



EDWARDSVILLE YMCA YOUTH VOLLEYBALL RULES

***Due to current restrictions, we are mandated to have all patrons and players have a facial covering in the facility and while playing. Head to head matchups will be allowed as well as normal practices. If any of these rules change during the season, we will keep you informed. Thanks!!!**

- 1. Players:** Six players per team.
- 2. Net Height:** 2nd/3rd Grade League – 6'9"
4th/5th Grade League – 6'9"
6th-8th Grade League – 7'0"
- 3. Scoring:** We will be using rally scoring.
- 4. Matches:** We will play three games. The first two will be played to 25 win by two (or first to 30), and the third will be played to 15 win by two (or first to 20). There will be no time limit on matches. Regardless of who wins the first two games, we will play the third.
- 5. Starting Time:** A match will begin at a designated starting time or 5 minutes after the completion of the preceding match if there is less than 5 minutes before the designated starting time.
- 6. Playing Time:** In youth play, ALL PLAYERS MUST PLAY AT LEAST HALF, IF NOT MORE OF ALL GAMES. Furthermore, all players should receive equal playing time (regardless of position, skill, or experience). Every player should rotate the same as every other player every game. Every player should play in every game. If this rule is not followed, coaches and or teams will be penalized.
- 7. Maximum Number of Serves:** In youth play, the following maximum numbers of serves are to be followed. After one player reaches the maximum number of serves, teams are to side out.
 - 2nd/3rd Grade League: Maximum of 3 serves
 - 4th/5th Grade League: Maximum of 5 serves
 - 6th-8th Grade League: No Maximum

8. Boundary Lines: The 2nd/3rd Grade League's backline is the sideline (or 2nd tape line) of the full-court basketball court. The 4th/5th and 6th-8th Grade Leagues play on the official-size volleyball court.

9. Serving Lines: In youth play, the following serving lines are to be used to put the ball into play.

2nd – 3rd Grade League: 4 feet behind the 10 ft. spike line

4th – 5th Grade League: 10 ft. in front of the Regular Serve Line.

6th - 8th Grade League: Regular Serve Line

10. Service Rotation: Teams may rotate players into any position during a dead ball situation. This rule should reflect the YMCA sports philosophy of "Everybody plays, Everybody wins" and should not be abused to gain a victory.

11. Time Outs: All teams will receive one 30 second time out per game.

12. Conduct: The penalty for un-sportsmanlike conduct is:

1st offense = Warning

2nd offense = Point for opposing team and side out

3rd offense = Removal from the match

CLARIFICATION OF SELECT RULES

- A. The ball hitting the line is in-bounds.
- B. The ball hitting any overhead obstacles (such as the ceiling/basketball supports) and stays on the same side is still in play as long as the last hit was not the third team hit. If the ball hits any overhead obstacle and goes over the opponent's side of the court, it is out of play.
- C. If the ball hits the walls, curtains, track, side hoops (while they are down) or volleyball apparatus outside the antennae, it is out of play.
- D. The server may serve anywhere behind the serving line.
- E. Teams will rotate clockwise when it is their turn to serve.
- F. The teams will change courts and the serve at the end of the first game. Captains will "pick a number" to determine which team serves first and which side each team will be on.
- G. When the ball is served, all players must be in their rotation order and within their respective playing area. Once the ball is in play, players may switch positions.
- H. The ball cannot be contacted two times in succession by the same player. Simultaneous contact by more than one player on the same team is allowed and considered as one hit. Players from the same and opposing teams participating in simultaneous contact may participate in the next attempt. (Exception: A player whose first contact is a block may then contact the ball again and is considered the team's first hit).
- I. Touching the net at any time is a foul unless a hard driven spike forces the net into a player while they are on their side of the court.
- J. A player may reach over the net while blocking or following through. Players cannot reach over the net in attempt to intercept the ball until their opponent has made contact with the ball on an attack.
- K. The serve may not be blocked or spiked.
- L. A player may step over the centerline as long as they do not interfere with their opponent. Some part of their body must remain on their side of the court.
- M. The ball may be contacted by any part of the body and will be played if it is a clean hit.
- N. Kicking the ball is legal on serve receive or at any point in the rally. The ball may also be kicked over the net.
- O. Contact with the ball must be a "clear" hit. No palming, lifting, pushing or carrying the ball.
- P. Multiple contacts are more than one contact by a player during one attempt to play the ball and are only legal when blocking or on any first team hit whether or not the ball is touched by the block.