

Volleyball 2011

Midget Division Rules

Division grade parameters

- Midget players - Grades 3rd & 4th (typically 9-10 yrs old)
- Players can move up one division level if parent is coaching and commissioner approves move.

Court

- Midget division players are allowed to serve from a line parallel with the top of the basketball key circle
- Net height will be standard height regardless of division

Ball

- Midget will use a Volley-Lite ball or similar style volleyball

Pre-match Coin Toss

- Referee will conduct a pre-match conference and coin toss in the presence of both team captains.
- The winner of the coin toss chooses to serve or receive. The receiving team will automatically get first serve in the 2nd game.
- Tiebreaker – before the start of the 3rd game the referee will conduct a coin toss, the team that lost the initial coin toss will make the call (heads/tails).
- Winner of the coin toss will elect to serve or receive. Loser of coin toss chooses which side of the net they play on.

Warm-ups

- Will consist of three – 3-minute periods. During the first period the home team will have the net of hitting warm-ups and the visitors will have the area behind the home team for passing/setting warm-ups.
- During the second period the teams will switch.
- The third period is open serving. Each team will take one side of the court and share balls during the serving warm-ups.

Match

- Each match will be determined by the best 2 of 3 games.
- The first two games of the match will be played to **15 points or 15 minutes**, whichever comes first.
- Two minute break between games to reset court and players
- Points are scored using **SIDE OUT scoring system**.
- **If time expires** then the team who is in the lead at that time will win regardless of score.
- **Tie games** will continue until one team gets a **two-point lead or a team scores 18 points, whichever comes first**.
- If a **third game** is required the first team that scores **7 points** with a **two-point lead** or the team in the **lead at the end of the 5 minutes** will be declared the winner.
- The position players were in at the end of a game will be their position at the start of the next game. If the player in the server position was the last server and **served at least twice**, in the previous game, then the team will rotate one position clockwise so that this player doesn't serve twice in a row.
- **Each player** will attempt **3 serves** regardless of the number of serves that are in or out of play.
- **Server** could score a point on each of the three serves.
- A ball that hits the net on a serve and goes over in fair territory is **NOT** a playable ball.
- Coaches cannot stop progression of game by coaching from sidelines – when referee blows whistle player must immediately serve.

Midget Division Rules *continued*

Ball Hits ceiling or other things

- During a game if a player causes a ball to hit the ceiling and the ball remains on their side of the court and the play occurred on the 1st or 2nd hit, then that player's team can still play the ball.
- If the player hits the ceiling and the ball crosses the net, then the ball is dead and loss of serve occurs (and opposing team scores a point – Junior/Senior Divisions only).
- If the ball hits any other obstruction and would otherwise be playable it is up to the referee to determine if it is a tie ball or if a team should be awarded a point.

Player Participation

- **Midget** players will play in a continuous substitution manner, rotating clockwise with the sub going in at the position **DIAGONALLY OPPOSITE OF THE SERVER**.

Line-Ups

- Each team will submit their line-up 5 minutes prior to the first game and as requested by the referee or scorekeeper prior to the 2nd and 3rd games.
- A team may start a game with 5 players when only 5 are available.
- A sixth player may be added at the server position when the player is ready to play.
- If a team drops **below 5 players** due to an injury the affected coach can continue to play or forfeit the game.
- **When the absent player position comes up to serve then the "short" team will skip that serve. In effect this means the "full" team will serve two players in a row.**

Conduct

- No player or coach shall act in an un-sportsmanlike manner while on or near the court
- Coaches will agree on the game ball. All practice balls will be put up at the start of a match.
- Players will remove all jewelry prior to the game.
- Kneepads are **highly** encouraged.

NO Smoking

- **NO SMOKING anywhere** on school property – will result in removal from property.
- At Corbett or Dobie Junior High, the closed smoking area is the PUBLIC STREET, not the parking lot!!

SCUCISD Gym Use & cleaning up

- TEAMS are responsible for sweeping and cleaning up the gyms after usage either for practice or games.
- Coaches are encouraged to have their parents AND PLAYERS help clean the gym after games and practices.

Timeouts and Substitutions

- Each coach is allowed **2 timeouts** per game.
- Each **timeout** will be **30 seconds** in length.
- If a player is injured and requires a stoppage of play then the team will be assessed a timeout.
- If the team has **no timeouts left**, the other team will be awarded one point.
- If a player has to leave the court due to injury the player may be substituted for.

