

DRIPPING SPRINGS YOUTH SPORTS ASSOCIATION

VOLLEYBALL RULES

1. DIVISIONS & ELIGIBILITY

- 1.1. DSYSA Volleyball consists of three divisions of Age Groups: A Player MAY be considered (upon request) to play UP a MAXIMUM of ONE year above their grade. Decisions will not be final until AFTER player evaluations and subject to discussion from the board and coaches within the age group.
 - 1.1.1. Foundational Division - 3rd/4th Grade Girls
 - 1.1.1.1. Second graders may register for the 3rd/4th Junior recreational division provided that:
 - 1.1.1.1.1. The player must be capable of overhand serving from the 10' line successfully at least 1 in 5 attempts.
 - 1.1.1.1.2. The parent/guardian must volunteer as head coach of the player's team at the time of registration, and sustain this role for the duration of the season.
 - 1.1.2. Developmental - 5^u/6th Grade Girls
 - 1.1.3. Elite 5th/6th Division - 5th/6th Grade Girls
- 1.2. Please Note: All Texas UIL Volleyball Rules apply for both divisions unless otherwise noted below.

2. PRACTICE

- 2.1. All teams will be provided facilities for ONE organized practice per week of the season.

3. EQUIPMENT AND UNIFORM

- 3.1. Net Height – 7' for all divisions.
- 3.2. Ball – A Tachikara Volley-Lite SV-MN (or SV-MNC) will be used for all divisions.
- 3.3. Dress Code:
 - 3.3.1. All players must wear their provided DSYSA jersey.
 - 3.3.2. All players must wear tennis/athletic shoes and knee pads.
 - 3.3.3. No jewelry may be worn - eg., watches, necklaces, earrings, bracelets, wristbands (fitness tracker or otherwise), etc.
 - 3.3.4. Earrings that cannot be removed due to being newly pierced or similar circumstance must be taped over completely and securely.
 - 3.3.5. Hairbands and tightly secured hairbows are allowed.

4. TEAM FORMATION

- 4.1. All registrants shall be assigned to a team.
- 4.2. Players may not select a specific team, coach, or teammate(s).
 - 4.2.1. Coaches may not preselect or otherwise designate specific players for their team, even for the purpose of securing a particular parent for assistant coach, co-coach, carpool, etc.
- 4.3. Player team assignments are made through a snake draft process conducted by the coaches and overseen by the board.
- 4.4. All head coaches' children are "protected" (reserved) and are guaranteed to be placed on their registered head coach's team.
- 4.5. Players will be assigned a confidential skill level score through a skills evaluation process. Coaches will participate in this scoring process and a final aggregate score will be assigned to every player in a private meeting between coaches and the board.
 - 4.5.1. Only head coaches or a single substitute representative of a coach may attend the draft.
- 4.6. Players absent from the evaluations will be assigned a score by the board if past DSYSAVB evaluation and/or participation records exist for the player from which a reasonable estimate can be formed. Otherwise, the player will be designated as a "hat pick" and will be randomly drawn by coaches during the draft.
 - 4.6.1. In the event that a head coach's protected player does not receive a skill score, the player must be selected as that coach's first draft pick.
- 4.7. Draft order is determined by a random draw.
- 4.8. Practice time and location selections shall be made by coaches according to registration timestamp, starting with the earliest registration and proceeding in ascending order.
- 4.9. Coaches may select any available player OR randomly draw an available hat pick at each of their draft pick opportunities, with the exception of:

- 4.9.1. The coach's protected player must be selected as the coach's pick when there are no higher scored players remaining.
- 4.9.2. Hat pick players may never be directly selected by coaches.
- 4.10. Siblings playing in the same division ("sister pairs") must be drafted onto the same team, unless directed otherwise by a parent to the board. Upon draft selection of one of a sister pair/group, the remaining player(s) in the group become "protected" and must be selected by the coach at their draft pick opportunity once no higher ranked players are available (in the same manner as the coach's protected child).
- 4.11. Hat pick random draws become compulsory once no ranked players remain in the pool, continuing with the draft order.
- 4.12. Coaches are not permitted to trade players at any time.
- 4.13. Coaches are not obligated to agree to any other coach's requests or influence regarding player picks (or lack thereof). Assertive, confrontational, or rude behavior will not be tolerated. Violations will result in the board revoking the offending coach's next draft pick and randomly assigning either a hat pick player, or a player from the lowest available skill rank if there are no hat pick players.
- 4.14. The DSYSABV board reserves the right to alter player team assignments after the draft and before the first game day.

