

Youth Sports League of Redwood City
Volleyball Rules 2008
Revised 9.15.08

Playing Time requirement (6th-8th Grade):

1. Players are required to play one complete game.
 - a. 12 players- The team will be split into two squads and each squad will play one complete game. (No substitutions.)
 - b. Less than 12 players—6 players will play the first game (no substitutions) and the remaining players will play the complete second game. The additional players needed for the second game will be left up to the coach's discretion.
 - c. More than 12 players—The team will be divided into two squads. One group will play the first game and the other group will play the second game. Any squad with more than 6 players will use a continuous rotation. The server will rotate out and the new player will rotate in as the center back player.
 - d. If the match requires a 3rd game, the coach will have full discretion with regards to playing time and substitutions (which will be unlimited).
 - e. If a player is sitting out due to disciplinary issues, the scorekeeper and opposing coach must be notified prior to the start of the match.

**Rosters, with names and numbers, must be given to the scorekeeper
10 minutes prior to your game time.**

Game Times/Equipment:

1. There will be a 5 minute grace period for the first match only. After the first match, "Game time is forfeit time."
2. All equipment used at Red Morton must remain at Red Morton.
3. There will be a 10 minute warm-up between matches. The 10 minutes will begin at the end of the previous match. If there is more than 10 minutes between matches, the match will start at its scheduled time.
4. Each team must provide a line judge.

Pre-Match Conference:

1. The coach and captain from each team shall attend the pre-match conference with the referee. A coin toss shall be conducted prior to the first game of the match; the visiting captain shall call the toss. The winner will choose to serve/receive or playing area. In the event that a 3rd and deciding game is needed, the home team will call the toss and the winner will decide to serve/receive or playing area. HOME TEAM is listed first on the schedule.

Players:

1. (6) players maximum and (4) players minimum to start a game. Any team with less than 4 players will forfeit the game.
2. Appropriate Shoes are required. No jeans allowed.
3. Wristbands are illegal.
4. Players must wear team uniform to play. Players will not be allowed to participate without proper uniform top.
5. Knee pads and shorts are recommended.
6. Players cannot wear jewelry of any kind: including barrettes, pins, and earrings.

Serving:

1. A “let” serve is in play and legal.
2. Players are allowed to serve the ball underhand or overhand. The ball may not be bounced or dropped, then struck.
3. Sixth grade players will be allowed to serve from a line six feet in from the baseline.
4. The serve may be received with a set or a forearm pass.
5. The server may not contact the end line until after the ball has been served. Once contact is made, the server and other players on the court may move. Server may attempt a serve from any position on the baseline.
6. A re-serve shall be called when the server releases the ball for service and then catches or drops the ball. The referee shall cancel the serve and direct a second and last attempt at a serve. The server is allowed a new five seconds for the re-serve.
7. A re-serve is considered to be part of a single attempt to serve. Therefore, after the referee’s signal for service, no requests (i.e. timeouts, service order, lineup substitution, etc) may be recognized until after the ball has been served.
8. No server may score more than 5 points in a row. Teams will rotate to next server after 5 points.
9. A served ball cannot be blocked or spiked.
10. Contact for a serve must be made while ball is held or tossed in the air. The ball may not be dropped or bounced, then stuck.
11. Player’s must wait for the referee’s whistle to serve.

Illegal Hits:

1. The two-handed so-called “hatchet” hit is illegal.

Net Height:

1. The height of the net will be 7’4” for 6th, 7th and 8th Graders and 6’6” for 4/5th graders.
2. No one may touch the net while ball is in play.

Setting:

1. When setting the ball, the setter must:
 1. Contact the ball with both hands simultaneously.
 2. The ball may never touch the palms of the setter.

Time outs:

1. Two thirty (30) second time-outs per game.

Scoring:

1. Rally scoring will be in effect. Matches will be the best of 3 games, with the first two games to 25 points. The third game will be to 15 points with sides changing at 8. Teams will change sides between the 1st and 2nd games. All games must be won by 2 points.

Obstructions:

1. A ball striking the ceiling or an overhead obstruction above the court lines shall remain in play provided the ball contacts the ceiling or obstruction on the side of the net that is occupied by the team that last played the ball.

Sportsmanship:

1. The captain is the only player who may address the referee. The designated head coach may address the referee or umpire only for the purpose of requesting a time out or substitution.
2. Coaches are responsible for the behavior of the parents and fans at all times.
3. The referee has the authority to eject any coach, parent, fan or player from the premises for any un sportsmanlike conduct.
4. Teams will line up and shake hands with opponents at the completion of the match.
5. During the course of the match, if a group of spectators, in the referee's opinion, are disrupting a game by shouting as players from the opposing team are attempting to serve, the referee shall suspend the game until the host management resolves the situation. Once the situation is resolved, the match may be resumed from the point of suspension with score and lineups the same as when it was suspended.
6. No protests are allowed.

4th/5th Grade Instructional Volleyball League

This is an instructional league designed to teach the participants the rules and skills of volleyball. There will be no standings or score kept. All volleyball rules in the 6th, 7th, and 8th grade league will be followed unless otherwise specified below:

Rotation: The 4/5th grade league will use a continuous rotation throughout the entire two games. The server will rotate out and a new player will rotate in as the center back player. After a player serves 5 straight points, a rotation on the serving side only must occur. Rotation will remain where it is left off between game one (1) and game (2).

Serving: The underhand server is allowed to move up to the 10 foot spike line, if necessary. The overhand server must serve from the 6 foot line. Court will be marked with tape. If tape is not visible, the referee will use their best judgment.

Volleyballs: Vollelylites will be used for the 4th/5th Grade league.

Games: Teams will play (2) twenty-minute games.

Playoffs: There will be no playoffs.

NO SCORE WILL BE KEPT.