



## Port Orange Parks and Recreation Youth Volleyball Rules



*Revised 6/17/2019*

All league games will be played in accordance with the current National Federation of High Schools (NFHS) Official Guide, with the following modifications. If it is not listed below, please consult the NFHS Guide.

### I. Equipment

- a. Uniform tops will be provided by the Port Orange Parks and Recreation Department.
- b. Shoes must be athletic style designed for use on indoors courts. All players must be in black shorts without pockets or black volleyball spandex. *Knee pads are highly recommended, but are not mandatory.*
- c. **No jewelry may be worn at any time during a match or practices; this includes hard headbands.**
- d. Officials may ban any equipment they deem as unsafe or illegal.
  - i. Official game ball, regulation net, scoring equipment, and officials will be provided by the Port Orange Parks and Recreation Department.

### II. Court Regulations

- a. The net shall be 6'6" for 9U, 7'0" for the 12U and 7'4" 16U.
- b. A serving area will be the base line. A service violation will occur if the server's foot touches the line before contact with the ball. 9U & 12U are provided the opportunity to serve up to 6ft in front of the baseline. 6ft line will be marked with tape.

### III. Playing Rules

- a. Teams must be present at least fifteen (15) minutes prior to match time. A 10 min. grace period will be allowed for first match only. Teams will get 6 minutes to warm up between matches. Coaches must submit a roster lineup before the start of each match.
- b. All games will be played by rally scoring rules. Every time the ball hits the floor a point will be awarded. There will be a point awarded with every side out. If the serving team makes the point, they will retain service up to 3 points. Serves may be played off of the net as long as the ball goes over the net to the opposing team's side.
- c. An official match shall consist of the best two-out-of-three games. The first team to win two games shall be the winner of the match. The third game will only be played if needed.
- d. Games in 12U & 16U divisions will consist of twenty (20) minutes or twenty-five (25) points, whichever comes first. A team must win by two (2) points, or cap at thirty (30) points. The third game, if necessary, will only be played for ten (10) minutes or fifteen (15) points, whichever comes first. A team must win by two (2) points, or cap at twenty (20) points. If teams are tied when the time limit expires during any game, there will be a tie breaker. \*\*\*SEE TIE-BREAKER PROCEDURES...section IV. If a third game is necessary, a coin flip will determine who serves first.  
Games for 9U will consist of fifteen (15) minutes or (20) points, whichever comes first. A team must win by two (2) points, or a cap at twenty-five (25) points. The third game, if necessary, will only be played for ten (10) minutes or ten (10) points, whichever comes first. A team must win by two (2) points, or cap at fifteen (15) points. If teams are tied when the time limit expires during any game, there will be a tie breaker. \*\*\*SEE TIE-BREAKER PROCEDURES...section IV.

e. There will be (6) players on the court for each team. Teams may begin the game with five (5) players. If teams do not have at least 5 players, they will forfeit. The position of the players in order of the serve shall be Right Back, Right Front, Middle Front, Left Front, Left Back, and Middle Back. *No libero will be used given that the league is a semi- instructional in nature and all players should have the opportunity to learn all positions.*

f. At the moment of the serve, all players except the server shall be within the team's playing area and have contact with boundary lines or center lines, but no part of the player's body may be outside those lines. Players may step on or touch center line, but may NOT completely cross or a fault will be assessed. When a side-out is awarded to a team, that team shall rotate clockwise one position (front row rotates right, back row rotates left).

g. First service will be determined by the winner of the coin toss. The other team will have the choice of court side. The second game will begin with the original first game receiving team serving first. The third game will begin as the first game began (coin flip, etc.)

h. 9U & 12U receives (2) chances to serve, second chance must be in play or it's a side out. 16U's first serve is live and must be in play or it's a side out. For 9U & 12U, once the player serves the ball into play, he/she will not receive a duplicate chance to serve until after going through the rotation.

i. Service may be performed underhand or overhand in any age division, as long as the ball makes contact with the body only once (no double-bump).

ii. 9U & 12U 1<sup>st</sup> service attempt will be from the 6ft line, if attempt does not go over the net their 2<sup>nd</sup> attempt will be two (2) steps closer. Ref will use their best judgment.

i. Players will have **five seconds** from the time the official signals the serve to make contact with the ball. Failing to do so will cost the team possession and will result in the opposing team receiving a point.

