



YOUTH VOLLEYBALL RULES FOR ROOKIE (9- 11) DIVISION (NET HEIGHT 7' 4 1/8": WOMEN'S HEIGHT)



“Our mission is not to coach your player to win the game but rather to teach your player how to love the game so that they may go on to win.”

🏐 GAME PROTOCOLS

- USAV Line-Up

🏐 SCORING

- Rally scoring will be used. Winning team must win by 2 points.
- The serving team will score on a receiving miss. The receiving team will score on a serving team miss.
- Games 1 and 2 will be played to 25 with a maximum cap of 27 with no third game. (Third game will be played to 15 during the tournament.)

🏐 POOL PLAY FORMAT

- YMCA will use Pool Play format to increase the number of games that are played. Depending on the number of Teams.
- A pool will consist of 3-6 teams depending on the number of teams in the division.
- All teams in the pool will be required to come at the same starting time.
- Each team will play two matches per game day, excluding the tournament.

🏐 THE SERVE

- Rock, paper, scissors, OR coin toss with weekly captains will decide who receives the ball first
- Server must wait for the official to call for serve.
- Player is granted an extra toss if the toss touches the ground first (i.e. the player may not catch the ball.) There is no limit on the amount of extra tosses granted.
- Player has 30 seconds to attempt a serve once the whistle is blown and serve is called for. The 30 seconds “resets” after each tossed ball that is not attempted.
- Ball must be clearly visible to opponents before serve.
- Ball may be underhand or overhand served.
- Each player will be granted one “retry” if their first serve is incomplete or faulty.
- Development Line serving is ONLY for the Rookie division.
- Any player hitting 1 serve from behind the Development Line in play must serve from behind the End Line the remainder of his/her serves. This may reset when he/she is up to serve again. The use of the Development Line for each player will be determined by the official.
- Any ball hitting the net and going over the net is playable.
- “DEVELOPMENT” line is where the official designates the line depending on court markings and may change at the official’s discretion for the development of the player serving.
- After 5 consecutive serves with points awarded to the serving team, a “side-out” (no point) is awarded to the opposing team.

GAMEPLAY

- Rookie Division will utilize Volley Lite Balls as is recommended by USAV.
- For safety reasons, players may not wear any exposed jewelry (earrings, necklace, wristbands, etc. Items for correction AND prescribed by a physician are permissible, such as glasses; casts and/or braces, including padded, are not permitted.
- Athletic shoes are required and volleyball attire, including knee pads, are recommended.
- Both teams shall supply one line judge and one score keeper.
- Maximum of three hits per side.
- Player may not make contact with the ball twice in succession. (A block is not considered a contact.)
- Ball may be played off the net during a volley and serve by an opposing team.
- A ball touching the boundary line is in play.
- A legal hit is contact with the ball simultaneously, which does not allow the ball to visibly come to a rest.
- If two or more players contact the ball simultaneously, it is considered one play and the players involved may not participate in the next play on the ball. A replay will be allowed for this situation in the first two weeks of the season only.
- A player must not block or attack a serve from above the net.
- Switching positions will be allowed after the serve has been contacted. Players must return to their proper place in the rotation once the play has been called dead.
- A ball that touches the curtain, the back or side wall, basketball hoop/backboard (that is out of the boundary of play) or the track railing, is out.
- Any ball that touches the ceiling and comes down on the same side without crossing the vertical plane of the net is playable.
- If a ball is hit and touches the ceiling and goes on the opposite side of play, the ball is out.
- Each Coach is allowed (2) two, 30 second time out per set played.
- Coaches are encouraged to prompt players to develop higher skill sets and not to stick to what is easiest.

ROTATION & SUBSTITUTIONS

- Teams will rotate every time they win the serve. Teams will rotate side-out (clockwise). No other rotation or substitution method may be used.
- A player can only re-enter the game after all previous bench players have entered the game.
- Players shall rotate in a clockwise manner.
- There will be 6 players on each side.

BASIC VIOLATIONS

- Stepping over or on the End Line on a serve.
- Failure to serve over the net.
- Hitting the ball illegally. (Carrying, palming, throwing, etc.)
- A full foot stepping across the line under the net.
- Touching/contact with any part of the net (except for hair).
- Ball having any contact with net antenna.
- Ball coming into opponent's half by entering outside of the net antenna (ball must enter between the net antennas).
- Failure to serve in correct order.
- Blocks or spikes from a position that is clearly not behind the 10 ft. line when in a back row position.



