

SNOHOMISH YOUTH VOLLEYBALL ASSOCIATION

SYVA Volleyball League Rules

Overview: Snohomish Youth Volleyball Association (SYVA) is a recreational league focusing on developing player skills, learning the game of volleyball, making new friends, and having fun. We strive to provide our players, coaches, parents, and fans a positive environment encouraging fair play and good sportsmanship.

1. GAME RULES

- 1.1. Players can only play on one team. Only **registered players** are allowed to play in a match.
- 1.2. Teams compete with 6 players on the floor. **If a team has less than 6 players, a team may borrow a registered player from another team.**
- 1.3. A **minimum of 5 players** are required to start a match. On the floor, players must remain in designated positions (front and back row) and position 3 (left back) will be omitted.
- 1.4. Match officials will provide a ball for matches. No ball may be substituted unless approved by both captains.
- 1.5. Each team will provide a **lines person** for the entire match. Lines person is to remain in the same side of the court throughout the match. Officials will provide scoreboard and keep track of the game score.
- 1.6. **No jewelry of any type may be worn when playing**, including earrings. If there is an item that cannot be removed, it should be taped in such a manner as to not create a safety hazard for other players. You can get tape from the official if you don't have any.
- 1.7. A **team captain(s)** shall be appointed by each coach before the start of the match to meet with the official to determine which team receives the choice of either serve or receive. If you have more players than matches, appoint co-captains so everyone has a chance to participate.
- 1.8. **Start of Match: Referee shall blow the whistle on the hour to call for captains meeting at the net.** Rock/paper/scissors will determine which team receives the choice of either serve or **serve receive side of court to receive serve.** ~~Winner has choice serve or side of court (serve receive).~~ **Sides are established during warm-up period.** Losing team will receive remaining choice.
- 1.9. ~~At the end of the first game, teams will switch sides and the team that received the first game will serve the second game. Prior to the deciding game of the match, there will be another round of paper/rock/scissors with the same procedural guidelines.~~ **Teams will establish sides during warmup period and will remain on the same side during the entire match.**
- 1.10. Starting players will line up on the serve line in their designated play order before the start of each game. There are 6 players per side.
- 1.11. **Warm-Up Period:** After the captain meeting, a **5 minute warm-up** shall consist of 3-minutes shared court allowing for warmup on team side of net only. This will be followed by 2 minutes shared serving. Match to start upon completion of 5 minute warm up period.

- 1.12. **Maximum of 3 hits per side.** However, a block does not count as a hit.
- 1.13. Each team may take **2 time outs per game lasting 30 seconds** and will be called by the coach or captain of the team only. Official will blow the whistle when timeout is over and players must return to the court immediately.
- 1.14. **Replay:** An official has the option at any time to call a repeat of a play in cases where her line of vision was hidden by a player, spectator etc. or in the case of line discrepancies. The following are grounds for a play-over: A) a spectator, person or object interferes with a players attempt to play the ball. B) The ball comes to rest on an overhead object above that team's playing area and would still have been a playable ball. C) The ball contacts overhead objects less than 15 feet above the playing area and would have remained playable if the object had not been present.
- 1.15. **Maximum allowed time between games is 2 minutes.** Official will blow the whistle to signal the start of game. Time between games can be shorter if both teams are ready for play. This is at the discretion of the official.
- 1.16. **Double Contact:** A player may not palm or double hit the ball on a set. If the official calls the fault, your team will either receive a side out or the opposing team will receive a point depending on who has possession of the ball at the time of the fault.
- 1.17. **Ball Inbounds:** Any ball that is on a line is considered in.
- 1.18. **Center Line Violation:** A player's foot can be on the line but not completely over. Exception: Player stepping over center line interferes with opponent attempt to make a play.

2. PLAYER ROTATION

- 2.1. **Player rotation** on the court is clockwise.
- 2.2. Player rotation from the sideline is into #4 position (Left front-row player) only. (#3 (Left back-row player) rotates out and a new player rotates into the #4 position.)
- 2.3. All team members must stay in their designated rotation order during the game. No exceptions. **Coaches may not change this order and rotation must stay the same for each of the three games played.** For example, if player X is going to be the next server when a game ends, she needs to be the next server when the new game starts. Violation of the rule may lead to disqualification of the match. An exception to this rule can be a substitution for an injured player but only the first player in the rotation order. This will now be the new rotation order for the remainder of the game.

3. SCORING | MATCH PLAY

- 3.1. **Games will follow rally scoring.** Point will be scored on each rally. If the receiving team wins the rally, they score a point and gain the serve.
- 3.2. All matches will consist of 3 games. The first two games will run to 25 points with a cap at **27 points (do not need to win by 2 points)**. The third game **will run to 15 points with** a cap at 17 points (do not need to win by 2 points).

3.3. ~~The only time the third game would not be played to 25, is if games one and two have run long, then game 3 would be played to 15. If this is the case, the referees will talk with the coaches before the third game starts and decide if the third game will score to 15 or 25.~~

3.4. All games begin promptly on the hour.

4. **SERVING**

4.1. Official will blow the whistle to signal player to serve.

4.2. Player in serve position will toss ball to attempt to serve. If the player decides not to use the toss, **player can let ball drop (preferred) or catch it.** This is called a serve toss error. There is one serve toss error allowed per service attempt. The referee will blow the whistle to signal player to serve the ball for a second attempt. If the ball is again not served, the serve will be forfeited and the opposing team will take possession.