Officials & Scorekeepers

- The home team will provide a scorekeeper for the book
- The visiting team will provide a parent to run the clock and scoreboard
- Each team, if requested by the official, will provide a line judge

Forfeitures

- Games will start on time.
- A team is required to have a minimum of 5 players to begin a game or the game is forfeited.
- If both teams have less than 5 players the game is considered a forfeit for both.
- If agreed to by both coaches a game can be played with one or both teams having less than 5 players but the forfeit remains regardless of the score. The official will referee and the score kept for a forfeited but played game.
- If one or both teams are able to field 5 players prior to the start of the 2nd game the forfeit of the previous game will be lifted.
- The match start time is the start time for game 1 and then 15 or 20 minutes later, depending on the division, for the second game of the match.

Volleyball 2011

Junior & Senior Division Rules

Division grade parameters

- Juniors – 5th & 6th grades (typically 11 & 12 yr olds)
- Seniors – 7th & 8th grades (typically 13 & 14 yr olds)
- Players can move up one division level if parent is coaching and commissioner approves move.

Court

- Net height will be standard height

Ball

- Junior divisions will use a Volley-Lite ball or similar style ball
- Senior Division will use Soft-touch ball or similar style ball

Pre-match Coin Toss

- Referee will conduct a pre-match conference and coin toss in the presence of both team captains.
- The winner of the coin toss chooses to serve or receive. Receiving team automatically gets first serve in the 2nd game.
- Tiebreaker – before the start of the 3rd game the referee will conduct a coin toss, the team that lost the initial coin toss will make the call (heads/tails).
- Winner of the coin toss will elect to serve or receive. Loser of coin toss chooses which side of the net they play on.

Warm-ups

- Will consist of three – 3-minute periods. During the first period the home team will have the net of hitting warm-ups and the visitors will have the area behind the home team for passing/setting warm-ups.
- During the second period the teams will switch.
- The third period is open serving. Each team will take one side of the court and share balls during the serving warm-ups.

Match

- Each match will be determined by the best 2 of 3 games.
- All games will be played using **rally scoring**; if a team fails to serve properly, return the ball, or commits any other fault; the opponent wins the rally and scores a point.
- If serving team wins the rally, it scores a point and continues to serve.
- If the receiving team wins the rally, it scores a point and gains the right to serve.
- **The first two games** of the match will be played to **25 points or 20 minutes**, whichever comes first.
- Each game will be **won by a two-point lead** unless **time runs out**, and then the team in the lead wins.
- If a **game is tied** when **time** expires, the team that scores the next point will be declared the winner
- Team with the serve will serve one time and the team who scores on that rally will be declared the winner
- If a **third game** is required the **first team that scores 15 points** with a **two-point lead** or the team in the lead at the end of the 15 minutes will be declared the winner.
- Each team will submit their line-up 5 minutes prior to the first game and as requested by the referee or scorekeeper prior to the 2nd and 3rd games.
- Two minute break between games to reset court and players
- A team may start a game with 5 players when only 5 are available. A sixth player may be added at the server position when the player is ready to play. If a team drops below 5 players due to an injury the affected coach can continue to play or forfeit the game. **When the absent player position comes up to serve then the “short” team will skip that serve. In effect this means the “full” team will serve two players in a row.**
- Coaches cannot stop progression of game by coaching from sidelines – when referee blows whistle player must immediately serve.

Junior & Senior Division Rules *continued*

Ball Hits ceiling or other things

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- If the player hits the ceiling and the ball crosses the net, then the ball is dead and loss of serve occurs (and opposing team scores a point – Junior/Senior Divisions only).
- A ball that hits the net on a serve and goes over in fair territory is a “let serve” and is considered a playable ball.
- If the ball hits any other obstruction and would otherwise be playable it is up to the referee to determine if it is a tie ball or if a team should be awarded a point.

Player Participation

- **Effective 2011 Season *** Junior & Senior division players will play in a continuous substitution manner, rotating clockwise with the sub going in at the position DIAGONALLY OPPOSITE OF THE SERVER.**
- **Substitutes will enter the game each time sides rotate since Rally scoring is used**

Oversize Roster Juniors/ Seniors

- If a team has more than 12 players, free substitution of players is allowed in the SECOND game OR use the continuous substitution method from Midget division so that all players get to play.

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- A sixth player may be added at the server position when the player is ready to play.
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Junior & Senior Division Rules *continued*

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- If agreed to by both coaches a game can be played with one or both teams having less than 5 players but the forfeit remains regardless of the score. The official will referee and the score kept for a forfeited but played game.
- If one or both teams are able to field 5 players prior to the start of the 2nd game the forfeit of the previous game will be lifted.
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