

JYSA VOLLEYBALL RULES

DRAFT RULES

The Co-Director of Volleyball, or their authorized designate, will oversee the draft.

- 1.) Players must play for the team that selects them, unless a trade is completed at draft.
- 2.) The team coach, or an appointed representative, will make player selection.
- 3.) Team drafting order will be determined by a drawing upon entering the draft location, depending on the number of teams in each age group. Draft order will alternate each round (i.e.: first round 1-10, second round 10-1, third round 1-10, etc.).
- 4.) Each player is entitled to indicate on their sign-up a coach preference; however, preferences cannot be guaranteed.

PLAYER SELECTIONS

- 1.) Each coach is allowed 4 initial player selections per team.
- 2.) If a head coach has a child playing for JYSA Volleyball that he or she is coaching that player will automatically be assigned to that team and will not count as one of the initial 4 selections.
- 3.) Selections will be completed at the beginning of the draft prior to alternating selections as indicated above.

SIBLINGS

- 1.) When a sibling is drafted the coach must take the other sibling as their immediate next round draft pick.

PRACTICE SCHEDULES

- 1.) Each team will be given a gym time for one one-hour practice per week paid for by JYSA. The first team will put up the net and the last team will take them down.
- 2.) In the event a team will not use their assigned practice slot, coaches may notify the Co-Directors on the Volleyball Coaches

designated Group Me. At that time, another team may elect to use that time slot on the Group Me. First come, first served.

HOME AND VISITING TEAM RESPONSIBILITIES

- 1.) The home team will provide an official scorekeeper for their game; must be at least 18 years of age. No other people will be allowed at the table with the designated scorekeeper.
- 2.) Each team will provide one line judge at least sixteen years of age. The line judge will remain on the same side of the court for the duration of the game.
- 3.) Coaching staff are unable to fill scorekeeper or line judge positions.
- 4.) Scorekeepers and line judges should remain neutral and refrain from cheering/instructing players on the court.
- 5.) Scorekeepers and line judges will not be allowed to have cell phones or any other electronic devices while volunteering in these positions.
- 6.) Coaches will be responsible for helping to put up and taking down the nets, the first teams playing will help put up the nets and the last teams of the day will help take down the nets. Both teams are responsible for ensuring cleanliness of the gym before leaving.

PLAYER AND COACH SUSPENSIONS

Player/Coach suspensions will result from ejection from the game for any reasons of unsportsmanlike conduct, excessive and/or abusive reaction to an official's call, and flagrant use of either profane language, derogatory comments, or violence during the game. If a player/coach is ejected, coaches must notify the Co-Directors via Group Me. A course of action, will then be decided by JYSA Volleyball Committee.

UNIFORMS

- 1.) All players will wear the uniforms provided by the league.
- 2.) Teams listed first on the schedule will be considered “home” and will wear blue. Teams listed second on the schedule will be considered “visitor” and will wear black.
- 3.) Jewelry/Bows with metal clasps will not be permitted at any time during a game.
- 4.) All coaches should wear appropriate coaching attire and closed toe shoes.

VOLLEYBALL RULES OF OVERALL PLAY

- 1.) All games will be played according to USA Volleyball Youth rules. If there is a difference between a USAV rule and the JYSA rule, it will be specified below and will be followed accordingly.
- 2.) The ball may not be caught, pushed, carried, or held (at the discretion of the officials)
- 3.) The ball may not be contacted twice consecutively by the same player.
- 4.) A Serve that hits anything other than the net (i.e. ceilings, lights or basketball goals) before it goes over is a dead ball.
- 5.) Upon gaining the serve a team must rotate. Each player rotates clockwise.

Ages 1/2 & 3/4: The player next off the bench rotates into the server's position. The player in right front will rotate off the court on the bench.

Ages 5/6: The player in the right front will rotate back to the servers position to become the next server.

- 6.) At the end of the game, teams will line up on the back line. The officials will motion for the teams to come together, along the right side of the court to the net. Both teams will meet at the net where they give handshakes and offer a “good game”.
- 7.) Each team is allowed one (1) minute time out during the first 2

games. Each team is allowed one-30 second timeout during the third game.

8.) Points will be scored and awarded using the rally point system according to the USA Volleyball Youth Rules.

9.) A match consists of two 25-point games, and if a third game is needed, due to a 1-1 game tie, then a 15-point game will be held. The teams will switch sides after each game.

10.) A coin toss will decide who serves the first game, each team's captain will choose "serve" or "receive" if they win the coin toss. A follow-up coin toss will occur if a third game occurs.

11.) Teams will switch sides between the 1st and 2nd set, 3rd set will be determined at coin toss if applicable.

12.) All matches must be won by 2 points.

13.) First thru sixth grade will use a Volley Lite volleyball.

14.) All coaches turn in a line up prior to the game to the official on duty for that game. The official will determine if teams are violating rotation rules according to USA Volleyball Youth Rules.