5. **LINEUP, ROTATION, AND PLAYER PARTICIPATION**

- 5.1. Coaches are required to establish their player rotation positions (the lineup) at the start of the match by submitting a written lineup card to the scoring table prior to the coin toss.
 - 5.1.1. Facing the net, the initial serving position is Right Back (RB) and is position #1 on the lineup. Continuing counter-clockwise, Right Front (RF) is position #2 on the lineup, Middle Front (MF) is #3, LF/#4, LB/#5, MB/#6. Bench players are subsequently #7, #8, #9 and so on as needed.
 - 5.1.2. This rotation order shall be maintained throughout the entire match, except for situations explicitly specified elsewhere in these rules.
- 5.2. For Foundational and Developmental Division's, at each NEW player service round (ie service is awarded to a team) all players will rotate in a **clockwise rotation** INCLUDING all players on the bench.
 - 5.2.1. Bench players will shift one position from last to first and,
 - 5.2.2. The first (next to enter game) bench player will enter the game at the MIDDLE BACK and,
 - 5.2.3. the player who previously served (RIGHT BACK) will go to the last position on the bench.
- 5.3. For Elite Division, coaches are allowed to substitute players off the bench at any time.
 - 5.3.1. Once a player has been substituted, they are only allowed to go back in for the player that went in for them
 - 5.3.2. Coaches are allowed to substitute a max of 15 times per set
- 5.4. The team who **RECEIVES the first serve of the match (ie set #1) WILL reverse-rotate all players** (including bench players) in relation to the submitted lineup prior to commencement of gameplay. Once they are awarded service they will rotate clockwise as usual per 4.2.
 - 5.4.1. This implies that the first server for the team who does NOT serve to start a match will start the first set at the RIGHT FRONT position and rotate INTO the service position upon winning the serve. The intent is to preserve the lead-off server as submitted in the line-up for the team that serves second.
 - 5.4.2. The receiving team may simply take the court in the reverse rotated positioning if they prefer. Regardless, the referee will confirm the positions of both teams prior to the first serve of the match.
- 5.5. For Foundational and Developmental Divisions, there will be NO other player substitutions allowed with the exception of the event of player illness, injury, or bathroom emergency.
 - 5.5.1. If an injury, illness, or bathroom emergency occurs a new player rotation is established from this point forward by advancing all players behind the injured player one position. For example, if an injury occurs to the left front player and she must leave the game, left back moves to left front, middle back moves to left back, and the next player on the bench goes to middle back.
 - 5.5.2. If the injured player is able to return to the match they re-enter at their previous spot in the lineup once it reaches the bench.
 - 5.5.3. **NO PLAYER IS ALLOWED TO EXIT AND RETURN TO THE GAME MORE THAN ONE TIME DUE TO INJURY, ILLNESS, OR BATHROOM EMERGENCY.**
- 5.6. For Foundational and Developmental Divisions **all** player positions at the end of a set are carried over into the next set.
 - 5.6.1. The initial serving team of the next set will rotate prior to serving, just as if there was a side-out and transfer of service under normal gameplay.
 - 5.6.2. This implies that the server at the end of the previous set does not get to serve again at the start of the next set.
- 5.7. For Elite Divisions, coaches will create a new lineup card for each new set

6. **REFEREES AND SCOREKEEPING**

- 6.1. The officiating team will consist of the R1 (Head Referee) and on an AS NEEDED basis R2 (second referee) in addition to the (2) line officials and a scorekeeper.
- 6.2. The Head Referee will be a DSYSA provided Volleyball Referee.
- 6.3. Each team will provide ONE line official ABOVE THE AGE OF 15 to be located on the same side as their team bench STARTING the match positioned on the BACK LEFT CORNER when facing the net.
- 6.4. The HOME TEAM will be responsible for providing one volunteer ABOVE THE AGE OF 15 to operate the scoreboard.
- 6.5. The VISITING TEAM will be responsible for providing one volunteer ABOVE THE AGE OF 15 to keep a backup score on paper.
- 6.6. All points will be added at the **DIRECT** instruction of the Head Referee.

