



SPRING YOUTH VOLLEYBALL LEAGUE BYLAWS

Quick Rule Reference Guide

	Ball Size	Net Height	Serving Line
8u	Volley Lite	7'4"	Behind 10' Line
10u	Volley Lite	7'4"	Behind 15' Line
12u	Volley Lite	7'4"	Back Court Line
14u	Official	7'4"	Back Court Line

Coach Code of Conduct:

1. I will remember I am a youth sports coach, and that the youth sports experience should be enjoyable for players and their families, spectators, officials, and all others concerned.
2. I will place the emotional and physical wellbeing of my players ahead of personal desire to win.
3. I will not engage in negative discussions with any game official, player, parent, coach, spectator, or City of Mesquite employee.
4. I will be knowledgeable of the rules and the fundamentals of the game and do my best to teach them to my players.
5. I will see that any disputes are handled calmly and by the proper procedures and officials.
6. I will not allow my team's parents, family, and guests to act in a way that demonstrates disrespect for the game officials or any member of the opposing team's players, coaches, parents, or spectators.

Player Code of Conduct:

1. I will not argue with officials, coaches, parents and/or spectators during the game.
2. I will respect my teammates and opponents.
3. I will listen and show respect to what my coach asks of me.
4. I will not trash talk, including making fun of others.
5. I will always respect officials.
6. I will always have positive attitude.
7. I will show sportsmanship before, during and after practice and game play.

Parent Code of Conduct:

1. I will not force an unwilling child to participate in sports.
2. I will remember children participate in organized sports for their enjoyment, not mine.
3. I will encourage my child to always play by the rules.
4. I will turn defeat into victory by helping my child work toward skills improvement and good sportsmanship.
5. I will never ridicule or yell at my child for making a mistake or losing a game.
6. I will remember that children learn best by example. Applaud good plays by your team and by members of the opposing team.
7. I will not publicly question the official's judgement and/or honesty.
8. I will support all efforts to remove verbal and physical abuse from children's sporting activities.
9. I will recognize the values and importance of volunteer coaches. They give their time and resources to provide recreational activities for my child.

Discipline Actions:

The Mesquite Athletics Department reserves the right to suspend, expel, or terminate any member, guest, or program participant in the following situations

1. Failure to follow City of Mesquite behavior standards or from violation of any other posted, published, or communicated rules or policies at city recreational centers or programs/events.
2. If a person requires an inordinate amount of attention from the staff thereby causing inadequate levels of supervision for the remainder of the participants of the participants or members
3. If a person's behavior is determined to be inappropriate within the scope and spirit of the Mesquite Athletic Department's values.
4. Any verbal abuse or physical violence directed towards staff, officials, or our volunteer coaches.

Discipline Action Procedures:

1. If there is an incident during any game the official and/or gym monitor shall report the incident at the earliest time to the designated Athletics Department staff.
2. While an incident is being reviewed, involving parties may be suspended to allow all parties to cool off and ensure adequate time to reach a decision.
3. Any coach, player, or spectator that is ejected from a facility will have one minute to leave the gym and two minutes to leave the ground and will be suspended for one game, regardless of it being a season game or tournament game.
 - a. Should a player, coach or spectator be ejected on a 2nd occasion, the offender(s) will automatically be suspended for the remainder of the season. This includes involvement of the team (games & practices).
 - b. Coaches are required to report which parent was ejected to the Athletic Department.
4. Unsportsmanlike or disruptive behavior from spectators will warrant the following actions:
 - a. Warning will be issued by the official.
 - b. If the game is stopped a 2nd time, that parent(s) will be asked to leave.
 - c. If they are noncompliant then MPD will be called, and they will be escorted out.
 - d. If the staff feels that continuing the game poses a threat, the game will be called. The score at the suspension will be the final official score.
5. Any player, coach or spectator that is ejected from a tournament game will not be eligible to enter the gym for the remainder of the tournament.

6. *All requested refunds are subjected to review by the Athletics Department.*
7. Coaches must submit documentation to the Mesquite Athletics Department regarding disciplinary problems with players.

