

**CITY OF HUNTSVILLE
RECREATION SERVICES**

2006



VOLLEYBALL

TEAM COMPOSITION

- Boys & Girls (coed teams).
- Age Groups: 10 & Under, 12 & Under, 15 & Under, and **18 & Under**.
- Birthday Cut-off: September 1, 2006.
- Rosters: Minimum 8 Players, Maximum 12 Players.

UNIFORMS & EQUIPMENT

- **Teams are required to wear matching shirts with 6" numbers on the back.** Matching shorts are suggested, but not required.
- Volleyballs will be provided for games and practices upon request.
- Tachikara "Volley-Lite", and Tachikara SV5WS
- Court Specifications:
 - 15 & 18 Under – Net Height 7' 4" Serve Line - Regulation serving line.
 - 10 & 12 Under – Net Height 7' 1" Serve Line – 6' Inside regulation line.

OFFICIALS & SCOREKEEPERS

- The head official (on the stand) will be assigned through a volleyball officials association, coordinated through Kimon Washington.
- **Each team will be required to provide two qualified individuals** to assist in their match. One of these volunteers will be assigned as line judge, and the other will work at the scorer's table keeping the clock or scorebook.

RULES AND REGULATIONS

The league will be governed by the NFHS rules, with the following points of emphasis and exceptions:

- Each match will be played for a winner of two out of three games. The first two games will be played to 25 points (30 point cap), and the third game (if necessary) will be to 15 points (20 point cap).
- In 25-point matches, all substitutes must enter the game at 10 points; at 20 points, substitutions can be made at random. In 15-point matches, all substitutes must enter the game at 5 points; at 10 points, substitutions can be made at random. In the event a player has to leave the game prior to the designated substitution period, the substitute must play 10/5 consecutive points, before they can be replaced.

Note: A player that has completed their minimum play requirement can be substituted for another player that has also completed their minimum play requirement at any point in the game. Once this occurs, they can only sub for each other for the duration of the game.

- Each team will have 5 minute warm-up time between matches, and a 2 minute break between games.
- Point scoring method will be “Rally Scoring”.
- Each team will be granted two (30) second time-outs per game.
- “Net” serves are permitted.
- A “five serve” limit will be enforced. After a server has successfully completed five consecutive points on their serve, you will have “side-out”.
- The home team selects home court; the winner of the toss may elect to serve or receive.
- The “libero” player concept shall not be used.
- If a player is capable of playing, but is ineligible due to disciplinary reasons, they cannot be in uniform on the bench with eligible players.
- Player must participate in over 50% of regular season games to be eligible for tournament play.

ADDITIONAL RULES & GUIDELINES

4 NOTE: Prior to the match, officials shall meet with the head coaches and captains to discuss sportsmanship expectations. At this meeting, coaches shall verify all their players are wearing legal uniforms and equipment.

Rationale: Consistent with other NFHS rules books.

4-1-7: Players shall not wear body paint or glitter on their hair, face, uniform or body.

Rationale: To support the interpretation that was given to officials but was not supported in the rule book or case book.

5-5-3n: Notify the official when a team reaches game point.

Rationale: Opens communication to avoid error.

7-1-2: Two minutes prior to the end of a timed pre-match warm-up, a coach from each team shall submit to the scorer an accurate, written line-up of the uniform numbers for the six players in the floor positions they occupy at the start of the game.

Rationale: To clarify that the position of the players on the floor as submitted on the written line-up indicates the serving order. The act of circling the first server is only a courtesy and has no bearing on designation of first server.

9-5-2c: A back row player shall not be called for a foul or a penalty until the ball has completely crossed the net or is legally blocked by the opponent.

Rationale: This clarifies to the official that the ball is considered to have crossed the net when it has passed beyond the vertical plane of the net or is legally blocked (9-4-4).

12-2-5b: During any dead ball, ask the umpire to review the accuracy of the score, verify the number of time-outs used or the serving order of his/her team, or to verify the proper server for the opponent.

Rationale: The rule will specify to whom the request may be made