



## **BYA Volleyball Rules**

### **DRAFT RULES**

The Vice President of Volleyball, or their authorized designate, will oversee the draft.

- 1.) Players must play for the team that selects them.
- 2.) The team manager, or an appointed representative, will make player selection.
- 3.) Team draft order will be determined by a drawing at the draft site. Draft order will alternate each round (i.e.: first round 1-10, second round 10-1, third round 1-10, etc.), this will be referred to as a “snake draft”.
- 4.) Each player is entitled to indicate on their sign-up form the name of one coach they do not wish to play for. That coach will not be allowed to draft that player under any circumstances.

### **EXEMPTIONS**

- 1.) Each coach will have 4 exemptions per team.
- 3.) If a head coach has a child playing in the league that he or she is coaching in, that child **MUST** be one of the exemptions.
- 4.) Exemptions **MUST** be submitted in writing by the player’s parent prior to the beginning of the draft to the VP or their authorized designate for approval. Exemption letters must include player’s name, parent’s name, and a contact number where they can be reached on draft day in case of a discrepancy. 4.) Exemptions **MUST** be used as the first pick for a coach in the league that the exemption is in.

### **SIBLINGS**

- 1.) When a sibling is drafted the coach must take the other sibling as their immediate next round draft pick.
- 2.) Coaches must take siblings unless a waiver has been submitted by the parent.

## **REPLACEMENT OF A PERMANENTLY LOST PLAYER**

When a coach permanently loses one of the players on his or her roster for any reason, he or she must immediately inform the Vice President of the loss. This must be submitted in writing and include the player's name; parents contact and reason for withdrawal. The Vice President will then take the following steps:

1. Contact the lost player's parent or guardian to verify his or her permanent loss and the reason for the loss. If the loss is due to a complaint with the coach, the Vice President will review and take the case to the Board of Directors for any possible action.
2. A permanently lost player will be replaced as soon as possible with a player from the waiting list when such is available. PLAYER ELIGIBILITY 1.) Players must be 7 years of age by September 1 of the current school year. 2.) Players will play with their current age or one age group up with parental permission and may not play down an age group.
- 3.) Players will be placed in the draft according to school age guidelines. Birth certificates must be uploaded at the time of registration to ensure players are placed in the correct age group.

## **PRACTICE SCHEDULES**

- 1.) Each team will be given gym time for one one-hour practice per week paid for by BYA. An additional hour of practice may be purchased through BYA when space permits. The first team puts up the net and the last team takes them down.
- 2.) NO more than 3 scheduled or unscheduled practices and or games in each week. A week is defined as 7 days Sunday through the following Saturday.
- 3.) A gathering of more than 1/3 of the team for the purpose of activities normally associated with practice for greater than 30 minutes will be considered a practice.
- 4.) Each practice will be limited to a maximum of 2 hours.
- 5.) In the event a team will not use their assigned practice slot, 24-hour notice must be given. No show for practice times will result in suspension of practice slot until the practice fee is paid the Vice President. No exceptions will be made.

## **HOME AND VISITING TEAM RESPONSIBILITIES**

All parent volunteers must remain impartial while scorekeeping/line judging. No cheering or interacting with either team throughout the entire game.

- 1.) The home team will provide an official scorekeeper for their game at least sixteen years of age. During game play there shall be no one at the score table aside from the official scorekeeper and the committee member(s) on-duty.

- 2.) Each team must provide one line judge at least sixteen years of age. The line judge will NOT switch ends of the court.
- 3.) Under no circumstances can a member of the coaching staff take on the duty of line judge or scorekeeper.
- 4.) Scorekeepers and Line Judges need to remain neutral and refrain from instructing players on the court.
- 5.) Scorekeepers and Line Judges will not be allowed to have cell phones or any other electronic devices while volunteering in these positions.
- 6.) Coaches will be responsible for putting up and taking down the nets, the first teams playing MUST put up the nets and the last teams of the day MUST take down the nets. Both coaches must ensure cleanliness of the gym before leaving.

### **PLAYER SUSPENSIONS**

Player suspensions will result from ejection from the game for any reasons of unsportsmanlike conduct, excessive and/or abusive reaction to an official's call, and flagrant use of either profane language or violence during the game. If a player is ejected, a written account of the incident must be presented by the coach, committee member on duty and/or official and submitted to the Vice President within 24 hours of the incident. A grievance hearing then will be held to determine suspension.

