serving order. Each right side player should have at least part of one foot touching the floor closer to the right sideline than both feet of the center player in the corresponding row. Each left side player should have at least part of one foot touching the floor closer to the left sideline than both feet of the center player in the

corresponding row. Each back row player should have at least part of one foot touching behind the floor closer to the backline than both of the feet of the player in front of them.

- After the ball is contacted for the serve, players may move from their respective positions

When a loss of rally occurs, the team preparing to serve shall rotate clockwise one position. A point is awarded as this team rotates.

Section 9: Screening

Players on the serving team shall not take action to prevent receivers from seeing the contact of the serve or path of the served ball. Potential screens exist, but are not limited to:

- When a player on the serving team waves arms, jumps, moves sideways, or stands close to the server and the ball is served over the player
- When a group of two or more teammates stand close together and the ball is served directly over them.
- When a player stands at the net with their hands directly above their head. Hands may be no higher than the ears.

It is the receiving team responsibility to adjust if they are being screened.

The Serve

Section 10: Definition

A serve is contact with the ball to initiate play. The server shall hit the ball with one open hand, while the ball is held, or after it is released. The ball should be contacted within 5 seconds after the referee's signal to serve

The server shall serve from within the serving area

7-9 League- anywhere behind the 10-foot line, if the foot crosses the line it will be considered a foot fault. After 3 points received by one person in a row, points shall be awarded, but will be a sideout.

10-12 League- Each player will be allowed to serve at the shortened baseline, but once there are 3 good serves in a row, they will be required to move back to the baseline for the remainder of the rotation. It is the coach's responsibility to notify the players.

13-15 League- The server shall serve from behind the baseline at all times and may gain as many points in a row as he or she is capable of.

A team's service begins when a player assumes the right back position as the server and ends when a loss of rally is awarded.

A re-serve shall be called when the server releases the ball for service, and then drops it to the floor. The server is allowed a new 5 seconds for the re-serve attempt. Players must wait for the referee to blow the play dead, and then blow it again designating a re-serve attempt before they can serve.

- **The 13-15 League will be allowed only 1 re-serve attempt per rally.**
- **The 10-12 League will be allowed 2 re-serve attempts per rally.**
- **The 7-9 League will be allowed 3 re-serve attempts per rally.**

The first server of the game is the right back position. Thereafter, when a team is awarded a loss of rally, the player in the right front position rotates into the serving position

A team continues serving until it loses the rally or the game ends

The serve alternates when the serving team loses the rally

The team not serving first in the previous game of a match shall serve first in the next game

A serve is illegal and the ball remains dead if the server:

- Hits the ball illegally
- Is touching the end line or floor outside the serving area when the ball is contacted
- Does not contact the ball to serve within 5 seconds
- Is out of serving order or is from the wrong team
- Deliberately serves before the referee signals to begin service
- Releases the ball for service, then catches it or drops it to the floor more than the number of times allotted.

A served ball is a service fault and becomes dead when the ball:

- Does not legally cross the net
- Crosses the net not entirely between the antennas, or lands out of bounds
- Touches the ceiling or any obstructions

During Play

Section 11: Team Benches

All non-playing team members, including assistant coaches and other team personnel, shall be seated on the designated team bench during the game.

Section 12: Live and Dead Balls

A live ball is in play, from the moment the ball is legally contacted by the correct server until a dead ball occurs

A live ball becomes dead when:

- The ball touches the antennas or does not pass entirely between the net antennas and passes beyond the plane of the center line extension
- The ball lands out of bounds
- The ball contacts the ceiling or overhead obstruction and is not legally played next by the offending team
- The ball contacts the ceiling or overhead obstruction after the third hit
- The ball contacts a wall or ceiling obstruction, which is over a non-playable area
- The ball touches the floor
- The ball passes completely under the net

Section 13: Contacting the Ball

A contact is any touch of the ball by a player

A hit is a contact/ touch of the ball, which is counted as one of the team's 3 hits

A team shall not have more than three hits before the ball crosses onto the opponents playing area or is touched by the opponent

A ball is considered to have crossed the net when:

- It passes completely beyond the vertical plane of the net
- It is partially over the net and is contacted by an opponent
- No part of the ball has crossed the net and it is legally blocked

Simultaneous contact is more than one contact of the ball made at the same instant

Successive contacts of the ball are two or more separate attempts to play the ball by one player with no interrupting contact by a different player between the two plays. A player shall not have successive contacts of the ball unless there is:

- Simultaneous contact by teammates

- Simultaneous contact by opposing players
- Successive contacts by a player whose first contact is a block, then the second contact shall count as the first hit

Section 14: Player Actions

Pass- A play in which the ball is hit into the air so another player can get into position to contact the ball

- **Forearm Pass-** a controlled skill, generally used as a team's first hit in which the ball rebounds from the forearm of the receiver to a teammate
- **Overhead pass-** two handed finger action directing the ball
- **Set-** two hand finger action directing the ball to an attacker
- **Dig-** an underhand or overhand defensive saving skill in which the ball is contacted by the forearms, fists or hands

Attack- Is an action other than a block or a serve which directs the ball toward the opponent's side of the court. A team's third hit is always considered to be an attack. A completed attack occur the instant the ball completely crosses the vertical plane of the net or is legally blocked.

