

Galaxy Tournament General Information And Rules



Galaxy is a recreational league that focuses on developing base skills and sportsmanship. Every participant is guaranteed to play, regardless of skill level. Coaches should make their best effort to distribute playing time evenly between players during the tournament.

Playing Time Structure

The team structure for the Galaxy tournament will be as follows:

Middle School/High School teams:

A team will consist of 6 players with an optional libero and will operate as follows for the match:

Set 1 - Up to 7 players will play in set 1 (6 positional players and 1 libero)

Set 2 - 3 players will be replaced by players who have not played in set 1.

Set 3 - 3 players will be replaced with players who have not played in set 1 or 2.

*If your team has more than 12 players, set 2 and 3 replacements will be 4 players instead of 3.

NO SUBS WILL BE ALLOWED EXCEPT FOR SPECIAL CIRCUMSTANCES (INJURY, OR AN ATHLETE'S INABILITY TO FINISH THE SET)

Alternate Option:

A Middle School or High School team can choose to do continuous rotation for a match (see definition below)

Elementary team play time:

Elementary school teams are required to do continuous rotation for all sets of competition.

Galaxy Tournament General Information And Rules

Continuous Rotation

Continuous rotations will be allowed in Middle School and High School and is MANDATORY in Elementary School. Once a continuous rotation has been declared, the team is committed to the continuous rotation for the entire match. NO substitutions will be allowed, except for an injury (the exceptional substitution). The point of entry and exit must stay the same throughout the set. If a player is not involved in the continuous rotation and will be sitting out the entire set, the coach must let the Referee and opposing coach know in advance.

Players MUST rotate into position VI (middle back)

Serve Line Definitions:

Elementary School- Players may use a modified service line, which is a line 12 feet in from the traditional court dimensions marked on the floor. Servers must be positioned behind the modified service line prior to the serve. A foot on but not over the modified service line at the time the ball is contacted will be allowed.

Middle School Boys/Girls and High School Girls - Players may use a modified service line, which is a line 6 feet 6 inches in from the end line marked on the floor with a line marker. Servers must be positioned behind the modified service line prior to the serve. A foot on but not over the modified service line at the time the ball is contacted will be allowed

High School Boys - Players must serve from behind the end line of the traditional court dimensions. A foot on but not over the modified service line at the time the ball is contacted will be allowed

Servers must always be positioned behind the **serve line** prior to contacting the ball. The entire width of the court is available to the server. A foot on the line but not over the line at the time the ball is contacted will be allowed

Serve Rule Adaptation for Galaxy Teams

There is a limit of **TWO** successful serves (winning a point for your team) from the modified serving line. The following serves by that player during the same service term MUST BE in the regular serving area for that division.

No jump serves are not allowed at any level in Galaxy

A team serving out of rotation, whether intentional or not, will result in the loss of the rally with the opposing team receiving one point and the serve.

Liberos:

Galaxy allows the use of liberos - Libereros must wear the penny supplied in the game day box or a substantially different colored shirt. If their shirt is judged not to be substantially different than the color of the shirt their team is wearing by the ref or the TD, the libero must wear the penny.

Galaxy Tournament General Information And Rules

Liberos are back row players only. They can only be replaced by the back row player they replaced or by another designated libero (2 are allowed).

Liberos are not allowed to complete an attack hit if at the moment of contact, the ball is entirely higher than the top of the net.

A hand set from the libero may be attack hit if that set was made from behind the 10' line. If a hand set from a libero is made in front of the 10' line - the ball may not be attack hit if entirely above the top of the net.

Uniforms:

The Galaxy-provided t-shirt is the official uniform of Galaxy. Team members must wear the Galaxy t-shirt during sets. The team t-shirt cannot be altered or added to in any way. In the event that a player forgets or loses their team uniform, the Galaxy Tournament Director or Referee will examine what the individual is currently wearing and determine if the player will be allowed to play.

Match Format, Time Limit, and Scoring:

Galaxy uses set play with rally scoring. Every set counts for playoff seeding. Total set win-loss records will be used to determine playoffs.

Match play (best two out three sets) will be used in the playoff rounds only.

Each match in pool play will have consist of 3 sets to 17 and is capped at 17. The first team to reach 17 will be the winner (it will not be necessary to win by 2.)

Each match in playoff rounds will be best 2 out of 3. Set 1 and Set 2 will be 21 point sets with no cap. Should a 3rd set need to be played, it will be a 15 point with no cap.

All teams advance to playoffs. Playoffs are single elimination rounds.

Forfeits - If a team fails to take the court by 10 minutes after the hour, a forfeit will be awarded to the other team for set #1. If the same team fails to take the court by 20 minutes after the hour, they will forfeit set #2. If the same team fails to take the court by 30 minutes after the hour, they will forfeit set #3.

