



**Youth Volleyball League Rules**  
**10U, 15U**  
**Revised 10/2020**

The following are modifications made within the City of Reynoldsburg Youth Volleyball Leagues. All other rules will be governed by the Ohio High School Athletic Association (OHSAA) Volleyball Rules. All players must be registered with a signed release form by his/her parent or guardian before being eligible to participate. **The City of Reynoldsburg Parks & Recreation Department reserves the right to modify any rule as deemed necessary.**

**A. General**

1. **Games format:** All games will be played 6v6.
2. **Regular Season:** All teams will play games as scheduled.
3. **Cancellations:** Should questionable weather develop, please call the Activity Status Hotline: 614.322.6834. When Reynoldsburg Schools are closed, all practices/games will be cancelled.
4. **Start Times:** All game & practice times are played as scheduled.
5. **Forfeits:** If a team has less than 4 players, the result will be a forfeit. However, the teams may choose to play a "friendly" if agreed upon by each Head Coach. Length of sets may be shortened to allow for the next game to start on time. Site Supervisor will have final say as to the set-up of any "friendly" games.
6. **Game Length:** Games will last 45 minutes. Sets will be played to 25 with rally type scoring (point scored on every serve). Teams will play the best two out of three sets. The third set will be played to 15 & will be played even if one team has already won two sets. This set will be played to 15 or until the end of the time limit. \*If this is a tiebreaker set, the set will be played to 15 regardless of the time limit\*. First team to 25 or 15 will win the set, as it is not required to win by two points.
7. **Start of Game:** Serve & side will be determined by a coin toss at the beginning of the game and before the start of set 3.
8. **End of Games/Sets:** Teams will be given 2 minutes between every set to switch sides. Teams will be given 5 minutes to warm up before the game starts. Time may be shortened if we are behind.
9. **Timeouts:** Each team will be permitted (1) 30 second timeout per set. No timeouts will carry over.
10. **Scores:** Game scores will be kept for all divisions.
11. **Awards:** 1<sup>st</sup> & 2<sup>nd</sup> place teams in the regular season will receive medals.

**B. Uniform and Jewelry**

1. **Uniform:** All players are to wear the shirt provided by the Parks & Recreation Department. Shirts cannot be altered in any way or that player will be deemed ineligible (i.e.- adding names, cutting off sleeves, etc.).
2. **Shoes:** Tennis shoes must be worn for all games and practices.
3. **Jewelry/Glasses:** For the safety of all involved, participants will not be permitted to wear any sort of jewelry, including earrings, rings, necklaces, watches, bracelets, hair beads, hard hair barrettes or accessories. These items may NOT be taped. They must be removed in order to participate. Any player wearing glasses must have a safety strap attached to the back in order to participate in any game or practice.

## C. Equipment

1. **Knee Pads:** All players are required to wear knee pads for all practices & games.
2. **Volleyballs:** 10U will use Volley Lite volleyballs. 15U will use standard volleyballs. Game ball will be provided by Parks & Recreation Department.
3. **Net Height:** 10U will be 6'6". 15U will be 7'4".

## D. Playing Time, Substitutions & Rotation

1. Playing time should be equal. Players are rotated on and off the court using all players in attendance.
2. No substitutions – teams will rotate all players who are present. Coaches will decide the lineup prior to each set. Once the set has started no alterations are permitted to the line-up and players must rotate as they are placed on the court.
3. Players on the side line will rotate onto the court in the serving position (Zone 1).
4. **Players must start each set in a different position ( i.e. - if a player starts in the serving position (Zone 1) they may not start in that zone the next set. Players can not start on the side line more than once a game (set of 3).**

## E. Serve

1. Players MUST wait for the Referee's whistle to serve the ball or a side-out penalty may be enforced.
2. After a player serves five (5) points in a row for a team, a side out will be issued—the ball given to the opposing team to serve.
3. Serving line for 10U will be twenty five (25) feet from the center line. Serving line for 15U league will be from the regulation serving line
4. Blocking the serve will not be allowed
5. Players may serve underhand or overhand
6. A foot fault occurs when: (A) the server, while in the act of serving, steps on or over a line indicating the serving area; (B) a player, while the ball is in play, completely crosses the center line, or its out-of-bounds extension without a part of the foot/feet remaining on or above the center line
7. If a team has a vacant position due to having less than 6 players for any reason, the next player in the rotation will serve. There is no penalty.
8. Each server can only attempt a serve once. If the player tosses the ball but does not attempt to hit it, he/she will be allowed to re-serve one time per serving term. If on the re-serve he/she misses the attempt or does not swing, then it will be a side-out and point for the opponent.