4.3. Players must underhand, side arm, or overhand serve.

4.4. All players may serve out of the platform with no penalty.

4.5. When the receiving team has gained the right to serve they **MUST** rotate before the serve.

4.6. **Net Service is in Play.** A served ball that hits the net and continues across the net into the opponent's court **is a playable, live ball.**

4.7. There will be a **5 serve limit per players in the 3/4 and 5/6 grader divisions.** After 5 consecutive serves that result in a point, the serving team will maintain possession but will rotate and continue with a new server. If the new server makes 5 points in a row, the team will again rotate. This rule will remain in effect until the team loses possession.

4.8. **We will not rotate after 5 continuous serves in the 7/8 grade league.** In the junior high school league, 7th graders rotate after 7 serves, but the 8th graders do not rotate until a serve is missed or there is a side out. This emphasizes the importance of a good pass on serve receive and we believe that by this age level we should be playing closer to the age level of other leagues and encouraging great passing.

4.9. Players cannot attack or block the serve if the ball is in the front zone.

4.10. While it is not illegal to serve with a fist we **DO NOT** encourage any player to serve in this manner. With proper technique and teaching, a player can succeed with an open hand serve which the league feels will provide a player better ball control and handling.

5. **NET PLAY**

5.1. A ball hit into the net, may still be kept in play (up to 3 hits) provided that a player does not make contact with the net.

5.2. **Players may not touch the net.** If 2 opposing players touch the net simultaneously, the ball is declared dead and is replayed.

6. LEGAL PLAY

- 6.1. The ball must be returned over the net in 3 hits or less.
- 6.2. It is legal to contact the ball with any part of the body as long as the ball rebounds immediately.
- 6.3. If 2 players on the same team contact the ball simultaneously, it counts as **one** contact, and any player may play the ball.
- 6.4. One may play the ball twice during a volley, but not twice in succession, **unless played directly off a block.**
- 6.5. When a ball touches a boundary line (i.e. side or end line), it is considered in play and “good”.

7. OUT OF PLAY

- 7.1. A ball is out, if it contacts the ceiling or overhead objects, regardless of height, over non-playing areas.
- 7.2. The ball is out of play if it makes it over the net to the opposing team directly after a ceiling hit. Exception: if a team causes the ball to hit the ceiling or any object above their playing court and the ball comes down on their side of the net, they may continue to play the ball, provided it was a legal hit and not the third hit which caused the ball to strike the ceiling or object AND the ball must have contacted the ceiling within the playing area.

8. NET HEIGHT

- 8.1. Net height for 3/4 Grade Division is 6'6".
- 8.2. Net height for 5/6 Grade Division is 7'0".
- 8.3. Net height for 7/8 Grade Division is 7'4".

9. COURT DIMENSIONS

- 9.1. Regulation volleyball indoor court dimensions are 59' x 29'6" (18m x 9m).
- 9.2. Serving line/baseline for 3/4 Division is moved into the court by 3' (1m) allowing for accommodation for this younger age to get serves over the net. Also allows for more competitive play during rallies with a short court. Revised court dimensions are 53' x 29'6" (16m x 9m).

10. **TOURNAMENT** All teams participate in the playoff which is a single elimination tournament at the end of the season.

11. SPORTSMANSHIP

- 11.1. **Alcohol and smoking are prohibited** at all SYVA volleyball functions. If it is reported that alcohol is on your breathe you will be asked to leave immediately. No exceptions.
- 11.2. **Unsportsmanship-like conduct will not be allowed in any capacity** some of which are as follows: a team that is excessively screaming, yelling, etc. to distract the opposing team, excessive cheerleading, clapping etc. of their own team, any conduct that is towards a referee, coach, player or parent. First offense will be a warning by the Official. Second warning will be a point awarded to other team. Third penalty is a team match loss. If the offense is against a parent and they have been warned twice, they will be banned from all future SYVA events.
- 11.3. Teams, players, spectators, coaches and parents will be quiet during a serve regardless of team possession. If the actions from the offending team do not stop, first offense will be a warning, second offense will be a point awarded to other team. (Note: This includes chanting "Ball's Up" during other teams service attempt)
- 11.4. **Multiple Contacts (Pass, Set, Hit/Attack):** Goal of SYVA volleyball is to learn to play the game and maintain a level of fair play. **Our goal for our coaches and players is to strive for the goal of making "three contacts" (i.e. pass, set, attack).** We understand that while not always possible to succeed in multiple contacts in a recreational league for younger player, coaches should strive for this goal. Teams coached to consistently "hit the ball over on one" during serve receive or first contact is not within the spirit of fair play. First offense will be a verbal warning to the coach by a SYVA Director. If no attempts at multiple contacts are made by the coach and/or team, the second offense during a match will be a sideout and loss of point (if applicable).