League and Divisions:

8u league – Consists of *girls* and *boys* who are at least 7 years of age and no more than 8 years of age as of September 1st of the current school year

10u league – Consists of *girls* and *boys* at least 9 years of age and no more than 10 years of age as of September 1st of the current school year

12u league – Consists of *girls* at least 10 years of age and no more than 12 years of age as of September 1st of the current school year

14u league – Consists of *girls* at least 13 years of age and no more than 14 years of age as of September 1st of the current school year

Coach Eligibility

1. Before each game, please present a coach's card ID and sign in with the staff member at the scorer's table or recreation center front desk.
2. Display player cards to the scorer's table.
3. Coaches will have until the Thursday before week 2 to add an assistant coach to the coaches' roster. After this time, all coaches' rosters will be frozen.
 - a. Only exception is if neither the head coach nor assistant coaches can be at the scheduled game.
 - b. Any additions must be approved by the Mesquite Athletics Department.
4. Each team is allowed a maximum of two (2) coaches on the bench.
5. Each team must provide a volunteer lineperson.

Player Eligibility

1. Players may play up one age division if both the parent/guardian and coach approve it.
2. Please note, 8u and 10u are co-ed leagues. 12u and 14u will separate into boys and girl's leagues.
3. Teams will have until Friday of the first week of practice to add players with approval of the Athletics Department.
 - a. The only exception would be to replace an injured player or if your roster drops below the minimum amount to start a game.
4. Participants may not play on more than one team in the same division.
5. Late registrants are not guaranteed placement on a team within their zip code.
6. *Only a coach can protest a player's eligibility.* If a coach protests a player's eligibility, then the player in questions coach will have two (2) business days to provide the birth certificate to the Mesquite Athletics Department. If the Athletics Department does not receive the birth certificate within two (2) business days, or the player has violated the rules, the following actions will happen:
 - a. The team will forfeit all games played with the illegal player on their team.
 - b. The coach will be suspended two (2) games for the first offence. On the second offence, the coach will be suspended the remainder of the season, including playoffs.
 - c. The ineligible player will be suspended from the league for the remainder of the season. A refund will NOT be given.

7. Participants are required to obtain a player card prior to the start of the season. Players must have their player card by the 1st game of the season, or they will not be eligible to play.

Player Uniforms, Player Equipment and Game Equipment

1. *Player Uniforms*

- a. Shorts must be identical in color to rest of the team.
- b. Each team will be provided jerseys by the Mesquite Athletics Department. Custom jerseys are permitted with proof of approval from all guardians on the roster. If a guardian declines custom made jerseys, your team must use the jerseys provided by the Mesquite Athletics Department.
 - i. If t-shirts are worn underneath, they must be identical in color to the rest of the team.
- c. Coaches will be notified once the jerseys are read for pick-up. Any jerseys not picked up will be available by contacting the Mesquite Athletics Department.

2. *Player Equipment*

- a. Knee pads are not required, but are highly recommended
- b. Athletic type shoes with non-marking soles are required.
- c. Knee and ankle braces are permitted but all exposed hinges must be covered.
- d. NO hard or soft casts allowed
- e. Rubber, cloth, or elastic bands may be used to control hair. Hard items including, but not limited to, beads barrettes and bobby pins, are prohibited.
- f. NO jewelry. Jewelry that is taped down will not be allowed
 - i. Religious and medical-alert medals are not considered jewelry. These items may be worn but must be taped down.
- g. Anything on the wrist other than sweat bands are prohibited.

Practices

1. The Athletics Department will provide each team a maximum of two (2) fifty-minute practices per week that can be divided up or used back-to-back.
2. Any participate who misses practice, without a satisfactory excuse, may be held out of the next game with the Mesquite Athletic Departments approval. To exercise this option, the coach must notify the Athletics Department, in writing, at the time of each missed practice, and give the name of the absent player.

Game Format

1. A coin toss at the beginning of the match will determine which team receives the first serve OR choice of side for the first set. The loser of the coin toss receives the remaining option. In the event of a third set of the game, a second coin toss will determine the choice of first serve OR side.
2. **Pregame:** each team will be allowed at least five (5) minutes to warm up. The last minuet of warm-ups will be practice serving on both sides of the court.
3. **Game:** consists of the best 2 out of 3 sets. Rally scoring will be used. All matches will be scheduled for fifty (50) minutes. If a team is ahead by one (1) point or more by the end of time, the team that is ahead will receive the win. If the game is tied when time runs out, the next team to score will receive the win. If the first two sets are won by the same team, the third set can still be played as a practice so long as there is still time left.

