

BIG CHICAGO VOLLEYBALL RULES

FORFEITS

A 24-hour notice is required if a team is not able to make a game.

If less than 24-hour notice is given, the other coach has the option to take a win by forfeit or to reschedule the game.

If the coaches are unable to schedule a make-up game, the team originally not able to play will be charged with a forfeit.

SCORING

- Rally scoring will be used.
- Each match will consist of the best two out of three sets.
- First two sets: first team to score 25 (must win by 2 or be the first to 30) wins. Third set (if necessary): first team to 15 (win by 2 or first to 20) wins.

TEAMS/PLAYERS/SUBS

- Teams must start and finish games with no less than 5 players (in which case a sideout and point will be awarded during the “ghost” serve).
- Captains (2 max) must attend the coin toss prior **to the game** to determine serve and sides. A second coin toss will take place prior to the 3rd set if necessary.
- Each team is allowed two 30-second timeouts during the first two sets (no carry over). During the 3rd set, each team will be allowed one timeout.
- Substitutions must first be allowed by the referee and completed at the sideline between the net and the ten foot line. Players may only re-enter in their original spot in the order.

GAME PLAY

- **Net height is 7 ft and 4 ¼ inches for all volleyball games.**
- Any ball that hits the ceiling, overhead light, etc., and returns to the side responsible for hitting the obstruction, is still in play. If the ball hits the obstruction and enters the opponent’s side, play will be stopped and a point will be awarded to the opponent.
- The ball is considered out of bounds when hitting any side walls.
- Teams will line up and shake hands across the net after games.
- Coaches are responsible for the actions of their players and fans.
- No jewelry allowed.
- Benches reserved for coaches and dressed players only.
- Head to head competition will determine all ties.
- All other IHSA rules are applicable.
- **On a serve, defensive players are not allowed to leave their feet to defend or attack the net.**

PLAYOFFS

- 5th/6th Boys: Top 4 Teams Advance
- 7th/8th Boys: Top 6 Teams Advance

TIE-BREAKER

1. Winning Percentage
2. Head To Head
3. Head To Head Differential
4. Total Pts For
5. Total Pts Against
6. Total Pts Differential
7. Lowest Number of Forfeits
8. Coin Toss

LIBERO

- **The Libero is a defensive specialist. Why would a Kidsports team use a libero?**
 - **Utilize a player who has exceptional back row skills.**
 - **Give a defensive specialist/smaller player a chance to play more than ½ of the game if they don't play front row.**
 - **Start to learn the high-school game/rules.**
 - **The libero CAN:**
 - **Substitute for any back row position**
 - **Serve from one spot in the rotation**
 - **Sub out/Sub in on the same possession**
 - **The libero CANNOT:**
 - **Attack above the net anywhere on the court**
 - **Set the ball overhand from in front of the 10 ft. line resulting in an attack**
 - **Play the front row**
 - **Libero Procedure:**
 - **Designate the Libero in the starting line-up**
 - **Libero must wear a different color jersey (or a penny)**
 - **The Libero substitutes freely and immediately after a play without stopping at the net (as with formal substitutions).**
 - **The libero and the player she is replacing must both exit and enter the court behind the 10' line.**