7. **STANDARD RULES OF THE GAME**

- 7.1. **Foundational Division- A match** consists of 2-3 **sets** (formerly known as "games"), **first 2 wins out of 3 wins** the match.
 - 7.1.1. The first two sets are to (21) points by a 2 point margin with a cap of 25 points, and the 3rd to (11) points by a 2 point margin with a cap of 15 points.
 - 7.1.1.1. A team that reaches the score cap immediately wins the set regardless of margin.
 - 7.1.2. Teams will switch benches and court halves between each set and at the midway point (8 points scored by one team) of the third set.
 - 7.1.2.1. Player positions carry over into the 2nd and 3rd set.
 - 7.1.3. If a 3rd set is NOT necessary, but time allows, that set will be played anyway to (15) points (also by two points or more) with no impact on the standings or results.
 - 7.1.4. This set will end regardless of score if not completed within 5 minutes of the next scheduled match.
- 7.2. **Developmental/Elite Divisions- A match** consists of 2 **sets** (formerly known as "games").
 - 7.2.1. The two sets are to (21) points by a 2 point margin with a cap of 25 points
 - 7.2.1.1. A team that reaches the score cap immediately wins the set regardless of margin.
 - 7.2.1.2. Player positions carry over into the 2nd and 3rd set.
- 7.3. Six (6) players at a time will participate from each team with a minimum of 5 players necessary to play a match.
 - 7.3.1. Of the 6 players, 3 will play on the front row and 3 will play on the back row.
 - 7.3.2. If only 5 players are present 3 will play on the front row and 2 on the back row WITH A GHOST PLAYER in the 6th spot. When it is time for the ghost player to serve there will be an automatic side-out (with a point awarded to the team with 6 players) rewarded to the opposing team.
- 7.4. A **coin toss** by the R1 at the beginning of the match (set #1) with each Team Captain and Head Coach will determine who shall have first service.
 - 7.4.1. The winner of the coin toss will **choose to either serve or receive** in the first set with the outcome being reversed for the second set.
 - 7.4.2. For the 3rd set, a new coin toss will occur. The team that wins the coin toss gets to choose between serve/receive or which side they would like to play on. Then the other team chooses between the last two options.
 - 7.4.2.1. The **first serving team of the 3rd set will rotate before serving**, as usual. This means that the player at the RF position at the end of the 2nd set will be the first server of the 3rd set.
- 7.5. Each team is allowed 2 timeouts **per set** and will be 30 seconds in length.
- 7.6. The playing area consists of boundary lines and antennae.
 - 7.6.1. If a ball touches any part of a boundary line, it is considered in.
 - 7.6.2. Playing the ball back to the opponent on the first touch is permitted. **IT IS EXPECTED HOWEVER, THAT PLAYERS BE TAUGHT AND ENCOURAGED TO RETURN THE BALL WITH MORE THAN ONE TOUCH.**
 - 7.6.3. If a ball hits one of the antennae, it is considered out.
 - 7.6.4. If a player completely crosses under the center boundary line with their entire foot, the play shall be whistled dead and awarding of one point and service to the other team
 - 7.6.4.1. Note: Hands crossing under the net is not a violation.
 - 7.6.5. If the ball hits the referee stand, it is considered out.
 - 7.6.6. If the ball hits the back wall, it is considered out.
 - 7.6.7. If the ball contacts the ceiling as it is going over the net to the opposing team, it is considered out.
 - 7.6.8. If the ball contacts the ceiling, air conditioning vents, or basketball goals and remains on the same side as the team who just contacted the ball, **it is playable**, provided that team has not already touched the ball three times.

7.6.9. Playable and Non-playable Areas will be discussed with the R1 before the start of the match with the Team Captain and Head Coach of each team. (i.e...Basketball goals, bleachers etc.)

7.7. **Coaches are not allowed on the court at anytime.**

7.7.1. Coaches are allowed to walk between the end line and the 10 foot line and may **NOT** cross in front of the 10 foot line.

7.7.2. The coach shall be no closer than 6 feet from the sideline during play. This allows the line judges to see the line clearly and have eye contact with the referee.

7.7.3. Coaches must stay on the same side of the court as their player bench.

7.7.4. No more than TWO (2) coaches will be allowed on the bench at any time and **only one coach is allowed to be standing.**

7.8. Unless otherwise stated, any rule violation called by the referee results in a side-out and a point and service awarded to the non-offending team.

8. **SERVING**

8.1. The serving player is allowed to attempt a serve AFTER the referee has given them the signal to proceed.

8.1.1. A strict 10 second time period is allowed per service.

8.1.2. Service is initiated when a player COMPLETELY releases the ball into the air and then strikes the ball with their hand.