4. **Set:** consists of twenty-five (25) points. A team can only win a set with a score of twenty-five (25) and must have a two (2) point advantage. If a third set is necessary, it will be played to fifteen (15) and still require a two (2) point advantage to win.
5. **Game time is forfeit time:** a team must have a minimum of five players to start a game. Only the first set will be forfeited at game time. The second set will be forfeited fifteen (15) minutes after game time. The third set will be forfeited thirty (30) minutes after game time.
 - a. *A double forfeit will occur when neither team has five players. If a team forfeits, they will receive a score of 10-25.*

Serving

1. **8u:** from the 10' foot line. A player can only score 5 points in a row on their serve. After 5 consecutive points, the serve then goes over to the other team, unless its game point, then the server can continue to serve a 6th time.
2. **10u:** from the 15' foot line. A player can only score 5 points in a row on their serve. After 5 consecutive points, the serve then goes over to the other team, unless its game point, then the server can continue to serve a 6th time.
3. **12u:** from the back court line. The server shall have 5 seconds after the official's whistle is sounded. A player can only score 5 points in a row on their serve. After 5 consecutive points, the serve then goes over to the other team, unless its game point, then the server can continue to serve a 6th time.
4. **14u:** from the back court line. Players have unlimited serves. The server shall have 5 seconds after the official's whistle is sounded.
5. Must be served behind the designated end line for each league and may be hit in any manner with the server's hand. Overhand, underhand, and sidearm serves are allowed if contact is legal. The server will have one attempt to serve the ball. A 2nd attempt will be allowed IF the ball is caught before it hits the ground, OR if it falls to the ground without being touched.
6. The ball cannot be served until the official has blown the ready for play whistle and indicated the signal.
7. It is illegal to block or spike a serve.
8. *The served ball is a service fault when:*
 - a. The ball does not legal cross the net. If the ball touches the net, and then goes over, the serve is good.
 - b. The ball touches one of the server's teammates.
 - c. The ball touches the floor on the server's side of the net.
 - d. The ball does not cross the net entirely between the net antennas or lands out of bounds.
 - e. The ball touches the ceiling or any obstruction.
9. If any part of the ball contacts the boundary lines, it is considered in.
 - a. *The ball is considered out-of-bounds if:*
 - i. Touches any part of the walls.
 - ii. Strikes the ceiling on the opponent's side.
 - iii. Strikes an overhead obstruction above a playable area of the opponent side.
 - iv. Strikes a basketball goal or divider curtain.
10. Teams that have less than six (6) total players to start a game shall use a "ghost rotation". During the rotation of serving, the "ghost server" will be an automatic point for the opponent. When or if the 6th player shows to the game, she/he can sub into the "ghost" position during the next dead ball situation.

Playing the Ball:

1. Contact with the net by a player is a fault.
2. A ball may be played out of the net provided that a team still has at least one of its three hits remaining.
3. Only front-row players are permitted to complete a block. Blocks do not count as team hits.
4. Only front row players may attack the ball in the front row.
5. Back row attackers who attack the ball must jump from behind the 10' line.

League Games/Playoffs Tiebreakers

1. A seven-game season will be played to determine the seed of each team entering a single elimination tournament. Teams will be ranked according to their records. All teams qualify for the tournament. The tournament determines each Division City Champion.
2. *Tiebreaker*
 - a. Teams that are tied will be grouped together and a tie breaking procedure will be conducted. The procedure for which ties will be broken for seeding/playoff purposes is in the following order:
 - i. Head-to-head competition
 - ii. Total points scored for all league games
 - iii. Point differential
 - iv. Coin flip
 - b. **No additional games will be played to break ties.**

Awards

- 1st and 2nd place league awards.
- 1st and 2nd place tournament awards.

Governing Bodies

- NFHS and TAAF rules will apply when not noted within the Mesquite Youth Volleyball League By-Laws.
- **Once the league and tournament schedules have been released, they will not be changed with the Director of Parks and Recreation's approval.**