15.) At the end of Game/Set 1 : Players must remain in the same positions they ended the first game for the second game. Please have kids stay in their positions until the official acknowledges the game being over. Coaches may redo the rotations for the third (if needed) game. The server that was supposed to serve next in Game 1, will be the first server in game 2 when it's their team's turn to serve.

OFFICIALS RESPONSIBILITIES

The referee will:

1.) Be advised of JYSA rules that differ from UIL.

2.) Determine illegal hits.

3.) Determine net violations.

4.) Determine the number of hits by a player and team.

5.) Determine if the ball goes out of bounds, using the line judge's calls per their discretion.

- 6.) Make calls based on JYSA rules per their discretion.
- 7.) Determine correct line up at the beginning of each game, and monitor if a team becomes “out of rotation” due to an incorrect server serving the ball.
- 8.) Perform a coin toss (or rock/paper/scissors) with team captains to determine who the first serving team will be and which side the receiving team will be on. The winner of the coin toss will choose serve or receive. The other player will choose their preferred side.

TEAM PLAYERS

- 1.) A team will have a maximum of 6 players on the court.
- 2.) A game can begin and continue play with a minimum of 4 players. In the instance that there are less than 4 players the game will then be considered a forfeit.

RULES OF THE SERVE

If the ball is dropped after tossing the serve into the air during an overhand serve, that toss is not counted as an attempted serve and ONE re-serve will be awarded during each player's serving rotation. If the ball is dropped, a player should not catch the ball.

A serve is illegal, and the ball will be considered dead if the server:

- 1.) Hits the ball illegally.
 - Overhand serves must be hit using an open hand
 - Overhand serves cannot be pushed with the fingertips or palm, or "lifted"
 - Underhand serves must be hit with a closed fist and hit directly out of the hand, no tossing of the ball is allowed.
- 2.) Is out of rotation.

A served ball is a "missed serve" and becomes dead when the ball:

- 1.) Does not legally cross the net.
- 2.) Crosses the net not entirely between the net antennas or lands out of bounds.
- 3.) Touches the ceiling or any obstruction. (During play, when volleying back and forth, if the ball hits the ceiling on your side, you can continue to play it)
- 4.)
- 5.) Is served using a fist on an overhand serve, or tossed in the air on an underhand serve.
- 6.) Players can serve from anywhere on the middle to right side of the court but no closer to the net than the 10-foot line.
- 7.) Each player will be given 10 seconds from the referee's whistle to complete their service attempt.
- 8.) If the ball does not go over the net on the first serve, players

will be allowed one re-serve per serving rotation.

9.) For Grades 3-6: After 2 consecutive successful (over the net) serves, the coach must have their player move back 2 feet regardless of where they started for the next serve. The official will approve the distance.

10.) Each server may, but is not required to, return to the 10-foot line at the start of each serving rotation.

11.) For Grades 5/6: All serves must be overhand serves.

DURING PLAY

A live ball becomes dead when:

1.) The ball lands out of bounds

2.) The ball contacts the ceiling or an overhead obstruction (i.e. a ceiling, light, or basketball goal).

3.) The ball becomes motionless in the net or on an overhead obstruction.

4.) The ball touches the floor.

5.) The ball passes completely under the net, crossing the center line.

6.) The ball contacts a non-player in a playable area. (This includes, but is not limited to, a coach or his/her assistant, a lines judge or a fan catching the ball.)

7.) An official's whistle, for that game's court, blows to stop play.

CONTACTING THE BALL

1.) A contact is any touch of the ball by a player.

2.) A hit is a contact/touch of the ball, which is counted as one of the team's three allowable plays before the ball is returned to the opponent's side of the court.

3.) The 5-Serve Rule will be applied to ALL AGES. If the server has served consecutively for 5 good serves, then a side out is declared with no point awarded to the opposing team.

SUBSTITUTES AND SUBSTITUTION

- 1.) Twelve substitutions are allowed per game.
- 2.) Players may substitute for any position as long as the team maintains proper rotation and serving order.
- 3.) Substitutions may occur at the start of a game or when the ball is considered dead.
- 4.) Coaches will indicate a substitution by rotating forearms in a circular motion visible to the official.
- 5.) The player to enter the game will then move from the bench to the sideline between the net and the 10 foot line, holding up their right hand.
- 6.) The player to leave the court, will meet the substitute player with their right hands meeting together.
- 7.) The official will then make changes as needed and motion to allow the substitution.
- 8.) No liberos will be permitted in the JYSA Youth League.

PLAYING TIME

- 1.) Every player on each team should play 1 full rotation each game.
- 2.) Coaches should rotate and substitute players to ensure equal playing time.

TIE BREAKER

- In the event of a tie at the end of the season, the following will be used to determine the winner:
- Wins vs. Losses
- Total Number of points scored over the season.
- Coin toss

All Age Divisions: End of season single-elimination tournament will be played over the course of one Saturday following the end of the regular season.