Winning a Point in Rally Competition

In **ALL** Divisions, a point is awarded when one of the following actions happens:

1. by successfully landing the ball on the opponent's court;
2. when the opponent team commits a fault;
3. when the opponent team receives a penalty that warrants an award of a point.

Galaxy Tournament General Information And Rules

Minimum players to play:

All Galaxy Divisions must have a minimum of four players on the court in order to compete. If additional player(s) arrive, those player(s) may enter the set after the next stop in play. That player will start in Position VI (middle back) **or** Position V and VI (left back and middle back) if a team only has 4 players on the court. When playing with less than six players, the “hole” is always middle back and means a team will not lose their serve while rotating.

If a team has four players, the server is considered back row and subject to back row restrictions. The other three players are front row. If a team has five players, the server (Position I) and the next player in the rotation physically next to the server (Position V as position VI is the ‘hole’) (the previous server) are back row and subject to back row rules. The other three players are front row.

For four and five player teams, side to side overlap rules remain in place. All front row players have to be closer to the net than all back row players. All back row players have to be closer to the back line than all front row players.

Match Protocol:

Warmups will be 10 minutes with the team who serves first being awarded the first 5 minutes then the receiving team will have the 2nd 5 minutes. There are NO SHARED WARMUPS

Prior to the start of the first set, the players in the starting lineups will be summoned to the end line of their court. There will be no pre-set handshake. The Referee will then signal the starting players onto the court. At the start of sets two and three the players go directly to their positions on the court without directions from the Referee.

Teams **will not** switch sides at any point during the match

At the end of the third set of the match, the teams will be signaled to the end line by the Referee. Subsequently the Referee will signal the teams forward to participate in the end of match ‘handshake’ which will be conducted from the 10’ lines on each team’s respective side of the net by air hand waves. All players on the benches and the coaches are expected to participate.

At the conclusion of the match, coaches must verify the scores of the match and initial the scorebooks.

Equipment:

Galaxy will provide match balls, scoring devices, USAV approved poles, safety padding, and nets for all divisions.

Net height will be set as follows:

Elementary School - 7 feet 0 inches

Middle School (Boys and Girls) and High School Girls-7 feet 4 and 1/8 inches

Galaxy Tournament General Information And Rules

High School Boys - 7 feet 11 and 5/8 inches

Court dimensions will be set as follows:

Elementary School - 30 feet wide x 23 feet 6 inches deep per side
with a 5 feet 6 inch step-in serve line

Middle School (Boys and Girls) and High School Girls - 30 feet wide x 30 feet
deep per side
with a 6' 6" step-in serve line

High School Boys - 30 feet wide x 30 feet deep per side

Code of Conduct, Sportsmanship and Disciplinary Action:

Every player, coach, and parent/spectator agrees to act courteously to opposing teams and officials and to never approach an official in a confrontational manner.

Negative cheering and yelling or purposeful distractions during play, *especially during an opponent's serve*, will not be tolerated.

In the event of a problem with a coach or player, the following procedure will be followed:

- 1st incident – Referee or Galaxy Tournament Director will issue a verbal warning.
- 2nd incident – Referee or Galaxy Tournament Director will issue a yellow card.
- 3rd incident – Referee or Galaxy Tournament Director will issue a red card that will result in loss of rally and the opponent being awarded one point.

In the event of a problem with a spectator, the following procedure will be followed:

- 1st incident – Referee or Galaxy Tournament Director will issue a verbal warning to the Coach of the team the spectator identifies with.
- 2nd incident – Referee or Galaxy Tournament Director will issue a yellow card to the Coach of the team the spectator identifies with.
- 3rd incident – Referee or Galaxy Tournament Director will issue a red card to the Coach of the team the spectator identifies with that will result in loss of rally and the opponent being awarded one point.

The Referee or Galaxy Tournament Director reserves the right to go directly to a yellow or red card without any warning, depending on the severity of the infraction.

The Referee or Galaxy Tournament Director reserves the right to expel or disqualify a player, coach, or spectator and can go directly to expulsion or disqualification without warning.

Expelled Individual - TD will issue a red and yellow card held together in one hand.

Disqualified Individual - TD will issue a red and yellow card held one in each hand.

An **expelled individual** must leave the playing area/gymnasium immediately for the remainder of the match.

Galaxy Tournament General Information And Rules

A **disqualified individual** must leave the playing area/gymnasium immediately for the remainder of the day.

Galaxy reserves the right to suspend any player, coach, or spectator from participating in any remaining Galaxy events during the course of a season or issue a life time ban from the league. Should a season long suspension or life time expulsion be instituted, that individual will be considered trespassing and subject to removal by local authorities.