- **Spike-** an attack play in which the ball is forcibly hit into the opponents court with a one hand overhead motion
- **Tip-** a fingertip attack on the ball which directs the ball into other opponents court
- **Dump-** a fingertip attack most commonly used by a setter on the second hit to direct the ball into the opponents court
- **Overhead Pass-** two hand finger action directing the ball over the net

Block- the action of a player close to the net that deflects the attacking ball coming from the opponent by reaching higher than the top of the net at the moment of contact. A block may involve wrist action provided there is no prolonged contact

- **A blocker can reach above the net and cross planes to the other side of the court. The blocker can only block the ball during an attack. If the blocker interferes with a pass, it is a penalty and becomes a dead ball.**

A player may touch the floor across the centerline with one or both feet/ hands provided a part of the foot or hand remains on or above the centerline. Contacting the floor across the centerline with any other part of the body is illegal.

Section 15: Net Play

A ball contacting and crossing the net shall remain in play provided contact is entirely within the net antennas. A serve contacting and crossing the net shall remain in play provided that the ball is entirely within the net antennas

Recovering the ball hit into the net should be permitted

Blocking a served ball is NOT permitted

A net foul occurs while the ball is in play and a player contacts any part of the net including the net cables or antennas.

Section 16: Fouls

A foul is a failure to play as permitted by the rules

A double hit occurs when a player's successive or multiple contacts are illegal

A foot fault occurs when a player violates the serving area or centerline restrictions.

7-9 League will not play by this foul.

Section 17: Rotation

Players must remain in the same rotation at all times.

Players may enter into any position on the floor, but must then maintain the same rotation throughout.

Players may enter from the right or the left side of the court.

Section 18: Substitution (10-12 and 13-15 League ONLY)

A substitute player may enter the game in place of a player of the starting line-up and he/she can only be substituted by the same starting player.

7-9 League will rotate players in/out from the same spot on the floor

ALL PLAYERS MUST PLAY EQUALLY

To request a substitution:

- The head coach must visibly signal to the referee that substitution is desired. Once the signal is made the players will have 10 seconds to make the swap.
- The substitute may enter the substitution zone (the area near the sideline between the attack line and the center line)
- The referee recognizes the request and the substitutes shall immediately move to the sideline between the attack line and the centerline of that team's playing area.
- The player and substitute shall remain in the substitution zone until the referee releases them
- If multiple substitutions occur at one time, each substitute must stand behind one another until recognized individually

Substitution may be made during a timeout, but must be reported to the referee

The position of the substitute shall be that of the player replaced without changing the serving order as recorded on the score sheet

A team is allowed a maximum of 18 substitutions per game. Each player is allowed unlimited entries within the team limit

A re-entering player shall not return to the game during the same dead ball in which the player was replaced.

Conduct

Section 19: Definition

Unsportsmanlike conduct includes actions that are becoming to an ethical, fair and honorable individual. It consists of acts of deceit, disrespect or vulgarity and includes taunting.

No player or coach shall act in an unsporting manner while on or near the court before, during, or between games

It is considered a serious offense for any player or coach to use any form of tobacco product.

Coaches should remain seated on the bench during a game except to:

- Request a timeout or substitution during a dead ball
- Stand at the bench to greet a replaced player
- Confer with players during timeouts
- Spontaneously react to an outstanding play by a member of their team
- Confer with officials during specifically requested timeouts

- Clarify a call made by the referee (non-arguable)
- Attend to an injured player

A head coach may stand in the libero replacement zone during a dead ball to coach their players

Non-playing team members shall remain seated on the team bench except to:

- Spontaneously react to an outstanding play by a member of their team
- Stand at the bench to greet a replaced player, then immediately sit down

Unsportsmanlike conduct includes, but is not limited to:

- Use of disconcerting acts or words when an opponent is about to play the ball
- Entering the court while the ball is in play
- Attempting to influence a decision made by the referee
- Disrespectfully addressing a referee
- Questioning a referee judgment
- Disrespectfully addressing, baiting, or taunting anyone involved in the contest
- Holding unauthorized conferences
- Attempting to re-enter a disqualified player
- Illegally leaving the designated bench during the games
- Making any excessive requests designed to disrupt the game
- Abusing the re-serving rule
- Using profane or insulting language or taunting anyone involved in the contest
- Making contact with an opponent which is deemed unnecessary and which incites roughness
- Delay of Game

League Standings:

Standard tallies in both win and lose columns for all games (3 per week)

Seeding for the tournament will be based on the total number of wins/losses at the completion of the season.

In case more than one team has the same total score for wins/losses:

Compare overall head to head wins/losses...if a tie still

Compare the point differential during their matches... if a tie still

Compare entire season's point differential in all matches

REFEREES EXPECTATIONS:

- Referees must show up 15 minutes before the first game of the day.
- Make sure the equipment has been setup correctly before the day begins.
- Prepare Scorekeeper for substitution procedures and scoring.
- Meet with captains/coaches to go over any questions before each game
- Go over the rules with the captains
- The Captain and Head Coaches are the only people allowed to talk with the referee
- Home Captain decides which side they prefer
- Home Captain decides whether they or the other team will call the coin flip to decide who serves.
- Game is called.