



Cultural & Community Services

2025-2026 Volleyball Rulebook

REVISED 8/25/25
Changes are indicated in red

**305 West Third Street
Oxnard, CA 93030
(805) 385-7995**

League Schedule and Standings: <http://www.teamsideline.com/oxnard>

General Rules

I. The league coordinator will have jurisdiction over all the rules and regulations herein not covered.

- A. In the event the league coordinator is not on-site or contactable, a recreation specialist will have jurisdiction over all the rules and regulations herein not covered.

II. Registration

- A. In order to register, teams must submit the YOUTH SPORTS LEAGUE REGISTRATION INFORMATION and a YOUTH SPORTS ROSTER at the City of Oxnard's Cultural and Community Services office.
- B. In order to participate, all players must have the following forms signed with ink and returned to the City of Oxnard's Cultural and Community Services office by September 8th:

- 1. MINOR RELEASE FORM, AND CODE OF CONDUCT.

C. Only players and coaches on the official roster may be on the bench.

- 1. Sports rosters have a max of 15 players for the Mighty Mite and 2nd grade divisions in ALL sports, as well as 3rd grade and up with the exception of flag football having up to 20 players on their roster .
 - 2. Injured players may sit on the bench only if they are dressed in their casual clothing.
 - 3. All children sitting on the bench must be listed on the official roster. If the child is not listed on the official roster, the child is NOT permitted to sit on the bench.
 - 4. If a coach has their own child attending a game (due to a child care situation), Specialists, Coordinators or the Supervisor will manage each situation on a case by case basis.

D. All Coaches must be background checked through the City of Oxnard.

- 1. Coaches must be cleared through the City of Oxnard in order to be on the bench with the team.
 - 2. Coaches, once cleared, will receive a coach's badge with their photo.
 - 3. Cleared coaches must display their badges at each and every game in order to participate.
 - 4. Coaches who do not have their badges on will not be permitted to coach the game, and lose sportsmanship points for the team
 - 5. Head coaches must be at least 18 years or older.
 - 6. A team is allotted 3 coaches per team (one head coach and two assistant coaches).

- E. No player may participate if they reach age 15 prior to December 31.

F. Division Placement

- 1. Eligibility Requirement:** All participants must be placed in the division that aligns with their current age and/or grade level as defined by the program's eligibility chart.
- 2. Playing Up:** Participant's parent or guardian, or coach may request the participant/s to participate in the next higher division ("playing up") if deemed appropriate and approved by program staff.
- 3. Playing Down:** Participants are not permitted to participate in a younger or lower division ("playing down") under any circumstances.

a) Example:

(1) A 9-year-old participant eligible for the 3rd/4th Grade Division ages 9–10 or grade level 3rd/4th may request to play in the 5th Grade Division (ages 11–12).

(2) The same participant may not register in the 2nd Grade Division (ages 7–8).

G. The last day to withdraw from the 2025 Fall Sports season is September 8, 2025. Failure to do so will result in no refund. Please contact Juliet Morales at juliet.morales@oxnard.org for information regarding withdrawing from the season.

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III. Adding/ Dropping From the Official Roster

A. ADD / DROPS will be allowed up until the start of your 2nd game

- 1. Requests to amend a roster must be requested on the ADD/ DROP FORM linked below:**

a) [ADD / DROP Athlete Form](#)

2. All added players must have completed all necessary paperwork forms prior to their second scheduled game.
3. Changes will not be accepted at game time, the office must have all needed paperwork.

IV. Youth Sports Sportsmanship Program

- A. The sportsmanship system is put in place to maintain a fun, positive, and recreational environment.
- B. Teams are expected to demonstrate good sportsmanship at all times.
- C. A team's sportsmanship is demonstrated by players, fans, and coaches.

- D. Sportsmanship does not take place only in the game but also before and after the game.
- E. The head coach and assistant coaches must support and influence good sportsmanship, high moral standards, and are responsible for the conduct and acts of themselves, their players, and their spectators.
 - 1. This includes but is not limited to unsportsmanlike disagreements with officials.
 - 2. Coach may be penalized for actions of their spectators (up to and including ejection)
- F. **Sportsmanship points will be on a 1 to 3 scale per category. The three categories are players, coaches, and spectators.**
 - 1. **The total number of sportsmanship points awarded per game is 9.**
 - 2. **The minimum sportsmanship points that can be awarded is a 3.**
 - 3. **The rating breakdown is as follows.**
 - a) **1 Sportsmanship Point (Unacceptable / Poor) Awarded per Category: Ejections, foul language, physical altercation, aggressive behavior towards opposing players, coaches, officials, City staff and/or spectators, failure to adhere to multiple verbal warnings, etc.**
 - b) **2 Sportsmanship Points (Acceptable / Fair) Awarded per Category: Player, coach or spectator infractions, persistent infringement, leaving untidy bench area, leaving the coach's technical area, verbal warnings with corrective behavior, minor Code of Conduct violations, missing coach's badges, missing or improper uniforms, etc.**
 - c) **3 Sportsmanship Points (Great) Awarded per Category: Arrived on time, team is in correct uniform, followed all rules and Code of Conduct, coach's badge is present, courteous to opposing team, City staff, officials and spectators, clean bench area, etc.**

V. Code of Conduct

- A. The Head Coach and Assistant Coach/es agree to support and influence good sportsmanship, high moral standards, and be responsible for the conduct and acts of themselves, their players, and their spectators.
- B. Penalties for violating Code of Conduct Rules:
 - 1. Depending on the seriousness of the infraction, disciplinary actions may include a formal warning, ejection from the game, suspensions, and/or expulsions from the league.
 - 2. Any player, coach, or spectator displaying unsportsmanlike conduct may be ejected from the game.

