



# Hesperia Recreation and Park District

(760) 244-5488 ext. 123



## YOUTH GIRLS VOLLEYBALL RULES

### PHILOSOPHY & GOVERNING RULES

The philosophy of Hesperia Youth Volleyball is that of emphasis on participation, fun, and the learning of fundamentals to develop and improve volleyball skills. All coaches, parents, and officials must demonstrate, by example, fair play and sportsmanship and always keep the physical and mental well being of the players ahead of any personal desire to win. Regular High School Federation Rules, except as modified herein, will be utilized.

### GAME

1. Each match will consist of the best two out of three games. A game is won when a team scores 25 points and has at least a two-point advantage over their opponent. **The first two games shall not exceed 27 points. If teams are tied at 26-26, the first team to score 27 points is the winner. In the third game a team must score 15 points to win and have at least a two-point advantage over their opponent. The score shall not exceed 17 points. If the teams are tied at 16-16, the first team to score 17 points is the winner.**
2. Because of time limitations, 60 minutes will be the maximum for each match. "Rally" scoring utilized for all games played.
3. Each team is permitted two (2) time-outs of one-minute duration for each game.
4. Visiting team must supply one line judge. Home team must supply one line judge AND one scorekeeper. (These people must be deemed acceptable by the official.)
5. There will be a five-minute grace period for all matches. A team may begin a game with only four players if necessary with late arriving players inserted into the game upon reporting to the referee before the next serve. If a team cannot place at least four players on the court, they will borrow enough members from the opposing team and a practice match will be held utilizing officials.

### ITSY BITSY SPIKERS:

- a. When serving, if the ball hits the roof or basketball hoop they will get one redo. After the one redo it will be a side out and the other team gets a point.
- b. During rally play, if the ball hits the roof or basketball hoop the play will be a redo.
- c. Each girl will have a five serve cap. Once the girl serves five points in a row, it will be a side out but the other team **will not** receive a point.
- d. Girls can serve from the red line, black line, green line or white line. If the girl can serve it to the back row she must move back a line. The server may not cross the red line or it is a sideout and point for the other team.

### **BLOCK-BUSTERS:**

- a. When serving, if the ball hits the roof or basketball hoop it will be a side out and a point for the other team.
- b. During rally play, if the ball hits the roof or basketball hoop on their side, the ball will be playable.
- c. If the ball hits the roof while it goes over to the opponent's side, the ball will be a dead ball and the other team will get a point.
- d. Girls who struggle with serves are able to serve from the green line but NOT any closer.

### **SERVE-IVORS**

- a. When serving, if the ball hits the roof or basketball hoop it will be a side out and a point for the other team.
- b. During rally play, if the ball hits the roof or basketball hoop on their side, the ball will be playable.
- c. If the ball hits the roof while it goes over to the opponent's side, the ball will be a dead ball and the other team will get a point.
- d. All girls must serve from the white line.

### **ROTATION OF ALL DIVISIONS:**

- a. During each side out, the offensive team must have one girl rotate out and one rotate in. It is the coach's responsibility to keep track of the girls rotating in and out in the proper order.
- b. Girls will rotate first then substitute before the play begins.
- c. Court #1; west side, substitute rotates in right back and east side substitute rotates in left front. Court #2; west side, substitute rotates in left front and east side substitute rotates in right back.

### **UNSPORTSMANLIKE CONDUCT**

- a. Swearing, obscene language or actions, either on or off the playing field, by players, coaches, or spectators, will not be tolerated.
- b. Coaches will be responsible to help enforce this rule with their parents/fans. Failure to help enforce this rule can result in forfeit of game.

### **MUST PLAY RULE**

Every player must play in every game. Girls not in the game must line up on the side line in order to rotate in to the game and cannot be skipped. It is the coach's responsibility to keep track of playing time so each child meets the time played requirement. The must play rule cannot be protested. If a child has a medical condition that prohibits them from playing the required minimum playing time, the opposing coach must be notified. If a coach does not play a child the minimum playing time, it could result in the coach being removed from the team. Exceptions to the minimum play rule are allowed for players who are unable to participate due to injury, illness, or absent.

## **MISCELLANEOUS**

- a. All head coaches must be at least fifteen years of age and complete a Volunteer Application. In accordance with California State Law, all coaches must be fingerprinted and cleared before being allowed to coach.
- b. Coaches and parents need to recognize that in addition to sports, the home, church, school, and other experiences are all part of a child's growth and development. Coaches will make provisions for excused absences through parental requests for church, school, and other family activities. However, if a child is to be disciplined by the coach, or is sick and will not play a full game, the coach must notify the parents and the opposing coach **before** the match.
- c. Only non-marking court shoes will be permitted on the gym floor.
- d. No food, drink (except water bottles with a lid), fruit or gum will be allowed inside the gymnasium.
- e. No team may practice more than once a week.
- f. Players or coaches that are ejected from a game will be suspended for a minimum of one (1) additional game and/or practice
- g. Any team playing with an ineligible player will forfeit those games won that the ineligible player played in.
- h. All jewelry is prohibited; newly pierced ears (studs) may be worn but must be taped.
- i. Blood Rule - A player, coach, or official, who is bleeding, or has an open wound, or has blood on his body or clothing, shall be prohibited from further participation in the game, until appropriate treatment has been administered.
- j. Teams will get 5 minutes to warm-up before each game.

## **PROTESTS**

Formal protests for this league will not be honored. If a coach believes a referee is interpreting a rule incorrectly, and if the dispute cannot be resolved, referee's ruling will be final (right or wrong) and play will resume. Any concerns with the referees and/or their calls need to be directed to the league director on the following working day by 5:00 p.m. If any coaches, players, or parents have a concern about a player's eligibility (i.e. age), only the head coach may submit something in writing prior to the fourth game of the season to the league director.

## **STANDINGS**

For playoff eligibility, if a tie occurs for any teams, a head to head record will be used. If the teams are still tied and tiebreakers are necessary, the league coordinator, with witnesses, will conduct a coin flip.