



## YOUTH VOLLEYBALL RULES & REGULATIONS ALL DIVISIONS 2019

### Equipment:

1. Aurora Parks and Recreation will furnish volleyball, uniforms and other necessary equipment. Knee pads are required but not provided.
2. Game ball sizes are listed below:
  - 1<sup>st</sup>-2<sup>nd</sup> Volley Lite
  - 3<sup>rd</sup>-4<sup>th</sup> Volley Lite
  - 5<sup>th</sup>-6<sup>th</sup> Volley Lite
  - 7<sup>th</sup>-9<sup>th</sup> Regulation
3. Net height will be as follows:
  - 1<sup>st</sup>-4<sup>th</sup> - 6 ft 6 in
  - 5<sup>th</sup>-9<sup>th</sup> - 7 ft

### Practice:

1. Each team has been assigned a practice schedule – one practice per week in the evenings.

### Uniforms:

1. Aurora Parks and Recreation will provide game shirts for each registered player.
2. No Jewelry is permitted to be worn during practices or games. This includes necklaces, earrings, studs, bracelets, etc. Medical identification bracelets are permitted but must be covered with athletic tape. Hair control devices may be worn, but must be made of soft material. This is a safety issue! If the player just had their ears pierced, the stud **MUST** be covered completely with athletic tape before participating.
3. Knee pads are required.

### Participation:

All players must play an equal amount of time.

1. Any player that cannot meet participation rules to do injury or illness must be reported to game officials immediately.
2. If a team cannot field at least five players, they may borrow a player or two from the other team so the kids can still play, but the game will be considered a forfeit in the books
3. Referees and league officials have the right to stop the game so corrections can be made.

### Sportsmanship and Fair Play:

1. Every effort must be made by coaches, parents and players to cooperate with officials and league personnel.
2. Prior to and during each game all coaches are required to promote fair play and sportsmanship.

3. Coaches are not permitted on the court during a game. Coaches may sit on the team bench or stand in front of their respective team bench during a game.
4. Any player, coach or spectator demonstrating poor sportsmanship will be asked to leave the gym with possible suspension.
5. Please do not argue a call or disrespect a game official.

**Scorekeeping and Standings:**

1. Score will be maintained during the game.
2. Standings will not be recorded for the 1st-2nd grade league.
3. Standings will be kept for an end of the year tournament for grades 3rd-8th.
4. Scoring will be recorded by match play. A match consists of a maximum of 3 games.

**Length of Game:**

1. Court time shall last one hour.
2. 10 minutes will be allotted at the beginning of the hour for warm-up time. Game will start immediately following the warm-up.
3. The number of games played is not limited; however, all games shall end prior to the scheduled start time of the next game. A match consists of a maximum of 3 games.

**Game Rules:**

1. Coaches and officials should meet prior to each game to discuss participation and playing rules. A coin toss shall determine who will have 1<sup>st</sup> serve. The team who does NOT have 1<sup>st</sup> serve of the game will rotate into the serve.
2. All leagues play under the rules of the Ohio High School Athletic Association OHSAA unless otherwise stated here.
3. No protests will be heard. Decisions by referees or league officials stand.
4. League officials, including referees, have the right to rule on anything not covered below.
5. PLEASE RESPECT THE FACILITIES AND MAKE SURE ALL PLAYERS, FANS, AND SIBLINGS STAY IN THE GYM BEFORE, DURING AND AFTER THE GAME.

**Rotation/Service Order:**

1. Coaches must submit the service order (the order the players will come to serve) to the scorekeeper prior to the game. (See ex. at end).
2. The service order must be maintained throughout a game. You may make changes to the service order only at the start of a new game. In the event of a player showing up late, he/she will be placed at the bottom of the order list if the team has not made it through the rotation a full time. If the team is starting on their 2<sup>nd</sup> time through, that player will be put in as the 'next' server and inserted accordingly.
3. In order to maintain equal playing time, the serving teams will rotate a player into the service position each time possession of the serve changes.

## **Playing Rules:**

1. The number of players on the court is six. Rotation is always clockwise with the exception of the 1<sup>st</sup> serve of the game.
2. Rally scoring shall be used (a point is awarded on each serve, either to the offensive or defensive team).
3. Games shall be played to 25 points. 3<sup>rd</sup> game tiebreaker played to 15. Teams must win by 2 points.
4. Time outs: Two time outs are allowed per game.
5. Ceiling Rule: If the ball hits the ceiling after being struck by a player, it may be played by the same team provided the ball remains on that team's side of the court. A point shall be awarded to the opposing team if a player strikes the ball and it hits the ceiling on the opponent's side of the court.
6. Service Rule: All serves must be made behind the appropriate line according to age group. Servers are allowed to move laterally behind the appropriate service line to place their serve.

**1st-2nd:** Both underhand and overhand serves must be made behind the 10' (attack) line.

**3rd-4th:** Underhand serves must be made behind the 10' (attack) line. Overhand serves must be made no more than 6' in from the back service line. (At most courts, this will be the basketball free throw line, extended to each side of the volleyball court.)

**5th-6th:** Both underhand and overhand serves must be made behind the service line.

**7th-8th:** Both underhand and overhand serves must be made behind the service line.

Net serves: If the serve hits the net it is playable on the defensive side. If the ball remains on the server's side of the court, no re-serve shall be awarded. A point and the serve will be awarded to the defense. A re-serve shall be awarded to any player if that player does not attempt to serve on a bad toss. Only 1 re-serve will be awarded per time of service (that servers' turn that time).

7. A maximum of 4 service points may be recorded by one player. For players in grades 1-4, if a player serves 4 consecutive points, the serving team surrenders the serve to the opposing team. The opposing team will rotate and serve. For players in grades 5-8, if a player serves 4 consecutive points, the service team must rotate to the next player, who continues serving until the serve is lost (or until that player serves 4 consecutive points).
8. Each team shall designate one line judge. The line judge can be a player, parent or older sibling. Referees have final say on the calls.