

MADISON COUNTY RECREATION 2023-2024 VOLLEYBALL RULES

Age Groups: 8 & under (age min of 6 yrs old), 10 & under, 12 & under, 14 & under and 16 & Under

8U and 10U rules are listed below. 12U- 16U Rules are from the NFHS National Federation of State High School Associations Volleyball Rulebook 2021-2022, these will be the rules our officials will be enforcing. Age chart is based off USA Volleyball.

Rosters: Minimum (6) Players, Maximum (10) Players **NOTE:** All teams may begin a match with a minimum of (5) and a maximum of (6) on the court at one time. Teams beginning a match with (5) roster players may borrow (1) player from another team, only in same age division or younger division. Division players may play up but cannot play down. If a team begins a match with less than (5) players and/or that team must borrow more than (1) player, the match shall be forfeited. (BORROWING OF A PLAYER IS ALLOWED IN REGULAR SEASON ONLY)

NO GHOST Rule all ages: If you play with 5 players there will be no point taken away or loss of serve.

UNIFORMS & EQUIPMENT RULES

Teams are required to wear matching shirts with 4" number on the front, and a 6" number on the back. For 12U, 14U and 16U the Libero wears a separate color uniform to distinguish they are the libero. **(Rule 4/Sec 4/Art 2). The Libero uniform top must clearly contrast from the predominant color of the team uniform top.**

8 & under, 10 & Under: Tachi kara Volley-Lite Volleyballs.

12U, 14 & 16 & Under Balls: Official weight and size, NFHS approved
Net and Standards (School/Recreation Center provided)

COURT SPECIFICATIONS

14 & 16 & Under Net Height 7'4 1/8" Serve Line Regulation serving line

12 & Under Net Height 7'0" Serve Line regulation line)

10 & Under Net Height 6'6" Serve Line 8 ft inside regulation line

8 & Under Net Height 6'0" Serve Line 10 ft Inside regulation line

OFFICIALS, SCOREKEEPERS, TIMEOUTS & TEAMS RULES

One Head Official per match (on the stand)

Each **HOSTING** facility will be required to provide a **scoreboard keeper and a scorebook keeper and a Libero Tracker. (NFHS Rule 5/Sec 7)**

Each bench team will be asked to provide a line judge.

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.

The winner of the coin toss for the first and third game may elect to serve or receive.

The officials will ask team captains if they choose to switch sides between games or remain where they are during the coin toss prior to the match.

Each team will have a 5-minute warm-up time between matches and a two-minute break between games.

NOTE: Between games, **ALL** teams, non-playing children, and adult viewers must stay off the courts. Courts may not be used to practice between games by any team.

Each team will be granted two 30 second time-outs in the 1st and 2nd set, and one 30 second timeout in the 3rd set.

COUNTY RECREATION VOLLEYBALL RULES MATCHES, POINTS & SCORING RULES

Each match will be played for a winner of two out of three games. The first two games will be played to 25 points and the third game (if necessary) will be to 15 points

Point scoring method will be "Rally Scoring". **Cap points 30 in the first two matches and 20 in the 3rd deciding match for 10U age groups only.**

8U- Matches will be played for a winner of two out of three games. First two games will be played to 15 points, and the 3rd game (if necessary) will be to 10 points. **Cap Points are 20 in the first two games and 15 in the 3rd game for 8U group only**

SUBSTITUTIONS, TIMEOUTS & SERVING RULES

Following substitution rule is 10U only:

In 25-point matches all substitutes must enter the game when the first team has reached **(10) points, not before, and at (20) points** substitutions can be made at random and at any substitution a sub may go in for the server.

In 15-point matches, all substitutes must enter the game when the first team has reached **(5) points, not before, and at (10) points.**

8U Only

Following substitution rule is for 8U:

In 15-point matches all substitutes must enter the game when the first team has reached **(7)** a sub may go in for the server.

In 10-point matches, all substitutes must enter the game when the first team has reached **(5) points, not before** a sub may go in for the server. No other substitutions will take place during the match, except for injury.

Libero- for 12U, 14U and 16U the libero can go in and out of any of the back-row positions at any time, libero cannot play the front row at any time. You do not have to use libero, if not using a libero rule does not apply. **(NFHS Rule 9/Sec 5/Art 6) The Libero is only allowed to serve in one position in the service order, cannot set from the front row by using overhead finger action while on or in front of the Line of Attack (10 FT Line), cannot block or attempt to block.**

Note 10U only: The bookkeeper will notify the official when the first team reaches its (10) point quota.

