



parkview parochial league

2011 VOLLEYBALL RULES

All WIAA volleyball rules apply to all grades except for the following:

- A. For the 5th and 6th grade – there is a modified serving line, 24 feet from the net and 10 feet from the right sideline. Players may serve at any distance behind that line and 10 feet from the sideline. Players can serve along the entire 30 ft. back line, however from the 10 ft. right hash mark to the left sideline it will be a foot foul if they touch the 30 ft. back line.
- B. Four players are needed to start a game. But once a 5th and 6th player becomes available, they must be put in at either open position in the lineup submitted by the coach prior to the match. Insert them at the next side out. No time out will be charged. No penalty shall be assessed for the phantom server.
- C. A lighter “VOLLEY-LITE” ball will be used for 5th and 6th grade.
- D. All coaches must be in compliance with the Archdiocesan certification requirements.
- E. ONE Coach may stand during a game from the 10 ft. line to the end line 6 feet away from the sideline.
- F. This privilege may be revoked if in the opinion of the referee it is being abused or distracting to the match. Additional coaches must remain seated except: during a time out, attending to an injured player, spontaneously reacting to an outstanding play by a player on their team, or requesting a substitution or a time out.
- G. Uniforms should have numbers on the front and back, but teams will be allowed to play if numbers are only on 1 side until such time that the uniforms can be corrected.
- H. The Libero will not be allowed. The Let serve will be in effect.

TEAM / PLAYERS

- 1. Players must attend the school or CCD program at the school, which the team represents.
- 2. Team roster is due September 8th. Roster must be signed by the principal, athletic director, and a CCD coordinator, if CCD students are on the team.
- 3. No player may be added to the roster without consent of the league director. Failure to do so will result in the forfeiture of all games in which the added player participated.
- 4. If a school is combining two grades for one volleyball team, they will be playing at the upper grade level. No one under 5th grade will be allowed to play in the league.
- 5. Parishes entering multiple teams in one grade: 5th & 6th - a parish, which enters more than one team in one grade, must divide the talent equally. 7th & 8th - a parish, which enters more than one team in one grade, may divide the talent into an “A” team and “B” team(s). The “A” team must clearly have superior talent when compared to the “B” team(s). A member parish must enter an “A” team in a particular grade before they may enter a “B” team in that same grade. A parish, which enters more than one team in one grade, must have an annual tryout to ensure the proper distribution of talent. The division of talent must be easily recognizable. If there is a 15 game differential between teams, action may be taken by the league.

CONDUCT

- 1. Coaches and players will not interfere with play. This includes berating officials and other players. The official’s ruling on all judgment calls is final. Violation of this rule will result in either a yellow card warning, red card penalty point, red and yellow cards together which is immediate disqualification for the match and an ejection from the gym could result thereafter. Referees have total authority on game conduct.
- 2. If the entire team or an individual player is found guilty of UN-sportsmanlike conduct, whether committed on the floor or in the building, the team or player will be penalized. If the infraction is severe enough, the team may be dropped from the league.

THE GAME

1. Teams must be ready to play within five minutes after the scheduled time for the first game and another five minutes for the second game, or the team will forfeit the match. If a team arrives after the forfeit time has expired, it will be up to the opposing team to determine if the games will be played. Both coaches must sign the score sheet for the approval. The referee will determine if there is enough time to play a third game and may enforce a time limit on the third game regardless of the point total. If a team forfeits the match, they will be charged a \$50 penalty. Any subsequent forfeits during the season, the penalty will be \$100. Double headers count as 1 penalty.
2. Written line-up sheets must be submitted to scorer's table prior to each game and remain at the scorer's table. The Parkview line up sheet is recommended but not required. Players must be listed in serving order. Multiple substitutions shall be made in succession. One pair of players after another and only one pair of substitutes in the substitution zone at a time.
3. All grades will play up to 25 points rally scoring. There must be a two-point difference to win a game with no cap. A match will consist of three games. All games apply to the standings.
4. The home team can pick their bench prior to the start of the match. The referee will determine a home team in the event that both teams are away teams. A coin toss by the referee between the captains of each team with the visiting team calling the toss will determine which team serves first. Teams shall switch sides for game two. A coin toss for game 3 with the home team calling the toss will determine the serve and side for game three. The players do not need to stand at the end line during the coin flip prior to the start of Game 3. There will be NO switching of sides at 13 points in game 3.
5. Players may not wear any jewelry, bobby pins and unadorned flat pins are allowed. No glitter or face paint is allowed. Earrings cannot be taped. The penalty will be a time-out charged to the team. It is advised that players do not chew gum, but not forbidden. Water must be kept off the floor at all times, or a penalty time-out may be charged to wipe up the floor. Soft ribbons of any width, length or number will be allowed. Non Matching undergarments are allowed. Uniform shirts do not have to be tucked in, however undergarments should be tucked in unless they match the color of the uniform top.
6. The referee shall have the power to make decisions on any point not specifically covered in these rules.
7. Protests should be made in writing at the time of the protest and signed by both coaches and the referee prior to completing the game. This written protest should be forwarded to the league director within 24 hours.
8. Setting or overhand passing a serve is allowed as long as it is not a lift. A double hit is allowed on any first team contact. A player can play the ball with any part of their body including their feet.
9. All teams will rotate into the serve. The pre game and end of game player back line lineup procedure will be followed. A 10, 7, or 5-minute warm-up procedure will be followed as time allows. For example- 3 min. shared court passing, 3 min. 1 team hits, 3 min. other team hits, 1 min serving. Coaches may use their on-court time as fit. (5th grade may not want to hit).
10. **Each Team will be allowed two 30 second time outs per game, NOT 60 seconds as indicated in the WIAA rule Book or previous years. This is a change for 2011 to help keep the 3 games to 25 point matches on schedule.**

EQUIPMENT HOST GYM:

1. The host gym is to provide an official volleyball either leather or composite (NFHS logo), air pressure 4.3-4.6 pounds. Colored balls with a NFHS logo are allowed for 7th and 8th grade. A Lite ball must be provided for the 5th and 6th grade. Colored Volley Lite balls are allowed for 5th and 6th grade. A minimum of eight balls for warm ups should be provided. Net antennas are required. Referees stands, standards, and net wires should be padded. A first aid kit, ice, and a gym supervisor must be readily available in case of injury. Net height is 7 feet, 4 and 1/8 inches. Please have a tape measure or measuring device available.
2. A copy of the most recent Parkview volleyball rules is to be kept at the scorer's table. A National Federation of High School rulebook is recommended to be at the scorer's table also.

2011 Revisions indicated in RED