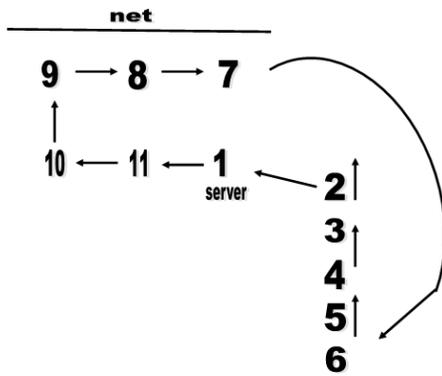
j. **No server will be able to score more than 3 points in a row. After a single server has scored 3 consecutive points, a side out will be called and the ball will go to the opposing team.**

k. **Hits during volleys:** Each team is allowed a maximum of 3 hits to advance the ball over the net. Players should utilize any taught method to advance the ball over the net: for example, bump, set, spike. No pushes or carries. A ball that hits your side ceiling on your side and comes back down on your side will be a live ball.

l. **Ball "IN":** Ball is in if it lands within or on the boundary lines of the court.

m. **Ball "OUT":** Ball is out if it goes beyond the boundary lines of the court, hits ceiling and falls into opponent's court, hits any walls, basketball backboard or rim, and any net antenna.

n. **Substitutions:** *Substitutions are to be made between the net and the ten-foot line. 9U, 12U and 16U will substitute on rotation with the bench player (if present) going in to the 1 spot. Players must keep in the same rotation the whole game, unless there is an illness or injury. Rotation will start off where it left off for the next game and so on. (Example of the rotation is below).*



- o. **Rotation:** Team will play a 6-player rotation. Rotation occurs when a team sides-out and acquires the right to serve.
- p. **Time Outs:** Each team is limited to two (2) 30 second time outs per game. The time-out will begin once recognized by the official and end when the official signals.
- q. **Intermissions:** The time period between games will be 3 minutes. Play will begin when the official signals.
- r. Each team will assigned a team parent to line judge during the matches if there are not already volunteers to do so.
- t. **Injury:** In all divisions, if a player is injured during a game and has to come out, he/she may not re-enter until the next game of the match or a new match.

#### IV. Tie-Breaker Procedures

- a. **Game Tie** – If two teams are tied when the time on the clock expires, the following procedure will be used to conclude the game:
  - i. Two minutes will be placed on the clock, and play will resume with the team serving at the end of regulation, serving in this overtime.
  - ii. Each team will receive one (1) additional time-out in the 2-minute overtime.
  - iii. If at the end of 2 minutes, teams are still tied, a coin toss will be held to determine serve. Two minutes will be placed on the clock, and the first team to score wins the game.
- b. **League Seeding** – in case of a tie for seeding positions after the season, the following tie-breaker procedure will be used:
  - i. Head-to-Head results between teams tied.
  - ii. If teams split in head-to-head games, point differential in those games will be used.
  - iii. If teams are still tied, point differential in all league games for the teams tied will be used.
  - iv. After first place team has been determined, revert back to “I” (above) to determine second place from remaining teams tied.

## **V. Conduct/Sportsmanship Zero Tolerance Policy**

The City of Port Orange has zero tolerance for unsportsmanlike conduct by any coach, player, or spectator before, during, or after a game. This includes but is not limited to: booing, shouting at the officials, or arguing any call. Expressing any negative behavior or comments, threats, or obscene gestures to players, coaches, or officials is also unacceptable.

1. Any player, coach, or spectator ejected from any league match will be suspended for a minimum of one (1) league match.
2. Players, coaches, and spectators who have been suspended must leave the complex and may not return until the completion of their suspension.
3. Each teams coach is held responsible for the conduct of their spectators and team participants.
4. No player, coach, or spectator shall interfere with the scorekeepers/officials. Any concerns regarding the scorekeepers/officials must be brought to the Athletics Specialist or Athletics Coordinator.
5. Any fighting will result in a suspension for the rest of the season.