



**KENSTON
COMMUNITY
EDUCATION**

**YOUTH VOLLEYBALL RULES & REGULATIONS
ALL DIVISIONS
2017**

Equipment:

1. Kenston Community Education will furnish volleyball, uniforms and other necessary equipment. Knee pads are required but are not provided.
2. Game ball sizes are listed below:
 - 1st-2nd Volley Lite
 - 3rd-4th Volley Lite
 - 5th-6th Volley Lite
 - 7th-9th Volley Lite
3. Net height will be as follows:
 - 1st-4th - 6 ft 6 in
 - 5th-8th - 7 ft

Practice:

1. Each team has been assigned a practice schedule – one practice per week. Please note all exception dates listed on the schedule. Alternate practices may be scheduled as necessary.
2. The first team practicing each day shall set up the nets. The last team practicing shall take down and store the nets.

Uniforms:

1. Kenston Community Education will provide game shirts for each registered player.
2. No Jewelry is permitted to be worn during practices or games. This includes necklaces, earrings, studs, bracelets, etc. Medical identification bracelets are permitted but must be covered with athletic tape. Hair control devices may be worn, but must be made of soft material. This is a safety issue! If the player just had their ears pierced, the stud **MUST** be covered completely with athletic tape before participating.
3. Knee pads are required.



Participation:

1. All players must play an equal amount of time.
2. Any player that cannot meet participation rules to do injury or illness must be reported to game officials immediately.
3. Referees and league officials have the right to stop the game so corrections can be made.

Sportsmanship and Fair Play:

1. Every effort must be made by coaches, parents and players to cooperate with officials and league personnel.
2. Prior to and during each game all coaches are required to promote fair play and sportsmanship.
3. Coaches are not permitted on the court during a game. Coaches may sit on the team bench or stand in front of their respective team bench during a game.
4. Any player, coach or spectator demonstrating poor sportsmanship will be asked to leave the gym with possible suspension.
5. Please do not argue a call or disrespect a game official.

Scorekeeping and Standings:

1. Score will be maintained during the game.
2. Standings will not be recorded for the 1st-4th grade.
3. Standings will be kept for an end of the year tournament for grades 5th-8th.

Length of Game:

1. Court time shall last one hour.
2. 1st and 2nd grade league will spend the first 30 minutes of the hour working on team skills followed by two 15 minutes sets.
3. 3rd – 8th grades - 10 minutes will be allotted at the beginning of the hour for warm-up time. Game will start immediately following the warm-up.
4. The number of games played is not limited; a match consists of a max. of three games.
5. PLEASE RESPECT THE FACILITIES AND MAKE SURE ALL PLAYERS, FANS, AND SIBLINGS STAY IN THE GYM BEFORE, DURING AND AFTER THE GAME.

Game Rules:

1. Coaches and officials should meet prior to each game to discuss participation and playing rules. A coin toss shall determine who will have 1st serve. The team who does NOT have 1st serve of the game will rotate into the serve.
2. All leagues play under the rules of the Ohio High School Athletic Association OHSAA unless otherwise stated here.
3. No protests will be heard. Decisions by referees or league officials stand.
4. League officials, including referees, have the right to rule on anything not covered below.



Rotation/Service Order:

1. Coaches must submit the service order (the order the players will come to serve) to the scorekeeper prior to the game. (See ex. at end).
2. The service order must be maintained throughout a game. You may make changes to the service order only at the start of a new game. In the event of a player showing up late, he/she will be placed at the bottom of the order list if the team has not made it through the rotation a full time. If the team is starting on their 2nd time through, that player will be put in as the 'next' server and inserted accordingly.
3. In order to maintain equal playing time, teams will rotate a player into the service position each time possession of the serve changes.

Playing Rules:

1. The number of players on the court is six. Rotation is always clockwise with the exception of the 1st serve of the game.
2. Rally scoring shall be used (a point is awarded on each serve, either to the offensive or defensive team).
3. Games shall be played to 25 points. 3rd game tiebreaker played to 15.
4. Time outs: Two time outs are allowed per game, per team with the following parameters:
 - a. Grades 1-4: Time outs may only be used after a side out, before the player serves. Once a player has served, a time out may not be called until the next side out.
 - b. Grades 5-8: Time outs may be used as needed, not to exceed the maximum of two time outs per game.
5. Ceiling Rule: If the ball hits the ceiling after being struck by a player, it may be played by the same team provided the ball remains on that team's side of the court. A point shall be awarded to the opposing team if a player strides the ball and it hits the ceiling on the opponent's side of the court.
6. Service Rule: All serves must be made behind the appropriate line according to age group. Servers are allowed to move laterally behind the appropriate service line to place their serve.

1st-2nd: Both underhand and overhand serves must be made behind the 10' (attack) line.

3rd-4th: Underhand serves must be made behind the 10' (attack) line. Overhand serves must be made no more than 6' in from the back service line. (At most courts, this will be the basketball free throw line, extended to each side of the volleyball court.)

5th-6th: Both underhand and overhand serves must be made behind the service line.

7th-8th: Both underhand and overhand serves must be made behind the service line.



Net serves: If the serve hits the net it is playable on the defensive side. If the ball remains on the server's side of the court, no re-serve shall be awarded. A point and the serve will be awarded to the defense. A re-serve shall be awarded to any player if that player does not attempt to serve on a bad toss. Only 1 re-serve will be awarded per time of service (that servers' turn that time).

7. A maximum of 5 service points may be recorded by one player. For players in grades 1-4, if a player serves 5 consecutive points, the serving team surrenders the serve to the opposing team. The opposing team will rotate and serve. For players in grades 5-8, if a player serves 5 consecutive points, the service team must rotate to the next player, who continues serving until the serve is lost (or until that player serves 5 consecutive points).
8. Each team shall designate one line judge. The line judge can be a player, parent or older sibling. Referees have final say on the calls.

