

Girl's Volleyball Rules

- Rally scoring is in effect. Games 1 and 2 will be played to a score of 25 points; teams must win by 2 points unless a cap of 30 is reached, this team being the winner. If a third game is played, it will be the first team to 15. Teams must also win by 2 points in the tie-breaking third game unless a cap of 20 is reached.
- Balls are considered in if hitting any part of the line.
- “LET” serves count, meaning if the ball hits the net and goes over, it is live and should be returned.
- Balls hitting the ceiling or lighting on a team's side are playable if on its on side. If it comes into play on opponent's side of court, it will be a lost point.
- Time outs are 2 per match. In the event there is a need for set 3, an additional timeout will be issued if the team has exhausted their timeouts from previous sets. Only one timeout is allowed in set 3 regardless of any unused timeout(s) from previous sets.
- Girls may serve either underhanded or over handed, and may move up to the designated marked line, which is five feet shorter than the official court.
- Teams will be given one warning regarding crossing the line with a serve, but future violations will result in a lost point.
- If the player serves 5 consecutive points, the serve is returned to the opponent.
- “Do-Overs” are not allowed. If the serve is missed, the ball returns back to the other team resulting in a lost point.
- Servers are allowed one miss toss while serving, but the second must be hit regardless or results in lost point.
- Line judges will be provided by teams, but the referee will have final rule on questionable issues. Questioning or protesting of calls should be done by the coach at the scorekeeper's table. Respect of the officials and of the scorekeeper is expected.
- Rotation of players must be turned into the scorer's table, and this lineup shall follow thru the first two sets, as if it was played as one set. If a team plays out of their assigned order, the other team has the right to protest to officials, with the possibility of forfeiture. In the event of

a set 3, the team is allowed to use any rotation desired as long as it continues through the match.

- Equal playing time rule is in place.
- Touching any part of the net is considered a violation and will result in a lost point.

Team Responsibilities:

- Teams are required by the league for help in match events. Coaches are responsible for these functions and can assign them as warranted. Matches will not start until the team has completed these tasks, and matches must stay on schedule to continue to be time sensitive for our families. It is important for not just your match to be time managed, but for the matches that follow.
- 1 line judge per team.
- Matches will begin by a coin toss to determine first team to serve, and the opposing team will be then given choice of side of play. In the result of a third set, this process will start over.

Draft Rules:

Each team will have a head coach with his/her child or relative (i.e. sister, brother, niece, nephew, grandson, granddaughter, etc.) as their automatic. Numbers will be drawn at the beginning of each draft to assign the order in which the teams will be drafted. All teams will be allowed a first round draft pick. Coaches having more than one child are allowed a first round draft pick and the second child will be counted as their second pick. The draft will be an “S” (snake) draft. No trades will be allowed under any circumstances.

	Coach A	Coach B	Coach C	Coach D
	Child	Child 1	Child	Child
1	→	→	→	→
2	←	← Child 2 (no pick this round)	←	←

3	→	→	→	→
4	←	←	←	←

Revised Oct 2013

***Set** is played to 25 points. Sets must be won by 2 points. If a third set is played, it will be the first team to reach 15 points and won by 2 points unless a cap of 20 is reached.

****Matches** are made up of sets. Match play consists of competing until one team wins 2 out of 3 sets.