8U and 10U has a "three serve" limit will be enforced. After a server has successfully completed three consecutive points on their serve, you will have "side-out" but the opposing team will not be given a point.

12U, 14U and 16U rally point the entire game and free sub. All players should start a set within a match. No serve limit will be enforced.

8U and 10U DIVISION: If the server misses her *first* serve, that server will be allotted an additional serve by the official. If the allotted serve is missed, the official will signal a side out/point to the opposing team. * **A missed serve is one that does not go over the net in play*Or breaks the plane of the net from wall to wall or floor to ceiling.**

If the server does not contact the ball after the toss and allows the ball to drop to the floor, (1) re-toss (service tossing error) is permitted for each service if the server does not contact the ball after the toss and allows the ball to drop to the floor."

The server must contact the ball within 5 seconds after the official whistles for service.

"Let" serves are permitted.

DISCIPLINE RULES

Coaches may discipline a player or players that are supposed to start a game, but he/she must inform a Committee of Management member and the opposing teams coach before the game begins.

DISCIPLINE EXAMPLE:

Unexcused absences from games or practice. When a game is called before completion for any reason, this rule does not apply.

Protests :

A manager protesting a rule interpretation must protest before the serve. The protesting team will notify the official, bookkeeper, and opposing team at the time of the protest. Written verification of the protest must be presented to the Madison County Rural Recreation Director within forty-eight (48) hours after completion of the game. A protest based upon the use of ineligible players must be submitted in writing to the Madison County Rural Recreation Director within forty-eight (48) hours after completion of the game. Protest based upon judgment calls by the officials will not be accepted. A twenty-five (\$25) fee (made payable to the recreation facility at which the protested incident happened) must accompany each protest. The fee will be returned if the ruling is in favor of the protesting party. The MCRR Director shall handle all protests.

NUMBER OF ACTIVITIES PER WEEK

Teams may have a maximum of four activities (games or practices) per week, unless approved by the Director.

FORFEITS

A team failing to field at least five (5) players within ten (10) minutes after the scheduled game time shall forfeit the game **AFTER FIRST GAME ONLY**. Teams must have four (4) players available the entire game, or will have to forfeit whenever they have less than four (4) players, due to injury, ejection, etc.

Any team manager or adult who withdraws a team from the court prior to the official completion of the game shall forfeit all rights to protest. The manager will forfeit the game by a score of two (2) to zero (0). This constitutes possible disciplinary action by the local Committee of Management.

Any team/recreation facility that forfeits due to not showing up for a scheduled game, is obligated to reimburse the recreation facility that paid the umpires for the forfeited game. The fee is \$60 for a one umpire game and \$80 for a two-umpire game.

MISCELLANEOUS

The Head Coach is required to carry a copy of his/her team's roster, signed by their park President and Madison County Parks and Recreation Director to all games, either digital or physical copies will suffice so long as they have both the Signature of the Park Director and The Stamp of the Madison County Parks and Recreation Director. The Park

President's signature will mean all players listed on the roster have shown their Birth Certificate to a Rec. Board member from their park.

Tournament gate fee's

Tournament spectator gate fees will be as follow:

5 and under- free

Age 6-11 \$3

Age 12 and up \$6

All players playing a game that night will get in free. Teams will get three(3) coaches get in free(must be listed on the teams roster)

SAFETY

In case of an injury where blood is present the following should occur, but not limited to: The bleeding must be stopped, the open wound covered, and if there is an excessive amount of blood on the uniform it must be changed before the athlete may participate.

COACH and SPECTATOR BEHAVIOR

No spectator shall be allowed on the court during the game.

No adult will be allowed on the court during the playing of any game without the consent of the officials. No persons except the players, manager and coaches will be allowed on the bench during the playing of the game.

If, in the opinion of the officials, a player, manager, coach, or spectator conducts themselves in an unsportsmanlike manner or commits any act which may maim or injure anyone, if deemed deliberate, they shall be removed from the premises. A coach that is ejected from a game will be subject to an automatic review by the Madison county parks and recreation department. The parks and recreation department will determine if further suspension of the coach, fan, or player is necessary. A second (2nd) ejection will result in automatic suspension for the remainder of the season, including all post season play.