

VALLEY YOUTH REC. VOLLEYBALL GAME

RULES - 2022

CENTER, DEL NORTE, MONTE VISTA, SANGRE, SARGENT, SAGUACHE, CREEDE
COURT AND NET SETUP

COURT SIZE

- 3RD/4TH GRADES STANDARD COURT SIZE
- 5TH/6TH GRADES STANDARD COURT SIZE

SERVING LINES

- 3RD/4TH GRADES BASKETBALL 3 POINT LINE (18'10" FROM NET)
- 5TH/6TH GRADES BASKETBALL FREE THROW LINE (24'9" FROM NET) *FOOT FAULTS WILL BE CALLED FROM THE VERY FIRST GAME!

NET HEIGHT

- 3RD/4TH GRADES HS REGULATION
- 5TH/6TH GRADES HS REGULATION

GAME BALL

- 3RD/4TH GRADES SOFTPLAY VOLLEYBALL
- 5TH/6TH Regulation VOLLEYBALL

UNIFORM/JEWELRY

- PLAYERS MUST WEAR GAME TEE SHIRT/UNIFORM WITH NUMBERS PROVIDED BY COMMUNITY COORDINATOR
- **KNEE PADS ARE REQUIRED FOR ALL PLAYERS**
- PLAYERS MAY NOT WEAR OBJECTS WHICH MAY CAUSE INJURY OR GIVE AN ARTIFICIAL ADVANTAGE TO THE PLAYER. **ABSOLUTELY NO JEWELRY** WILL BE ALLOWED, NO EXCEPTIONS.

COIN TOSS/GAME FORMAT/SCORING

- REFEREE WILL CONDUCT A COIN TOSS WITH A CAPTAIN FROM EACH TEAM. HOME TEAM AUTOMATICALLY PICKS SIDE. VISITING TEAM WILL CALL THE TOSS. IF THEY WIN THE TOSS THEY MAY CHOOSE TO SERVE OR RECEIVE. TEAMS WILL CHANGE TO THE OPPOSITE COURT, AND THE SERVE CHANGES HANDS FROM THE PREVIOUS SERVING TEAM FOR GAME TWO. IF A THIRD GAME IS PLAYED, A NEW COIN TOSS WILL TAKE PLACE WITH THE VISITING TEAM CALLING AND UPON WINNING THE TOSS, WILL PICK SERVE OR RECEIVE. HOME TEAM PICKS SIDE REGARDLESS OF THE OUTCOME OF THE TOSS.
- MATCH PLAY WILL CONSIST OF THE BEST 2 OUT OF 3 GAMES. THE FIRST TWO GAMES WILL BE TO 25 POINTS, WINNING BY 2 WITH A CAP OF 30, AND THE THIRD GAME IF NECESSARY, WILL BE TO 15 PTS, WINNING BY 2 WITH A CAP OF 17.
- ALL GAMES WILL BE PLAYED WITH RALLY SCORING WHERE A POINT IS SCORED ON EACH PLAY, EITHER DEFENSIVELY OR OFFENSIVELY.
- 3RD/4TH SERVER IS ALLOWED TO SERVE AND MAKE ONLY FIVE (5) POINTS. AFTER THAT, A REFEREE WILL CALL A SIDE OUT. THERE IS NO POINT AWARDED FOR THIS SIDE OUT. ● **THERE IS NO MINIMUM PLAYERS NEEDED TO BEGIN THE GAME...HOWEVER THE OPPOSITE SIDE DOES NOT HAVE TO PLAY WITH SAME NUMBER. THEY ARE ALLOWED TO PLAY WITH SIX REGARDLESS.**

LINE-UP/ROTATION/SUBSTITUTION

- THE LINE-UP OF PLAYERS IN SERVING ORDER WILL BE GIVEN TO THE SCOREKEEPER AFTER THE COIN TOSS AND AT LEAST FIVE (5) MINUTES PRIOR TO THE START OF THE MATCH.
- TEAMS DO ROTATE PRIOR TO THEIR FIRST SERVE. SO IF YOUR TEAM DOES NOT SERVE FIRST, THEY ARE REQUIRED TO ROTATE BEFORE THEY TAKE THEIR SERVE.

▪ **3RD/4TH GRADE** - WHEN ROTATING AFTER A SIDE-OUT OR A MAXIMUM NUMBER OF SERVES, A NEW PLAYER WILL ENTER THE BACK-ROW MIDDLE. THE PLAYER IN THE SERVICE POSITION (BACK-ROW, RIGHT) WILL SUB OUT. THE ROTATION DOES NOT CHANGE DURING THE MATCH. EACH PLAYER **MUST** BE IN THE ROTATION. NO OTHER SUBSTITUTIONS ARE ALLOWED OTHER THAN FOR AN INJURY.

▪ **5TH/6TH GRADE** – **SUBSTITUTIONS WILL BE MADE ACCORDING TO CHSAA RULES.** ▪ **5TH/6TH GRADE** – **PLAYERS MUST CHECK IN AS PER HS RULES**

▪ **TEAMS** FOUND TO BE OUT OF ROTATION ORDER AFTER THE SERVE WILL RECEIVE A WARNING ON THE FIRST VIOLATION. **PLAYERS** WILL BE PLACED IN THE CORRECT ORDER AND PLAY WILL RESUME. **SECOND VIOLATION** WILL RESULT IN LOSS OF THE BALL BY THE OFFENDING TEAM AND THE AWARD OF A POINT TO THE NON -OFFENDING TEAM. **ANY POINTS** SCORED BY THE INCORRECT SERVE WILL BE TAKEN OFF THE SCORE.