## F. Game Play

1. A net foul occurs during a live ball when; (A) the net or net cables are illegally touched; (B) A player grasps the floor or wall cables, standards or referee stand for support; (C) Interference by a player; who makes intentional contact with the ball which the opponent has caused to pass partially under the net and is attempting to play.
2. The ball may be legally hit by any part of a player's body which does not allow the ball to visibly come to rest, even momentarily.
3. A team shall not play the ball more than three times before it crosses the net into the opponent's playing area, except: (1) when there is simultaneous contact by opponents on the first hit; (2) the first contact is an action to block when in both (1) and (2), the team's next play is considered its first hit.

4. A player shall not play the ball twice in succession unless there is (A) simultaneous contact by the teammates, (B) simultaneous contact by opponents; (C) Successive contacts of the ball by a player whose first contact is a block.
5. A ball striking the ceiling or an overhead obstruction shall remain in play provided the ball contacts the ceiling or obstruction on the side of the net extended occupied by the team which played last and provided the ball is legally played next by the same team.
6. Blocking is defined as play approximately an arm's length from the net in which a player(s) whose hand(s) are raised above the head, attempts to; (1) prevent the ball from crossing the net; (2) return the ball immediately; or (3) deflect the downward motion of the ball.
7. Reaching over the net is only permitted during: (a) the follow through of a hit made on the player's own side; (b) an attempt to hit; (c) a fake hit; (d) a block or an attempt to block.
8. Blocking a ball, which is entirely on the opponents' side of the net, is permitted when the opposing team has had an opportunity to complete its attack. The attack is considered complete when: (a) The attacking team has had the opportunity to spike the ball, or in the official's judgment, intentionally directs the ball into the opponents' court; (b) The attacking team has completed its three allowable hits; (c) the ball is falling near the net and, in the officials' judgment, no member of the attacking team could reasonably make a play on the ball.
9. A player may cross the center line or its out-of-bounds extension with his foot/feet as long as a part of the foot/feet remain(s) on or above the center line and the player does not interfere with the play of an opponent.
10. A double hit occurs when a player illegally contacts the ball twice in succession. Exceptions to the rule occur on the first play on the ball not including a block. On the first play on the ball, a player may have two consecutive hits as long as the hits are considered in the official's judgment to be one play on the ball. (I.e. two fist pass where hands are not joined but arms swing simultaneously at the ball).

**G. Sportsmanship:** Good sportsmanship is required. It is expected that all team personnel (coaches, assistant coaches, team attendants, and players) and spectators will conform to sportsmanlike behavior at all times. Violations such as the following will not be tolerated and will result in immediate ejection from the game and premises by staff or officials as well as possible suspension from the league:

1. Verbal or physical abuse towards officials, game day staff, coaches, participants, or spectators.
2. Foul, profane or obscene language or gestures.
3. Violation of Coaches' and/or Parents' Code of Ethics.

**H. Bench:** Each team is permitted to have only 1 head coach, 1-2 assistant coaches, and their players on the team bench. Both the 1 head coach and 1-2 assistant coaches on the bench must have a completed background check. Per OHSAA Rules, only the head coach may speak to the officials & only the head coach may stand during the game. All assistant coaches must stay seated during the game.

**I. Gym Rules:** Coaches are responsible for their teams and spectators whenever they are in the gyms. No one should be in the hallways, classrooms or on the stage at any facility at any time.

**Food and beverage is not permitted in any school gym.** Please help us keep school property in good order.

**J. Disciplinary Actions:** Any player, coach or spectator that displays poor sportsmanship and/or is ejected may receive one of the following punishments depending on the situation:

- i. Verbal Warning
- ii. Written Warning
- iii. Suspension from attending or running (i.e. - coaching) practices
- iv. One (1) game suspension
- v. Two (2) game suspension
- vi. Multiple games suspension
- vii. Removal from the league
- viii. Forfeit of games
- ix. Banned from Parks & Recreation programs