

SIMPSONVILLE YOUTH VOLLEYBALL RULES

Mission Statement

The Mission of the Simpsonville Sports and Social Association is to serve the youth of the Simpsonville area by providing them with a Instructional/Recreation Volleyball Program that will further their knowledge of the sport, develop good sportsmanship and enhance self-esteem in a safe and fun environment.

General

- Volleyball is played by two teams of six players on the court.
- Teams may play with as few as **4 Girls** in order to avoid a forfeit.
- First team to 20 points wins. Rally scoring...team must win my 2 points. All 3 games will be played (**The third game played to 15**). **There is a scoring cap at 25 per game**. Team records will be kept by games won, not by matches won.
- All players must wear athletic shoes.
- Knee pads are strongly recommended.
- High School
 - The High School group will move to transition to rules closer to High School League Rules. Below are some of those changes. There will be a meeting for the HS coaches to go over the differences with regard to positions and substitution.
 - HS will play 2 games to 25 and 1 game to 15. Must win by 2 with a 5 point cap.
 - Teams will be introduced to positions and rotations with coach led substitutions by position. Once a player subs for another player they may not sub for another player that set.
 - Max consecutive service points raised to 10 (HS Only)

Player and Coach Misconduct

- **Foul language will not be tolerated at any time.** Excessive use of foul language can/will resort in **ejection** from a game.
- An Ejection from a game will resort in a **1 Game** Suspension (Athletic Staff has the right to revise any suspensions upon the assessment of the situation). Excessive ejections from a game can result in a season long suspension.

Serving

- Player must be behind service line.
- A served ball may touch the net.
- The serve must be hit with the hand.
- The server may drop a bad toss without penalty **one time**.
- Once a serve starts a volley, a team has 3 hits to return the ball over the net. Play to the whistle.
- Elem - After 2 consecutive points by a team on serve, there will be a side-out.
- Jr High – After 3 consecutive points by a team on serve, there will be a side-out.
- High School – After 10 consecutive points by a team on serve, there will be a side-out.

Playing the Game

- A player cannot hit the ball twice in succession.
- A player may not touch the net.
- A ball that hits the line is good or in.
- Ball in net is playable.
- Player may not carry or lift ball.
- Flip a coin for service....1st and 3rd Games.
- Team **will** switch between games.
- One time-out per game.
- Each team in all age groups will supply a scorekeeper. Adults are preferred. Line Judge becomes part of the officiating team and should maintain a neutral demeanor and should not actively coach or cheer during the match.

- Crossing the center line under the net, endangering and opposing player will be rules a side out. If the player goes under without touching the net and no opposing players are affected, the player may cross back as long as part of her body remained on her team's side.

- Back row players are not allowed to take a jumping attack in front of the 10 ft line. Doing so results in a dead ball and point for the other team.

- Players are not allowed to touch the net at anytime during play. Depending on the age group and severity of the touch the official will make a judgement call on whether play can continue. All teams should play to the whistle at all times.

- A serving player may not touch or step over the service line with any part of the foot – occurrence will result in a foot fault and side out.

If a player does not like their toss they can step back, let it hit the floor, catch it off the bounce and toss it again. Players only get one missed toss per serve. If the ball is caught before bouncing or hits the player on the way down it will result in a side out.

- Each team will supply a line judge.
- Crossing the center line under the net is a side out.
- Play until the whistle blows.
- Ceiling and Basketball goal obstruction:
 - If the ball goes straight up, hits the ceiling or goal and comes back down on the same side of the net it may be played as normal.
 - If the ball hits the ceiling or goal and would have gone over the net – and bounces back the ball is dead.
 - The distinction for any instance will be the judgement of the official for the game.

Rotation

- Every time your team wins the serve from the other team...all players rotate their position on the court...clockwise.
- If you lose the serve, your team doesn't rotate.
- If you keep the serve, your team doesn't rotate.
- Any player arriving after the game has started goes to the last service position (end of the line).

Court and Equipment

The height of the net is 7'0" for all Adult Groups.

The service line is:

- -Elementary – 10 feet from net
- -Jr High – 24 feet from net
- -High School – Base Line

The Game Ball is:

- -Elementary – Volley Lite
- -Jr High – Regulation Ball
- -High School – Regulation Ball

Definitions

Rally Scoring – Scoring method where points can be won by the serving or receiving team.

Side Out – Change of service when a serving team has failed to score a point.

Rotation – The clockwise movement of players around the court through the serving position following a side out.

Center Line – The boundary that runs under the net and divides the court into two equal parts.

Front Row – The 3 players who position is near the center line.

Back Row – The 3 players who position is near the baseline.

Bump Pass – the use of joined forearms to pass or set a ball in an underhand manner. Carry – If the ball rests momentarily in the player's hand, it is an illegal hit.

Post Season

To ease the pressure of the regular season – we will use the regular season standings to seed the post season tournament. League Champions will only be crowned from the winner of the playoffs. Regular season championships will not be recognized or awarded.