

2017 Valley League Fall Volleyball

6th Grade League (Revised 9/11/16)

2017 NHSF Volleyball rules will be followed with the following exceptions:

The court will be 30' wide and 60' long. Height of the net shall be 7'2". Equipment: VolleyLite or similar ball will used.

The home team will provide score sheets, pencils, lineup cards and a game ball for each match. Each team must provide two volunteers for every match: One line judge and one score keeper, the home team will be responsible for the score sheets, the visiting team the scoreboard/flip board.

Pre-game warm-ups/starting of a match: The home team will provide a basket of balls, to be available to both teams. The home team will select its team bench upon arrival in the facility. Warm ups are to be timed. A clock will need to be set 15 minutes prior to the scheduled match start time. The home team will take the court first to warm-up for 4 minutes, the visiting team will get the court for 4 minutes and both teams will serve at the same time for 4 minutes. At the 3 minute mark, both teams will return to their benches, the referee shall call the pre-match conference, in which the line judges, coaches and team captains will need to be present. Each coach shall present the referee with a lineup/rotation card. A coin toss shall be conducted between the captains and head coach of each team. A visiting captain shall call the toss. The winner shall choose either to server or receive. In a deciding set of a match, a home captain shall call the toss. The winner shall choose to serve/receive or the playing area. The loser of the toss shall be given the remaining choice. The referee shall instruct the line judges of their duties. The referee may have the option of imposing a penalty point against teams that do not have lineups and/or line judges in place at the pre-match meeting. **A minimum of 5 players are required to start a match. A match can be completed with any number of players on the floor due to illness or injury.**

Match: is a contest between two teams and will consist of the best 2 out of 3 sets. The first two sets of the match will be to 25 points. The winning team must win by 2 points or more. If the leading team does not have a 2-point advantage, play shall continue until one team scores 30 points. If the teams splits the first two sets, a third set will be played to 15 points. A team must win by 2 points or more and there is no score cap for the third set.

Time outs: There will be two 60 second time outs per team, per set. Exception: An injury or an equipment time out will be official time outs.

Serving: The serving line will be 5' from the end line. **If the initial serve (if the attempt is an overhand serve) is unsuccessful or does not land in play**, the player will be awarded one more serve which may be underhand or overhand. A server is permitted a maximum of 5 successful serves. A side-out will be called after the 5th serve, no points will be awarded. The ball must be contacted within five seconds after the referee's signal to serve. A re-serve will be called when the player releases the ball for service, then **catches it or drops it to the floor**. The referee will then cancel the serve and signal for a re-serve where the player is allotted a new five seconds. The server is **limited to two re-serves** per serving rotation. In order to teach proper fundamentals, service and foot faults will be enforced at this level.

Player Rotation: Rotation order must be documented and given to the referee at the pre-match conference, and remain the same throughout the match. Rotation is always clockwise. At each rotation, player will sub-out at LB position and a player will sub-in at LF position. The first player will be rotated out at the LB position will go to the bench; bench players will sub in at LF position. The same rotation should be followed for all consecutive sets, **and each new set shall be started where the previous set rotation left off after the set point.** The exception being, if a player ended the game serving and is now going to start the next set serving, **the team should rotate one position in order to allow for a new server.** This process will allow all players equal playing time. If a player needs to sit out for disciplinary reasons (missing practices, uncooperative attitude, etc.) the opposing coach and referee must be notified, prior to the start of the match. No player should sit out an entire set or match, unless there is an injury or disciplinary circumstances.

Rule Reminders: *A ball striking the ceiling or an overhead obstruction* above a playable area shall remain in play, provide that the ball that touches the ceiling/obstruction on the team's own volley is live, but when a volley by team A strikes the ceiling on team B's side, team B is awarded a side-out. If a ball hits the wall, curtain, hoop, or any other surface that is not part of the court and is beyond the court's boundaries, the ball is out. *No attacking and/or blocking a serve.* Each team is encouraged to use the maximum of three hits to return the ball over the net. *If a player comes into contact with the net*, other than with loose hair or the force of a ball hit by an opponent pushes the net or cables into the player, the other team is awarded a point/side-out. *A block is not considered at hit.*

NO JEWELRY will be allowed, with the exception of plain bobby pins and flat hair ribbons (this is for the safety of all players). New piercings **CANNOT** be covered with tape; they must be removed before the player can participate. Hair must be held back with soft scrunchies or rubber bands.

Sportsmanship is to be exhibited at all times. Coaches must remain on the sideline and cannot come out on the court, as the captain will represent the coach on the court. Coaches in this league may stand and walk the sideline to allow for in game coaching and skill development. Please remember to model good sportsmanship. Arguing with officials, use of profanity, and abusiveness toward the other team or spectators will not be tolerated and will result in a one game suspension of player or coach.

PROGRAM GOALS:

SKILL BUILDING --- FUN --- GOOD SPORTSMANSHIP --- TEAMWORK

ATHLETES FIRST! WINNING SECOND!