### **COACHES SUSPENSIONS**

Coach's suspensions will result from the same conditions as stated under player suspensions, repeated violations of the "player rotation" rule, and from physical contact, or the threat of physical contact with an official, another coach, player, or parent.

### **ALL SUSPENSIONS**

All suspensions, player, or coach will result in AT LEAST one week suspension from all practices and games. A grievance hearing will determine length of suspension. In the case of suspensions resulting from physical contact, the BYA Board of Directors will determine whether that individual will be allowed to continue the season. In the event of an ejection, the player or coach will not be allowed to return until a grievance hearing is held.

### **UNIFORMS**

- 1.) All players will wear the uniforms provided by the league.
- 2.) Jewelry will not be permitted at any time during a game and should be discouraged in practice. All coaches will be responsible for seeing that their players are not wearing watches, necklaces, bracelets, earrings, or hair clips of any kind. Any hair tie or bow must be flexible in nature (i.e., elastic or ribbon). These items pose a threat to the safety of not only the players wearing them, but also to the other players as well.

3.) All coaches are expected to dress in a manner that is appropriate including wearing closed toe shoes. 4.) All players will be required to wear his or her uniform shirt tucked in. Players will not be allowed to tie shirts up behind her back. This poses a threat to the safety of the player.

## **VOLLEYBALL RULES OF OVERALL PLAY**

This is a non-competitive league with spiking only allowed in the older age group. Spiking is defined as the act of scoring a point by slamming the ball over the net into the opposing court effectively and aggressively with an open hand in front of the 10-foot line.

All players will play a minimum of one set, without exception.

Attendance at weekly practice is expected of every player. Parents are expected to communicate any player absences as soon as possible to their coach. If a player does not attend the weekly practice, the coach, having cleared the circumstance with a committee member or the VP, shall be allowed to sit that player out for the first set of the next game. If a player does sit out for the first set, they will be added to the bottom of the line-up for all subsequent sets of that match.

1.) All games will be played by UIL rules. If there is a difference between a UIL rule and the BYA rule, then the BYA rule will supersede the UIL rule.

2.) Rec teams will only play rec teams.

3.) The ball may not be caught, pushed, carried, or held (at the discretion of the officials)

4.) The ball may not be contacted twice consecutively by the same player except for a touch on a block.

5.) A Serve that hits anything other than the net before it goes over is a dead ball.

6.) Upon gaining the serve a team must rotate. Each player rotates clockwise. The player next off the bench rotates into the server's position. If a player arrives late to a game, they must remain on the bench until their next serving rotation to enter the court.

7.) Rotation: Players must remain in the same positions they ended the first game for the second game. Please have kids stay in their positions until the official acknowledges the game being over. Coaches may redo the rotations for the third (if needed) game.

8.) At the end of the game please have the teams line up on the back line. The officials will motion for the teams to come together to congratulate one another. Both teams will head to the right around their court to the net where they will meet for handshakes 8.) Each team may have one (1) minute time out during the first 2 games. Each team may have one-30 second timeout during the third game.

9.) Points will be scored by the rally point system.

10.) A point shall be awarded the serving team each time its opponent violates a rule.

11.) A side-out shall be declared when the serving team violates a rule. The ball is given to the serving team's opponent, and a point is awarded. A match consists of two 25-point games and if a third game is needed then it will be a 15-point game. The teams will switch sides after each game with the home team serving the first game, the visiting team will serve the second game, and a coin toss will decide who serves the third game.

12.) All matches must be won by 2 points.

13.) 7U-9U will use Volley Lite volleyball.

14.) 10U and up will use a Regulation size volleyball.

15.) All coaches turn in line up prior to the committee member on duty prior to the start of the game.

16.) Teams must switch sides between the 1<sup>st</sup> and 2<sup>nd</sup> set, 3<sup>rd</sup> set to be determined at coin toss if applicable.

## **OFFICIALS RESPONSIBILITIES**

The referee shall:

1.) Be TASO certified.

2.) Determine illegal hits.

3.) Determine net fouls.

4.) Determine the number of hits by a player and team.

5.) Determine if the ball goes out of bounds.

5.) Determine if and when as well as approve the distance of the serving player.

## **THE TEAM**

1.) A team shall consist of a maximum 6 players on the court.

2.) A game can begin and continue play with a minimum of 4 players. In the instance that there are less than 4 players the game will then be considered a forfeit.

