

# Lawrence Parks & Recreation Youth Volleyball Game Rules



**Match play:** Will consist of 3 sets or 50 minutes, whichever comes first. Sets will be played to 25 points (win by 2) with a 27 point cap. There must be a minimum of 4 players to play a match.

**Start Play:** A coin flip will determine serve. The winner of the coin flip has the choice to serve or receive. The other team has choice of side. The team who serves in the first set one will receive in the second set. If time allows for a 3<sup>rd</sup> set the team that served the first set will serve.

- If the set is tied 26-26 the next point wins that set.

**Scoring:** Leagues will play with rally scoring. A point will be awarded in each service. Each team will need to provide a parent to do scoring/clock management.

**Term of Service:** Each server is allowed to serve if they win points for a maximum of three serves. After three successful winning serves, a team retains the serve but the next player in the rotation becomes the server. Serves may be underhand or overhand. During the first 2 Weeks of the season, each player will be allowed one re-serve after each successful serve during their term of service. This is to allow the player to become more proficient with the serving process. *Beginning the 3rd week of the season, each player will be allowed one re-serve per term of service, not for each serve.* On a toss, the ball can be caught, allowed to fall to the floor, or touched as long as the player does not attempt to serve the ball.

**4<sup>th</sup>/5<sup>th</sup> Grade League** - Players will be allowed to serve as close as 18'8" from the net.

**6<sup>th</sup>- 8<sup>th</sup> Grade League** - Players can serve up to the 6'6" hash mark (first hash mark from the back for the court)

## **Volley:**

1. Maximum of three hits per side.
2. Player may not hit the ball twice in succession.
3. Ball may be played off the net during a volley and on a serve.
4. A player may not block or attack a serve.
5. A ball touching the boundary line is considered in.

**Rotation:** All players must stay in the same rotation order. There will be a mandatory clockwise rotation each time the team gains the serve. Substitutes will enter the rotation at the center backcourt position. This applies to the first serve as well.

**Centerline:** A player is allowed to cross the centerline with any part of their body as long as they have a body part over the centerline and/or the player's body is not entirely across the centerline. In addition, the player cannot interfere with the play by the opposing team. Play will be stopped at the discretion of the official if there is a safety concern.

**Request for clarification:** A head coach can request to ask a question or for clarification on a play. To do this, the head coach must go to the attack line, raise their hand to the official, and wait for the official to grant their request. If granted, the official can call the coach over. This is not intended to be a challenge. We do not have video or line judges. All decisions made by the officials stand. The official is allowed to deny the request if they deem the requests not necessary or too frequent.

**Time outs:** Each team will receive one timeout per set. Timeouts cannot carry over from set to set. The timeout duration is 30 seconds. The clock will not stop during a timeout.

## **Net Height:**

4<sup>th</sup>/5<sup>th</sup> Grade - 7'

Middle School - 7'4 1/8"

**Jewelry:** ONLY small studs/post earring will be allowed. NO necklaces, bracelets or jewelry below the chin with the exception of a medical-alert or religious medal that must be secured and taped to the body. shall be taped small studs/post earring

**Knee pads are required.**

**Sportsmanship & Misconduct:** Zero tolerance for profanity, heckling, abusive language or gestures of harm by officials, coaches, players, or spectators. In any case, the game will be stopped and the person(s) involved will be asked to leave the premises before the game will resume. Any player or coach ejected from a game for any reason will draw an automatic one-game suspension.