



2011 Girls Volleyball Tournament Rules

Coaches and players are responsible for knowing and following the game rules. Coaches, please go over these rules with the parents to prevent them from questioning calls made by the referee. Any questioning of a call or ruling must be made by the coach, NOT a parent, player, or spectator.

I. General Rules

1. Participants must accept referees' decisions with sportsmanlike conduct and without dispute. In case of doubt, clarification may be requested through the coach only.
2. No food or drink is allowed in the gym; however we do allow a water container with a lid. Coaches, please express this policy to the parents to help us keep the facility in good shape.
3. **Coaches must rotate players before each serve except the opening serve of the game.** The player who had just served will be substituted for if there are players on the bench.
 - a. Exception: players may be substituted for at any time in case of injury.
4. There should be 6 players on the court for each team.
5. A team may start and play the game with 4 players. If a team does not have 4 players at game time it will be a forfeit.
 - a. Any player used that is not on a league roster must be in the correct age division and the coach must turn in a roster prior to the tournament listing these players. If a team is only using players from there league roster they do not need to turn in a tournament roster.
6. **Time Outs**—Each team will have the option of one 30-second time out per set.
7. **Ceiling**—If the ball hits the ceiling and remains on the same side of the court, it is still in play. If it hits the ceiling and bounces to the other side of the court, it is considered out of bounds and a point will be awarded to the other team.
 - a. Lights, rafters, basketball goals, and anything attached to the ceiling counts as part of the ceiling.
 - b. Exception: If a serve hits the basketball goal that hangs over the court on the server's side or hits the basketball goal that is over the middle of the court, the ball will be reserved. If the serve hits the basketball goal on the other team's side of the net, the ball will be called out of bounds and side out will be called.

8. **Dividers, Bleachers, and Walls**—All dividers, bleachers, and walls are considered out of play. If a player hits a ball that then hits any of these objects, it will be a side out and a point will be awarded to the other team.

II. Serving

1. Service Limitations
 - 4th & 5th Grade:
 - i. A single player will only be allowed to serve up to 5 consecutive points. It will be side out after that. No point will be awarded to the other team but they will rotate and be allowed to serve.
 - 6th and 7th Grade:
 - i. A single player will only be allowed to serve up to 5 consecutive points. After 5 successful serves, the serve will be given to the next player in the rotation on the same team.
2. *Let* serves are allowed. A *Let* serve is a serve that hits the net, but still goes over the net inside the boundaries of the opponent's court.
3. First serve of the first and third games will be decided by a coin toss. One captain from each team will meet the referee prior to the first game to do the coin toss. The team winning will have choice of serve or which side of the court they want.
4. Both feet of the serving player must be behind the designated service line.
 - 4th grade- the serving line will be 10 feet in front of the baseline boundary.
 - 5th grade- the serving line will be in 5 feet from the baseline.
 - 6th & 7th graders will use the baseline boundary as the serving line.
5. Players must wait for the whistle from the referee to serve.
6. Players may not block or attack the serve.
7. The server may move freely within the service zone.
8. In the case of a bad toss during service, the serving player MAY touch the ball before it hits the ground.
 - On a bad toss, the server may catch the ball or let it hit the ground. As long as no attempt to hit the ball was made.
 - After a service tossing error, the referee will whistle for a reserve.
 - One service tossing error is permitted for each 5 serves.

III. Playing Court and Equipment

1. All age groups play with the full-sized boundaries.
2. Coaches and players on the bench must stay at least 5 feet back from the court boundaries.
3. **Volleyballs**—4th, 5th and 6th grade players will use a “Volley-Lite” ball. It is the same size as regulation, but lighter and softer. 7th grade players will use a regulation size and weight ball.
4. Players are encouraged to wear kneepads.
5. No jewelry made of metal, ceramic or rock will be allowed. Each team will receive one warning for wearing jewelry. If a player has jewelry on after the warning has been given they will be removed from the match.

IV. Game Play

1. All games will be rally-scored, meaning a point will be awarded to one team after each play. All sets will be played to 25, win by 2 with a cap of 28. The teams will play **best two out of three sets** of a match during tournament games.
2. Each team is entitled to a maximum of 3 hits to return the ball to the opponents.
 - a. Hits include intentional hits by a player as well as unintentional contact with the ball.
3. It is a fault to touch any part of the net except for incidental contact by a player's hair and insignificant contact by a player not involved in the action of playing the ball.

DETERMINING POOL CHAMPION AND RUNNER UP (4th Grade, 5th Red, 6th Red & 6th Blue)

1. In the event two teams have the same pool record, the team which won the head to head match will be the pool champion.
2. In the event three teams have the same pool record, the team that has lost the fewest number of sets (Not Matches) in pool play will be the pool champion. If two totals are the same, the team that won the head-to-head match will be the pool champion.
3. In the event the tie cannot be broken by rule #1 or rule #2, the team that allowed the fewest points **against the other teams it is tied with**, will be the pool champion. If two totals are the same, the team that won the head-to-head match will be the pool champion.
4. In the event the tie cannot be broken by rule #1, rule #2 or rule #3, a flip of a coin will be used to determine the pool champion.

DETERMINING QUALIFYING/SEEDING FOR ELIMINATION PLAY (5th Blue & 7th Grade)

(The top 4 teams from pool play will advance to elimination play)

1. Pool record
2. If two or more teams are tied:
 - a. Fewest number of sets lost in pool play
 - a. Fewest total points allowed in pool play
 - b. Most total points scored in pool play
 - c. Flip of a coin