HITTING THE BALL DURING PLAY

▪ **PLAYING** THE BALL BACK TO THE OPPONENT ON THE FIRST TOUCH IS PERMITTED. ▪ **A** MAXIMUM OF THREE (3) TOUCHES ARE PERMITTED PER SIDE PER PLAY, WITH THE EXCEPTION OF THE TOUCH ON THE BLOCK, WHICH THEN PERMITS FOUR (4) TOUCHES.

▪ **THE** BALL MAY NOT BE CONTACTED BY THE SAME PLAYER TWICE CONSECUTIVELY WITH THE EXCEPTION OF A BLOCK.

▪ **IF** PLAYERS TOUCH THE BALL SIMULTANEOUSLY AT ANY TIME, IT WILL BE CONSIDERED ONE TOUCH AND THE PRIMARY TOUCHER MAY NOT TAKE THE NEXT TOUCH.

▪ **CARRIES AND/OR ILLEGAL HITS** WILL BE CALLED

PLAY AT THE NET

▪ **PLAYERS** MAY NOT TOUCH THE NET EXCEPT FOR LOOSE HAIR, SUCH AS PONYTAILS. ▪ **PLAYERS** MAY STEP ON OR HAVE A FOOT PARTIALLY ABOVE THE CENTER LINE. IF A FOOT OR

ANY PART OF THE BODY COMPLETELY CLEARS THE CENTER LINE AND GOES INTO THE OPPOSING COURT, A VIOLATION HAS OCCURRED.

▪ **ATTACKING (SPIKING) OR BLOCKING A SERVE** IS NOT ALLOWED

OVERHEAD OBSTRUCTIONS

▪ **A** BALL HITTING THE CEILING OR AN OVERHEAD OBSTRUCTION ABOVE A PLAYABLE AREA SHALL REMAIN IN PLAY PROVIDED THE BALL CONTACTS THE CEILING OR OBSTRUCTION ON THE SIDE OF THE NET EXTENDED THAT IS OCCUPIED BY THE TEAM THAT LAST PLAYED THE BALL IS LEGALLY HIT NEXT BY THE SAME TEAM. OTHERWISE, THE BALL WILL BE DECLARED DEAD AND A POINT WILL BE AWARDED TO THE OPPOSITE TEAM.

▪ **A** BALL HITTING THE FACE, SIDE OR BOTTOM OF THE BASKETBALL RIM WILL BE CONSIDERED IN PLAY SO LONG AS THE BALL IS ON THE SIDE OF THE TEAM THAT LAST PLAYED THE BALL.

LINESPERSON

▪ **3/4** ONLY REQUIRES ONE REFEREE AND **5/6** REQUIRES TWO REFEREES

▪ **EACH** TEAM WILL PROVIDE A LINESPERSON **13** YEARS OLD OR OLDER

▪ **THE** LINESPERSON WILL BE POSITIONED AT EACH CORNER OF THE COURT ON THE LEFT HAND BACK CORNER OPPOSITE THE SERVE. **THE** LINESPERSON DOES NOT CHANGE SIDES DURING PLAY. ▪ **THE** REFEREE HAS THE RIGHT TO OVERRULE A LINESPERSON AT ANY TIME.

OUT OF BOUNDS

▪ **A** BALL WILL BE CONSIDERED OUT-OF-BOUNDS IF IT TOUCHES THE WALL, OBJECTS MOUNTED ON THE WALL OR OBJECTS ON THE FLOOR OUTSIDE THE COURT.

▪ **TOUCHES** THE FLOOR OUTSIDE OF THE COURT'S BOUNDARY LINES REGARDLESS OF OVERHANGING OBJECTS.

▪ **TOUCHES** THE NET ANTENNAS.

▪ **DOES NOT** CROSS THE NET WITHIN THE ANTENNAS.

TIMEOUTS

- THERE ARE TWO (2) THIRTY (30) SECOND TIME OUTS ALLOWED PER INDIVIDUAL SET. NO ADDITIONAL TIMEOUTS WILL BE ALLOWED.
- IF THE REQUESTING TEAM IS SERVING, THE PENALTY FOR REQUESTING AN ADDITIONAL TIMEOUT WILL BE LOSS OF BALL AND A POINT AWARDED TO THE OPPOSING TEAM . IF THE REQUESTING TEAM IS NOT SERVING, A POINT WILL BE AWARDED TO THE OPPOSING TEAM.
- IF A PLAYER IS INJURED OR BLEEDING, AN OFFICIAL'S TIMEOUT IS TAKEN. THE WOUND MUST BE COVERED FOR A PLAYER TO RETURN TO THE COURT; AND IF THE BLOOD IS ON ANYTHING WORN BY THE PLAYER, IT EITHER MUST BE REMOVED OR REPLACED BEFORE THE PLAYER RETURNS. ▪ TIME ALLOWED BETWEEN THE GAMES WILL BE NO MORE THAN THREE (3) MINUTES.

REFEREE OVERSIGHT

- THE REFEREE WILL CONDUCT THE MATCH. ANY CALLS MADE BY THE REFEREE WILL NOT BE QUESTIONED DURING THE GAME. THE COACH MAY ASK A REFEREE DURING THE GAME TO REPEAT THE CALL OR EXPLAIN THE CALL, BUT MAY NOT ASK FOR JUSTIFICATION OF A CALL . THE COACH MAY ALSO REQUEST FROM THE REFEREE A LINEUP CHECK DURING THE GAME. DURING THE GAMES OF A MATCH THE DECISIONS OF THE REFEREE ARE FINAL.
- REFEREES MUST BE QUALIFIED, AND 16 YEARS OF AGE OR OLDER