

Coquille Volleyball League Rules

Youth volleyball will adhere to the rules stated in the current USA Volleyball (USAV) rule book available here: <https://www.teamusa.org/usa-volleyball/officials/rules-books>

The following modifications and definitions are provided for clarity:

I. Court and Equipment

- Dimensions
 - 60'x30' for ages 9/10, 11/12, and 13-15
 - 50'x30' for ages 7/8
- Net height
 - 7'4" for ages 13-15
 - 7'0" for ages 9/10 and 11/12
 - 6'6" for ages 7/8
- Ball sizes
 - Ages 7/8, 9/10, & 11/12: Volley Lite ball
 - Ages 13-15: Official Baden ball

II. Uniforms

- Jewelry – no jewelry that poses a danger to an athlete or their teammates is allowed. Small stud earrings, close fitting necklaces, and soft non-metal bracelets are acceptable for play. It will be the sole responsibility of the assigned referee to determine acceptability. Their decision is final.
- It is recommended that hair devices to control the hair be soft.
- A cast or protective brace on the lower extremity is permissible provided there are no exposed metal or hard abrasive parts.

III. Match play

- Match play is best 2 of 3 games.
- A match consists of two games to 25 points and a third to 15 points.
- Match play is 60 minutes in length.
- The first two games of the match Games are to 25 points or 20-minute time limit, whichever comes first.
- If a game reaches the 20-minute time limit, the **Win by 2, Cap at 27** rule will apply:
 - **Win by 2, Cap at 27**
 - if a team is ahead by at least 2 points at the end of time, they will be declared winner.
 - If a team is not ahead by two points at the end of time, the game will continue until a team builds a two-point lead, or reaches 27 points, whichever is sooner.
- If a third game of a match is necessary, it will be for the remaining time allotted in the 60-minute match. At the end of 60 minutes, the **Win by 2, Cap at 17** rule will apply.
 - **Win by 2, Cap at 17**

- if a team is ahead by at least 2 points at the end of time, they will be declared winner.
 - If a team is not ahead by two points at the end of time, the game will continue until a team builds a two-point lead, or reaches 17 points, whichever is sooner.
- The clock is a running clock except for time-outs and injuries. After a timeout or stopping of the clock by the official, the clock will restart when the ball is served.
 - All coaches must remain in bench area during match play.
 - Each coach is responsible for turning in a roster with line-up before each game.
 - Forfeiture:
 1. If a minimum of 4 players are not present at game time, game 1 is forfeited 25-0
 2. At the end of ten more minutes, game 2 is forfeited 25-0
 3. After ten more minutes, game 3 is forfeited 15-0.
 4. If both teams decide to mutually forfeit a match, then both teams will receive a loss.

IV. Service

- All overhead service will be administered from the true service line
- Underhand service may be administered from the step-in line for ages 7/8 and 9/10
- For ages 7/8, if the initial serve fails to travel as far as the bottom of the net, the server is allowed a single re-serve. Server is only allowed a re-serve on the initial serve of the rotation. If the serve contacts the net, it is a fault; the point (and service) is awarded to the opposing team.

V. Scoring system, match-game miscellaneous

- Scoring method utilized is rally scoring.
- A point will be awarded to the team each time its opponent violates a rule (e.g., failure to return the volley).
- A side out shall be declared each time the serving team violates a rule (e.g., failure to return the volley).
- For age groups 7/8 and 9/10, after one server earns 5 consecutive points, there will be an automatic side out. No point will be given with sideout in this situation.
- For age groups 11/12, after one server earns 7 consecutive points, there will be an automatic side out. No point will be given with sideout in this situation.
- There will be no bounce allowed in any age group.
- There are (2) 30-second timeouts per game, per team.
- The match will begin with coin flip by the referee to determine which side has first serve. The away team (2nd listed team on schedule) will call the first coin toss. The winner of the flip may choose serve or side. The team that serves first during the first game will receive the first serve in the second game. Before the beginning of the third game, there

will be another coin toss to determine the serving team. Whichever team did not call the toss before the first game will call it before the third game.

