

# **PARKVIEW / WACC**

## **2016 VOLLEYBALL RULES**

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

1. For the 5<sup>th</sup> and 6<sup>th</sup> 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.
2. Four players are needed to start a set. But once a 5<sup>th</sup> and 6<sup>th</sup> 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.
3. A lighter “VOLLEY-LITE” ball will be used for 5<sup>th</sup> and 6<sup>th</sup> grade.
4. All coaches must be in compliance with the Archdiocesan certification requirements.
5. ONE Coach may stand during a game from the 10 ft. line to the end line 6 feet away from the sideline.
6. 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.
7. All 7<sup>th</sup> and 8<sup>th</sup> grade teams may play with a Libero provided they have a minimum of 7 players present. Use of the Libero is optional.
8. The “Let” serve will be in effect at all grade levels.
9. 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. The Libero shall wear a uniform top that is immediately recognized from all angles as being in clear contrast to and distinct from other members of the team.

### **TEAM / PLAYERS**

1. Players must attend the school or CYF program at the school, which the team represents.
2. Team roster is due prior to the teams first match. Roster must be signed by the principal, athletic director, and a CYF coordinator, if CYF 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 5<sup>th</sup> grade will be allowed to play in the league.
5. Parishes entering multiple teams in one grade: 5<sup>th</sup> & 6<sup>th</sup> - a parish, which enters more than one team in one grade, must divide the talent equally. 7<sup>th</sup> & 8<sup>th</sup> - 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 /WACC line up sheet is 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.  
All teams will rotate into the serve. The pre game and end of game player back line lineup procedure will be followed.  
**Note:** When a Libero is used, they may line up with the other 6 starters on the end line at the start of the match.
9. **Warm-up procedure will be followed as follows. Each team stays on one side of the court for shared passing until the referee completes the coach/ captains meeting and determines Serve, Receive and Sides. Then: 3 minutes full court for the Home Team, 3 Minutes full court for the Visitor Team. No shared serving. Coaches may use their full-court time as they wish (5<sup>th</sup> grade may not want to hit and just serve)**
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 made to help keep the 3 games to 25 point matches on schedule.**

## SUBSTITUTIONS

1. Player must report to the referee before entering the playing area.
2. There are unlimited entries per player in a game.
3. There is a maximum of 18 substitutions per game. Libero replacements do not count as substitutions and are unlimited.

## 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 7<sup>th</sup> and 8<sup>th</sup> grade. A Lite ball must be provided for the 5<sup>th</sup> and 6<sup>th</sup> grade (NFHS Logo not required). Colored Volley Lite balls are allowed for 5<sup>th</sup> and 6<sup>th</sup> 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/WACC 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.

## **LIBERO (7<sup>TH</sup> and 8<sup>TH</sup> Grade Only)**

1. The Libero is a back-row player who is a defensive specialist. Only one Libero may be designated per set. Teams may designate a different player as the Libero in the next set, however players using the same Libero Uniform top should change uniforms in the Locker room rather than at the bench.

### **2. The Libero when used:**

- Must be designated on the lineup sheet prior to each set.
- May be the team captain.
- May be used as an exceptional substitution for an injured player if no other legal substitutes are available.
- Shall not replace a disqualified teammate.
- Shall be allowed to serve in one position in the serving order.

### **3. The Libero shall not:**

- Complete an attack from anywhere if, at the moment of contact, the ball is entirely above the height of the net.
- Set the ball using overhand finger action while on or in front of the attack line extended, resulting in a completed attack above the height of the net.
- Block or attempt to block.
- Rotate to the front row.

### **4. Procedures for Libero Replacement:**

- Is allowed to replace any player in a back-row position.
- May serve in one position in the serve order.
- May only be replaced by the player whom he/she replaced.
- One Libero replacement may be exercised per dead ball/rally unless the Libero is replacing the player in the right back position and will serve the next rally.
- Must take place between the attack line and the end line in front of that team's bench.
- Must be completed during a dead ball prior to the whistle and signal for serve.

### **5. Replacements may only take place:**

- At the start of each set after the starting lineup has been checked.
- After the end of a rally.
- While the ball is out of play and prior to the whistle and signal for serve.
- After a time-out, once all players have returned to the court, provided the replacement sits out one rally/dead ball.

### **6. Libero Serving:**

- Allowed to serve in one rotation.
- When serving, the Libero would not be required to leave the playing area or be out of the set for one rally/dead ball before replacing the incoming player in the right back position.

### **7. Libero Tracker:**

- 7th or 8th grade teams using a Libero are required to provide an experienced Libero tracker. This could be the parent of a player or a high school aged volleyball player with knowledge of the game, a club player, or an assistant coach. **Libero Tracking Sheets do not need to be turned in at the end of the match unless requested by the referee.**
- All Libero trackers will sit at the scorers' table. Exception: If the Libero tracker is an assistant coach for a team playing, they may Libero track from the bench.
- If both teams are using a Libero, it is suggested they agree on one Libero tracker to track for both teams. It is not necessary in this case to have one Libero tracker for each team.