



YOUTH VOLLEYBALL RULES

AIRWAY HEIGHTS – CHENEY – FAIRCHILD – MEDICAL LAKE

TEAM/PLAYER ELIGIBILITY

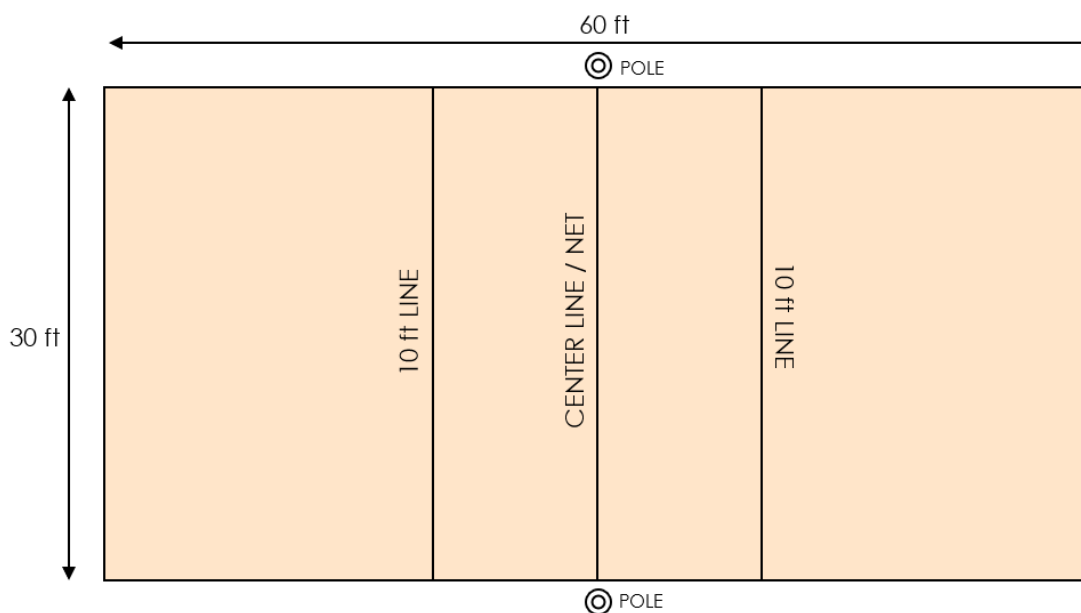
1. League administrators have final authority on all decisions and rule modifications regarding the program.
2. All players must be registered participants of the 4Rec Youth Sports program to be eligible to play in practice or matches.
3. All players must meet age requirements of their division or get approval from their league administrator.
4. All players must have equal playing time for the length of the season.

REQUIRED EQUIPMENT & SAFETY

1. All players must wear like-colored jerseys/shirts.
2. Players are required to wear kneepads.
3. Shoe Requirements: Sneakers/athletic shoes with non-marking soles.
4. Players are restricted from wearing jewelry such as bracelets, earrings, and necklaces during play and practice. NOTE: If a player prefers a necklace/bracelet because of his/her religion or for medical identification it must be inside the jersey and/or taped.
5. Hats with bills are not allowed.
6. Eyeglasses must have a safety strap. The safety strap must be snug to the head.
7. Long hair must be pulled back and/or contained. Headbands are an acceptable form of containment.
8. A player who is bleeding, has an open wound, or has any amount of blood or bodily fluid on his or her clothing or person shall be directed to leave the match. No player may return to the game with blood or bodily fluid on clothing.

COURT SPECIFICATIONS

1. Court size will be the standard volleyball size of 60' x 30'. *Court size may vary by location.*
2. Net Height will be set at 6' 6" for ages 9-12. Measurements are from the floor to the top of the net.



MATCH FORMAT & RULES

1. A team will consist of six players on the court. Matches may begin with as few as 4 players. Players arriving after the start of the match must enter by rotating in.
2. Rotation of players will occur before each service change. The new player will be placed in at the serving position, and the player that is at the end of the rotation will be taken out.
3. Match ball will be provided by home team.
4. Each match will be coach officiated.
5. Matches consist of 3 sets. Sets 1 and 2 are played to 25 points (win by two), set 3 is played to 15 points straight up. Rally scoring is in effect – teams can earn a point regardless as to who served.
6. Home team will have choice of side or service for the first set. Teams will change sides and service after each set.
7. One (1) time-out, sixty (60) seconds in length per team per set.
8. Serves may be made as close as the 10-foot line at the coach's discretion. Once a successful serve has been made from the designated point, the server will be asked to move back one full step as designated by their coach. Steps will continue with each successful serve until the player is successfully serving from the end line. Underhand serves may be used but players and coaches are encouraged to work towards overhand serves.
9. Players serving the ball are allowed 4 consecutive successful serves. After four successful serves, possession will change.
10. The ball is considered in if it touches the surface of the playing court, including the boundary lines. The ball is considered dead if it touches outside the playing court, passes completely under the net, or touches the support lines, antenna, posts, or the net outside the antenna.
11. If the ball hits the ceiling on the opposite side on the way over, it is dead and turned over to the other team. If the ball hits the ceiling on the same side, it is playable. If the ball hits any obstruction such as down basketball hoops, the ball is dead and will be replayed. All 4 walls are considered out.
12. Each team may touch the ball up to three times before sending it over the net. Contact is allowed with any part of the body, as long as the hits are clean and the ball is not held, scooped, or carried in any way.
13. If two or more teammates play the ball at the same time, it counts as one touch, and any player may make the next legal touch. If two players go for the same ball but only one touches it, only one touch is counted.
14. No players should come in contact with the net, unless the ball drives the net into them. Players may not cross the centerline under the net while the ball is in play. The ball may hit the net and continue over at any time, as long as it passes fully between the antennas.

CONDUCT & SPORTSMANSHIP – PLAYERS, COACHES, SPECTATORS

1. Any player who receives a technical foul/flagrant foul will automatically have to sit for three minutes before returning to the game. If a second technical is called, the player is out of the game.
2. Coaches who personally acquire two technical fouls during a game must leave the facility. Refusal will result in forfeiture.
3. Fighting will result in an automatic ejection from the game, and an automatic one game suspension (at the minimum) to be served the next game. When serving a suspension, the person in question may not be on the premises for any reason, unless cleared by the league administrator. Upon being ejected, the person in question must leave the premises immediately and not return to the premises while serving their suspension. Failure to abide by this will result in league staff contacting the appropriate authorities to have the person arrested for trespassing and will, in addition, run the risk of his/her team having to forfeit the game. *Any person involved in an altercation, guilty or not, will be ejected and subject to a potential one game suspension to be decided by league administrators. NO EXCEPTIONS!

4. Unsportsmanlike conduct by a team parent or fan will not be tolerated. One warning will be assessed, before a bench technical is given. The parent or fan will be required to leave the facility upon receiving a second technical foul. Refusal will result in forfeiture.
5. Officials and/or gym supervisors are the sole judges on the court. They have complete authority over the game, players, coaches, and spectators. Their decisions are final and are backed by the league.
6. Rough play, profanity, or abuse of officials or league staff may result in immediate ejection and/or forfeiture of the game, based on referee's judgment. Only the coach may hold discussions on calls with officials and/or gym supervisors. A team must use a timeout to converse with officials/gym supervisors.

LEAGUE CONTACTS

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