- Teams will switch sides after each game.
- Each team must provide a line person before the match. There must be one line person for each side. Lines persons must not coach, talk with the players, nor call out directions to their team. The line person must be on the opponent's side of the court.
- Rotation order, as determined by the starting lineup, must be maintained throughout each game.
- Even at the beginning of each game, when the receiving team has gained the right to serve, its players must rotate one position clockwise.

VI. Playing Time

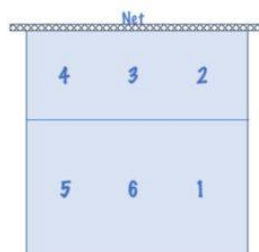
- All players who are in attendance for a match must play a minimum of 1 game during the match, if the match ends at 2 games, and must play 2 games if the match ends in 3 games.
- Each player must play a minimum of 3 full rotations in a row. A rotation is defined as the time between one server serving the ball, a side out, and the next server in the lineup serving the ball.

VII. Substitutions

- A player in the starting lineup may leave the game and re-enter two times per game, but only in their previous position in the lineup.
- The player must report to the official before entering the game.
- A substitute must report to the official, during a dead ball, before entering the game. The substitute will say their number and say the number of the player they are replacing.
- A player may not be substituted out in the position during their serve, unless required by injury.

VIII. Overlapping

- At the moment the ball is contacted by server, each team must be completely within its court (except the server) in two rows of three players. These rows may be staggered.



- The position of the players are determined and judged according to the position of their feet contacting the court as follows:
 - Each front row player must have at least a part of a foot closer to the center than both feet of the corresponding back row player.

- Each right/left side player must have at least a part of a foot closer to the right/left sideline than both feet of the center player in the corresponding row. The server is exempt from this rule.
- Once the ball is served, the players may move to any position on their playing area.

IX. Rules in accordance with USAV (modifications below)

- The volleyball may not come to a stop and/or rest in your arms or hands, contact should be instantaneous.
- The server may serve from anywhere behind the end line, staying within the extended extensions, full width of 30' area.
- When overhead serving, the server has one reserve bad toss up per serve. The server may toss the ball one more time after the referee acknowledges the re-serve.
- Each server has 8 seconds to serve the ball from the time the official signals to serve.
- There are 3 contacts per side for ages 9-15. A block is not considered one of the 3 contacts. Therefore, a player may block an attack and then play the ball consecutively.
- In reference to the centerline, a player's hand(s), foot (feet) or any body part may be on any part of the line provided a part of the body remains on or above the center line. Contacting the floor across the center line with any body part is illegal. However, any contact with an opponent result in a side out.
- Back row player may not jump on or in front of the attack line and set or attack the ball over the net when the entire ball is above net level.
- A back-row player may not attempt to successfully block a ball when on or in front of the back line.
- A player may follow through with their hand(s) over the net after a spike or block.
- A served ball may not be blocked or attacked by the receiving team.
- If any part of the served ball touches the net but goes over the net (inside the antennae, net post or any supporting apparatus) it is a legal serve.
- A player may block the ball on the opponent's side of the net IF the ball is on its way over after the hit.
- The ball is in bounds when any part of the ball contacts any part of the line.
- The ball must travel completely inside the net antennae to be in bounds. If the ball hits the antennae, it is out of bounds.
- A ball may be played off the ceiling or any obstruction that extends off a wall (basketball goal or air duct) if the ball remains on the striker's side for the next hit. If the ball has crossed the plane of the net, hits an object and returns to you, it is a dead ball. Any ball that hits a wall is out of bounds.
- A contact is any touch of the ball by a player excluding the player's loose hair.
- Coaches are responsible for their fans and can be penalized for their behavior. Penalties can consist of yellow cards/verbal warning.