## **RULES OF THE SERVE**

**If the ball is dropped after tossing the serve into the air during an overhand serve, that toss is not counted as an attempted serve and ONE re serve will be awarded during each player's serving rotation.**

**A serve is illegal, and the ball remains dead if the server:**

1.) Hits the ball illegally.

-Overhand serves must be hit using an open hand

-Underhand serves must be hit with a closed fist and hit directly out of the hand, no tossing of the ball is allowed.

2.) Is out of serving order.

**A served ball is a service fault and becomes dead when the ball:**

1.) Does not legally cross the net, such as when the ball: a. passes under the net; b. Touches one of the server's teammates; c. Touches the floor on the server's side of the net.

2.) Crosses the net not entirely between the net antennas or lands out of bounds.

3.) Touches the ceiling or any obstruction. (During play, when volleying back and forth, if the ball hits the ceiling on your side, you can continue to play it)

4.) Is returned by an overhand hit.

5.) Is blocked by the opposing team.

6.) Is served using a fist on an overhand serve, or thrown up on an underhand serve

**10U and Under**

1.) Players will use a Volley Lite Volleyball

2.) Players can serve from anywhere on the court but no closer to the net than the 10-foot line.

3.) If the ball does not go over the net the first serve players will be allowed one re-serve per serving rotation.

4.) After 2 consecutive successful (over the net) serves, the coach must have their player move back 2 feet regardless of where they started for the next serve. The referee will approve the distance.

5.) Each server may, but is not required to, return to the 10-foot line at the start of each serving rotation.

**11U – 13U**

1.) Players will use a regulation size volleyball.

2.) Players first serve must be an overhand serve attempt.

2.) Players can serve from anywhere on the court but no closer to the net than the 10-foot line.

- 3.) If the ball does not go over the net the first serve players will be allowed one re-serve per serving rotation.
- 4.) After 2 consecutive successful (over the net) serves, the coach must have their player move back 2 feet regardless of where they started for the next serve. The referee will approve the distance.
- 6.) Each server may, but is not required to, return to the 10-foot line at the start of each serving rotation.
- 7.) If a player "jump serves", it must be from behind the service line (10ft).

**Coaches are encouraged to practice "Three Touch Returns" in all age groups.**

### **14U & UP**

- 1.) Players will use a regulation size volleyball.
- 2.) Players first serve must be an overhand serve attempt. If the ball does not go over the net the first serve players will be allowed one re-serve per serving rotation.
- 3.) Players must serve behind the free throw line when serving overhand and behind the service line when serving underhand.

### **DURING PLAY**

A live ball becomes dead when:

- 1.) The ball lands out of bounds
- 2.) The ball contacts the ceiling or an overhead obstruction.
- 3.) The ball becomes motionless in the net or on an overhead obstruction.
- 4.) The ball touches the floor.
- 5.) The ball passes completely under the net.
- 6.) The ball contacts a non-player in a playable area.
  - This includes, but is not limited to, a coach or his/her assistant, a lines judge or a fan catching the ball.
- 7.) An official's whistle or timer's audio signal sounds for any reason

## **CONTACTING THE BALL**

- 1.) A contact is any touch of the ball by a player.
- 2.) A hit is a contact/touch of the ball, which is counted as one of the team's three allowable plays before the ball is returned to the opponent's side of the court.
- 3.) A team shall not have more than three hits before the ball crosses the net into the opponent's playing area.
- 4.) When the team's first contact is simultaneous with contact by opponents, or an action to block, the next contact is considered the team's first hit.
- 5.) The 5-Serve Rule will be applied to ALL AGES. If the server has served consecutively for 5 good serves, then a side out is declared with no point awarded to the opposing team.

## **SUBSTITUTES AND SUBSTITUTION**

The Right Front player will play one rotation at the start of the game with Right Back serving. On the next rotation Right Front will cycle off with a new player coming on the court to serve the ball. After serving the ball Right Back will rotate to Center Back, Center Back to Left Back, Left Back to Left Front, Left Front to Center Front, and Center Front to Right Front.

## **TIE BREAKER**

- In the event of a tie at the end of the season, the following will be used to determine the winner:
  - Wins vs. Losses
  - Wins in Head-to-Head Games
  - Total Number of points scored over the season.
  - Coin toss

## **All Age Divisions:**

**End of season tournament will be played over the course of one day following the conclusion of the regular season. This will be a single elimination style tournament following all rules as they are laid out above.**