- a) If the person who committed the violation does not leave when asked to do so, the team responsible for the infraction will be charged with a forfeit, suspension(s), and/or expulsions from the league.
 - b) Profanity or vulgar language will not be tolerated and receive an automatic ejection
- C. Ejections may be issued to any individual (coaches, players, spectators).
 - 1. An individual who receives an ejection must leave the facility immediately and adhere to the City's "Out of Sound, Out of Sight" policy.
 - 2. Any ejection(s) also carry a minimum of one game suspension to be served at the next scheduled game. Furthermore any individual(s) ejected may not attend any other City of Oxnard sports programming until their suspension has been served.
 - 3. Ejections may be issued for, but may not be limited to, the following infractions:
 - a) Profanity
 - b) Any kind of threat
 - c) Excessive reaction to game play or an official's call.
 - d) Repeated violations of the Code of Conduct form.
 - e) Any combination of technical fouls and flagrant fouls where the total number of them equals two (2)

VI. Tie Breaker Rules

- A. In the event that two or more teams are tied at the end of league play, the following tie breaker rules will be used (whether all teams in your division played against each other in the regular season):
 - 1. Sportsmanship Points**
 - 2. Head-to-Head Record
 - 3. Head-to-Head Points Differential **(ALL SPORTS)**
 - 4. Total Points Allowed in the Head-to-Head Game(s)
 - 5. Total Points Scored in the Head-to-Head Game(s)
 - 6. Total Points Allowed during the Regular Season
 - 7. Total Points Scored during the Regular Season
 - 8. Coin Toss by League Administrators

VII. Forfeits

- A. Game time is forfeit time.

- B. Late arrivals may enter the game after the coach has notified the scorekeeper of the players' arrival. Players who show up late must still meet the minimum play requirements. Failure to do so will result in a forfeit.**
- C. If players need to leave early during game time, and do not meet the minimum play rule will also result in a forfeit.**
- D. Rescheduling games will be considered on a case-by-case basis, but is not guaranteed.
- E. In the event a team needs to forfeit, the team must notify a League Administrator 24 hrs in advance. **Failure to do so will result in loss of sportsmanship points for your team.**

VIII. Protests

- A. All protests must be made prior to the end of the game. Procedures for protesting:
 - 1. Coaches must inform the referee.
 - 2. The referee will notify the opposing team and the scorekeeper.
 - 3. Coaches must submit a written protest to one of the League Administrators (Specialists, Coordinators, or Supervisor) within two working days of the protest, citing from our City Rulebook which rule is under protest.
 - 4. The League Administrators will make a ruling as soon as possible.
- B. Judgment calls are NOT protestable.

IX. Miscellaneous

- A. No hard hair accessories
 - 1. Exceptions may be made on a case-by-case basis.
- B. No jewelry.
 - 1. Tape may not be used to cover jewelry.
 - 2. Exceptions may be made on a case-by-case basis.
- C. False nails are not permitted and natural nails must be cut to the length of a finger.
- D. No shorts with pockets
 - 1. Tape may be used to close pockets. **Repeated violations will result in loss of sportsmanship points**
- E. The player's school grade is the sole criteria for determining his/her division.
 - 1. A player may play up one division, but may only play for one grade level
 - a) example: a 3rd/4th grade player may move up to 5th/6th grade division, but must choose one or the other play on.
- F. The City of Oxnard does not offer coed teams for 3rd - 8th grade
 - 1. Exception: Up to two girls may participate on a boys team if a school does not offer a girls team in that sport.

G. Youth Sports Uniform

1. Teams must have uniforms of matching color schemes.
2. If both teams have reversible uniforms, the home team will use the light side of the jersey and the guest team will use the dark. The head official reserves the right to ask for adjustments in the best interest of an equitable game.
3. If only one team has a reversible top then the head official will have that team reverse their uniform. Time will be provided for the team to change their tops.
4. If there are no reversible jerseys from either team, one team will wear pinnies
 - a) **Home team is responsible for bringing alternate color uniforms or pinnies.**
5. Referees will use the predominant color on the uniforms/ pinnies to identify calls.
 - a) For example, if one team is blue with stripes, and the other team has red uniforms with stripes then the officials will use blue and red to identify the teams.
6. Violation(s) of the uniform policies may result in infractions and/or being prohibited from entering the game.
 - a) **Failure to provide alternate color uniforms/pinnies will result in a loss of sportsmanship points.**

H. Cheerleading Programs

1. The City of Oxnard does not offer any form of official cheerleading competitions.
2. The City does allow cheerleading programs to be present and support their team, however the following conditions will apply in such cases:
 - a) **Cheerleaders must be accompanied by a school representative or coach.**
 - b) **Stunts (towers, flips, pyramids, tumbling, etc.) are not permitted before, during or after the game.**
 - c) Cheerleaders and their coaches are considered equals to any other spectator. No special seating arrangements will be honored at any time at any sporting event. Seating is limited and based on a first come first served basis.
 - d) Chants must be positive in nature and may not be directed at anyone other than their own team.
 - e) Performances may not be done during timeouts, but may be permitted during half time intermissions only if the performance does not disturb either team from using the court/field to warm up and/or delays the restart of the game.