YOUTH VOLLEYBALL RULES FOR JR VARSITY (12-14) AND VARSITY (15-17) DIVISIONS (NET HEIGHT 7' 4 1/8": WOMEN'S HEIGHT)



“Our mission is not to coach your player to win the game but rather to teach your player how to love the game so that they may go on to win.”

🏐 GAME PROTOCOLS

- USAV Line-Up

🏐 SCORING

- Rally scoring will be used. Winning team must win by 2 points.
- The serving team will score on a receiving miss. The receiving team will score on a serving team miss.
- Games 1 and 2 will be played to 25 with a maximum cap of 27 with no third game. (Third game will be played to 15 during the tournament.)

🏐 POOL PLAY FORMAT

- YMCA will use Pool Play format to increase the number of games that are played. Depending on the number of Teams.
- A pool will consist of 3-6 teams depending on the number of teams in the division.
- All teams in the pool will be required to come at the same starting time.
- Each team will play two matches per game day, excluding the tournament.

🏐 THE SERVE

- Rock, paper, scissors, OR coin toss with weekly captains will decide who receives the ball first
- Server must wait for the official to call for serve.
- Player is only granted up to one extra toss if the toss touches the ground first (i.e. the player may not catch the ball.)
- Player has 8 seconds to attempt a serve once the whistle is blown and serve is called for. The 8 seconds “resets” after each tossed ball that is not attempted.
- Ball must be clearly visible to opponents before serve.
- Ball may be underhand or overhand served.
- There is no Development Line serving for Jr. Varsity (12-14) and Varsity (15-17) divisions.
- After 5 consecutive serves with points awarded to the serving team, a “side-out” (no point) is awarded to the opposing team.

GAMEPLAY

- Jr. Varsity and Varsity will utilize standard official balls.
- For safety reasons, players may not wear any exposed jewelry (earrings, necklace, wristbands, etc. Items for correction AND prescribed by a physician are permissible, such as glasses; casts and/or braces, including padded, are not permitted.
- Athletic shoes are required and volleyball attire, including knee pads, are recommended.
- Both teams shall supply one line judge and one score keeper.
- Maximum of three hits per side.
- Player may not make contact with the ball twice in succession. (A block is not considered a contact.)
- Ball may be played off the net during a volley and serve by an opposing team.
- A ball touching the boundary line is in play.
- A legal hit is contact with the ball simultaneously, which does not allow the ball to visibly come to a rest.
- If two or more players contact the ball simultaneously, it is considered one play and the players involved may not participate in the next play on the ball. A replay will be allowed for this situation in the first two weeks of the season only (Jr. Varsity division only).
- A player must not block or attack a serve from above the net.
- Switching positions will be allowed after the serve has been contacted. Players must return to their proper place in the rotation once the play has been called dead.
- A ball that touches the curtain, the back or side wall, basketball hoop/backboard (that is out of the boundary of play) or the track railing, is out.
- Any ball that touches the ceiling and comes down on the same side without crossing the vertical plane of the net is playable.
- If a ball is hit and touches the ceiling and goes on the opposite side of play, the ball is out.
- Each Coach is allowed (2) two, 30 second time out per set played.
- Coaches are encouraged to prompt players to develop higher skill sets and not to stick to what is easiest.

ROTATION & SUBSTITUTIONS

- Teams will rotate every time they win the serve. Teams will rotate side-out (clockwise). No other rotation or substitution method may be used.
- A player can only re-enter the game after all previous bench players have entered the game.
- Players shall rotate in a clockwise manner.
- There will be 6 players on each side.

BASIC VIOLATIONS

- Stepping over or on the End Line on a serve.
- Failure to serve over the net.
- Hitting the ball illegally. (Carrying, palming, throwing, etc.)
- A full foot stepping across the line under the net.
- Touching/contact with any part of the net (except for hair).
- Ball having any contact with net antenna.
- Ball coming into opponent's half by entering outside of the net antenna (ball must enter between the net antennas).
- Failure to serve in correct order.
- Blocks or spikes from a position that is clearly not behind the 10 ft. line when in a back row position.