# "Mini-Volley" U10 YOUTH VOLLEYBALL 4 vs 4 PLAYING RULES <br> updated 11.2.24 

1. Eligible Players: All players must be registered in AAU and should be born on or after 7/01/2014.
2. Playing Time Requirement: THERE IS NO SUBSTITUTION IN U10s. Extra players rotate in.

## 3. Game Procedures:

a. Game format options (to be decided at the coach's meeting):
i. Teams play games: Games to fifteen points (win by 2 ) rally score will be played.
ii. Teams play by TIME: Games will be timed to either 15 or 20 minutes, regardless of score.
b. LET SERVES ARE LEGAL (serves touching the net are legal).
c. Each team is entitled to two 30 second time-outs per game (except when playing timed games)
d. Net height will be 7' feet high for U10.
e. Each player may only serve three points per term of service. After a server's third consecutive point, the serving team must rotate and the next player on that team will serve.
f. Options for Serving: (to be decided at coach's meeting) Option A: all servers must serve underhand for their first and second serve attempts. If they have a third serve, they may serve overhand. Option B: second serve attempt if the player misses the first serve.
g. VOLLEY-LITE BALL WILL BE USED FOR GAMES IN U10 MATCHES!
h. The Court for the U10 will be 20' for 20'.
4. Uniforms: All players on a team are expected to wear a numbered team shirts for the games.
5. Jewelry/Head Bands: No rings, watches, bracelets, (friendship included), earrings, chains, headbands wider than 2 inches, bandanas, hats, or necklaces are to be worn by players with the exception of medical alert and religious medallions. Exception: "Starter" earrings may be taped or bandaged on newly pierced ears. Bobby pins \& barrettes may be worn to control the hair. Bandanas may not be worn as a head covering but may be folded to $2^{\prime \prime}$ width and worn as a head or sweat band.
6. LINE UP: The coach will fill out the player's shirt numbers in serving order on the line-up sheet and keep it with him/her during the match. For 4 vs 4, Serving Order is MB, RF, MF, LF. Players may rotate into either MB or LF. When listing the service order, the coach must alternate boys and girls as much as possible.
7. In the event a team starts a game with fewer than 4 players, any player(s) arriving late may immediately enter the game into any position except the server's position (RB).
8. Team Sportsmanship: Coaches must emphasize good sportsmanship and behavior before, during and especially after the match.