- f) The League Administrator on-site reserves the right to allow or disallow cheerleading programs from entering the playing court/field.
- g) As with any spectators, teams are subject to disciplinary action should their cheerleading program violate the City of Oxnard's code of conduct or conditions included herein.

Volleyball

****With the exception of the following modifications, current CIF Rules will govern League play.****

I. Divisions

SPRING 2026

Boys 7th & 8th Grade

Boys 6th Grade

Boys 5th Grade

FALL 2025

Girls 7th and 8th Grade

Girls 6th Grade

Girls 5th Grade

II. Playing Court and Equipment

A. Playing Court

1. The playing court dimensions shall be 60' long by 30' wide.
2. An unencumbered area for play of at least 10' should surround the court.
 - a) If less area is available, one foot may cross the server's line when serving.

B. Net Height

1. The height of the net shall be:
 - a) Boys Division 7th & 8th shall be set at seven feet (7 ft.) eight inches (8 in.).
 - b) All Girls Divisions and 5th & 6th grade boys Shall be set at seven feet (7 ft.) four inches (4 in.).

C. Volleyball

1. Rubber, leather or synthetic leather volleyballs may be used
2. The City of Oxnard will provide all warm up balls and the game ball.

D. Athletic shoes must be worn by all participants.

E. Casts (plastic or other hard substance in its final form) may not be worn during the game.

F. Exposed jewelry such as wrist watches, bracelets, large or loop earring, hair accessories, and neck chains may not be worn during the game.

1. Jewelry may not be taped to the body.
2. Medical alert bracelets or necklaces are not considered jewelry, but if worn, must be taped to the body.

G. False nails are not permitted and natural nails must be cut to the length of finger.

H. Uniform tops must all match color schemes and have a number.

I. Uniform bottoms must be shorts and may not have pockets.

III. Players and Substitutions

- A. A team may compete with only five (5) players on the court but must play six (6) if they are on the line up card and present.

B. Minimum play rule

- 1. **In all matches, each player must play in one of the first two games. A starting player must remain in the game until one of the teams scores 11 points.**
- 2. **A player who is subbed in at the 11 point mark must play until one of the teams scores 22 points.**
- 3. **Once a player has played their minimum time, free substitutions may be used thereafter within the same group of players throughout the game.**
 - a) **Player groups may be switched for the next game.**

- C. Rotation of substitutes will be allowed on a side out as the players rotate.

- 1. The previous right front player goes out and the new player comes into the serve position.
- 2. Players must rotate in the same order that is listed on the official lineup card.

- D. Coaches can make a one on one (1 on 1) substitution.

- E. A player who has not previously entered the game may substitute in for any player **who has already satisfied the minimum play rule.**

- F. A re-entering player shall assume the original position in relation to the other teammates in the serving order.

- 1. Example: #6 is in the game, #3 comes in to replace #6, if #6 re-enters the Game, it must be for #3.

- G. A player may be substituted in any time the ball is declared “dead”.

IV. Scoring and timeouts

- A. Rally scoring will be used.
- B. First team to make twenty-five (25) points (cap) will be declared the winner of the game.
- C. Winning two (2) out of three (3) games wins the match.
- D. If a third game is played, the first team to reach fifteen (15) points will be the winner.
- E. Two (2) time-outs per game. (60 seconds)
 - 1. No additional time-outs during an extended game.

V. Game

- A. Warm-up time is ten (10) minutes.
 - 1. Both teams will enter court and be granted an eight (8) minute general warm- up
 - 2. After general warm up, both teams will serve for two (2) minutes.
- B. Game time is forfeit time.
 - 1. If a team is not ready to play after warm ups are completed, the match will result in a forfeit.
- C. Coaches shall be seated at all times on the bench except to substitute a player, to request a time out, to replace a disqualified or injured player, to attend to an injured player when beckoned onto the court by an official, or to rise during a time out or intermission between games. **Violation of this will result in loss of sportsmanship points.**
- D. The server shall have ten (10) seconds to serve the ball after the referee's signal to serve.
- E. Liberos are not permitted**
- F. Attacking the serve is not permitted**
- G. All let serves are permitted.**

Contact Us

Oxnard Team Sideline webpage:

<https://teamsideline.com/Oxnard>

Recreation Specialists

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Office hours

Monday- Thursday: 8am to 6pm

Friday: 8am to 5pm

(Closed every other Friday)