8.1.3. A player may toss the ball and allow it to drop to the floor without touching or attempting to advance the ball. In this case, a replay is called. **NOTE: Only one replay per service round per player is allowed**

8.2. Players in the Foundational Division will have a MAXIMUM of THREE(3) opportunities to score points for their team when it is their time in the rotation while Players in the Developmental Divisions (5th and 6th/) will have a MAXIMUM of FIVE (5) opportunities. Players in the Elite Divisions are not capped to how many serves they are allowed.

8.3. Players in the Foundational and Developmental division are allowed TWO (2) attempts to serve on the first point they serve.

8.3.1. If the initial serve fails to go over the net the player will get an additional serve **for the first point only.**

8.3.2. If the serve CLEARS the net but is ruled out of bounds a second serve attempt is not awarded.

8.3.3. If the serve goes into play, they will only serve again if their team wins the point.

8.3.4. The player is only allowed **ONE** attempt for any additional service after the first successful serve.

8.4. Players in the Elite division are allowed only ONE (1) attempt to serve even for the first service attempt.

8.5. **NOTE: In the event of a player successfully serving their maximum serves, a sideout (with no point awarded) will occur and players (including bench) for the opposing team will rotate as previously outlined and receive the ball for service.**

8.6. FOOT FAULTS - A foot fault occurs when the player steps on or across the service line (as established within these rules) prior to contacting the ball.

8.6.1. If a player foot faults during ANY of the players serve attempts it will result in the loss of service and a point to the opposing team.

8.6.2. **One (1) warning per team, PER MATCH shall be given for foot faults in the Developmental and Foundational division without loss of service or awarding of points.**

8.6.3. **No warning will be given in the Elite division.**

8.7. Service locations:

8.7.1. Foundational Division will serve behind the attack line (10 foot line)

8.7.2. Developmental Division will serve behind a 15 foot line. This point shall be determined and marked with blue tape by the R1 before play begins.

8.7.3. Elite Division will serve behind the 30 foot line. This point shall be determined and marked by the R1 before play begins.

8.7.4. Any player capable of serving farther back than the defined lines should be encouraged to do so.

8.8. It is illegal to throw or lift the ball during service.

8.8.1. The ball must completely leave the non-hitting hand PRIOR to contact with the serving hand

8.9. It is illegal to block a serve.

9. **ADDITIONAL RULES OF PLAY**

9.1. Only 3 contacts with the ball are allowed per side on each "possession"

9.1.1. A block does not count as a contact. The blocking players hands must be above the top of the net at the time of contact with the ball for the contact to be considered a block.

9.1.2. A player may not contact the ball twice in a row unless the first contact is a blocked ball.

9.1.3. If 2 or more players contact the ball at the same time, the contact is considered one contact and either player may be involved in the next contact.

- 9.1.4. It is illegal for any contact to be lifted. (i.e. at no time can the ball come to complete rest in the hitters hand even for a brief moment.)
- 9.2. Net Violation: It is illegal to touch ANY part of the net during play.
 - 9.2.1. A net violation will result in awarding of one point to opposing team and change of possession of service if applicable.
- 9.3. In all circumstances, players must wait for the ball to cross the plane of the net before making contact with the ball (ie blocking)
 - 9.3.1. A "Net Plane" Violation will result in awarding of one point to opposing team and change of possession of service if applicable.

10. PLAYER AND COACH MISCONDUCT

- 10.1.1. If any Player or Coach is issued a Yellow Card (1st violation) by the R1 a point and possession of the service will be awarded to the opposing team.
- 10.1.2. If any Player or Coach is issued a Red Card (2nd Violation) by the R1 a point and possession of the service will be awarded to the opposing team as well as expulsion of the player/coach from the game.
- 10.1.3. After any Red Card issuance the DSYSVA Volleyball Board will review and investigate the situation for any potential additional actions needed.

11. FORFEIT RULE

- 11.1. If a team does not have a minimum of 5 players present 5 minutes after the scheduled start of a match, the match is considered a forfeit.
- 11.2. If a team has less than 5 players, the opposing team is awarded the victory at 2 sets to 0.
- 11.3. At this point a player from the opposing team may play with the opponent, or an available player of the same age group can play on the forfeiting team for fun/practice..
- 11.4. **GAMES SHOULD ALWAYS BE PLAYED WITH THE PLAYERS AVAILABLE IF AT ALL POSSIBLE!**

ZERO TOLERANCE POLICY

Coaches, players and fans may not criticize players, coaches and/or referees. Violators can/will be ejected from the premises by a board member or the referee and may face additional suspension pending DSYSVA Volleyball Board action. Profanity by ANY participant or person present will not be tolerated and result in immediate removal from the premises.