



# Volleyball

## Rules

**BURLESON YOUTH ASSOCIATION**

[www.bya.org](http://www.bya.org)

# Volleyball Rules

## BURLESON YOUTH ASSOCIATION

### **VOLLEYBALL DRAFT RULES**

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

Players must play for the team that selects them.

The team manager will make Player selection.

Team draft order will be determined by a drawing at the draft site. Draft order will alternate each round (i.e.: first round 110, second round 10-1, third round 1-10, etc.),

There will be no hat draw, in the event a player is unknown, the person overseeing the draft will seek input from the coaches present about the players abilities.

Then a draft rating for that player will be determined by a majority vote from the coaches.

Unless there are only 2 teams in a league, each player is entitled to indicate on their sign-up form the name of 1 coach they do not wish to play for. That coach will not be allowed to draft that player under any circumstances.

### **EXEMPTIONS**

Each team will be allowed to exempt 1 player. If the coach has a child playing in the league, that child must be his or her exemption. Otherwise, it may be any child who has parental consent to play for that coach. The exemption must be submitted in writing, signed by the coach and the player's parent, prior to the beginning of that league's draft. The exemption will be exercised in the first round of their age and ability group.

### **BROTHERS AND SISTERS**

When a first brother or sister is drafted and an option submitted, the coach must take the other sibling at the first opportunity in their age and ability group.

### **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 Player Agent (V.P. or Director) of the lost player's name and the reason for the loss. The Player Agent only will take the following steps:

1. Contact the lost player, if possible, to verify his or her permanent loss

and the reason for the loss. If the loss is due to a complaint with the manager, the Player Agent will review and take the case to the Board of Directors for any possible action.

2. Replace the lost player as soon as possible with a player of as equal ability as possible.

## **PLAYER ELIGIBILITY**

1. Players will play with their current grade level or one grade up or down with parental permission and may not be held back more than one year.

2. To be eligible to play in Burluson, a player must meet at least one of the following qualifications:

A. Be a registered student in one of the Burluson public, private or church schools.

B. Be a resident (by mailing address) of the City of Burluson.

C. Be from an area or city that does not have a comparable program offered in the player's age or grade level.

## **PRACTICE SCHEDULES**

Each team will be given gym time for one one-hour practice per week.

## **HOME AND VISITING TEAM RESPONSIBILITIES**

The home team will provide a referee for their game. The visitor team will provide an official scorekeeper for their game.

## **GAME TIME**

All game times are listed on the official schedule.

## **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 or at the discretion of the V.P. of Volleyball.

## **COACHES SUSPENSIONS**

Coaches 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. In the last three cases, suspensions are automatic and irreversible.

## **ALL SUSPENSIONS**

All suspensions, player or coach will result in the player or coach involved not being allowed to attend practices or contact, the B.Y.A. Board of Directors will determine whether or not that individual will be games for the period of one week from the time of suspension. In the case of suspensions resulting from physical allowed to continue the season.

## **UNIFORMS**

All players will wear the uniforms provided by the league. Players may wear spandex or compression shorts under their uniform shorts if they so desire.

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, metal bracelets, earrings or plastic or metal hair clips (scrunchies are permitted). These items pose a threat to the safety of not only the players wearing them, but also to the other players as well. All coaches will be expected to dress in a manner that is appropriate for someone appearing in public with a group of young people.

## **VOLLEYBALL RULES OF PLAY**

**This is a non-competitive league with no spiking whatsoever allowed. Open hand serves only. A player may serve from anywhere on the court.**

## **THE GAME**

Only the serving team scores points.

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

When going from game 1 to 2 or from game 2 to 3, the players will remain in the same positions.

A side-out shall be declared when the serving team violates a rule. The ball is given to the serving team's opponent, and no points are awarded. A match consists of three 8-minute games. 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.

## **OFFICIALS RESPONSIBILITIES**

The referee shall:

1. Determine illegal hits;
2. Determine net fouls;

3. Determine the number of hits by a player and team.
4. Determine if the ball goes out of bounds.

## **THE TEAM**

A team shall consist of 6 players to begin the match, unless agreed upon by both coaches and a BYA representative.

The positions of players in order of the serve shall be Right Back, Right Front, Center Front, Left Front, Left back, and Center Back.

A ball contacting and crossing the net, other than when served shall remain in play provided contact is entirely within the net antennas.

Recovering a ball hit into the net shall be permitted.

When a side-out is awarded to a team, that team shall rotate clockwise one position.

## **RULES OF PLAY THE SERVE**

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

1. Hits the ball illegally;
2. Is out of serving order or is from the wrong team;
3. Catches the ball after tossing into the air.

## **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 touches:
  - a. Or passes under the net;
  - b. One of the server's teammates;
  - c. 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.
4. **Is spiked.**

## **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;
7. An official's whistle or timer's audio signal sounds for any reason.

## **CONTACTING THE BALL**

A contact is any touch of the ball by a player.

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.

A team shall not have more than three hits before the ball crosses the net into the opponent's playing area.

When the team's first contact is simultaneous contact by opponents, or an action to block, the next contact is considered the team's first hit.

Legal contact is a touch of the ball by a player's body above and including the waist, which does not allow the ball to visibly come to rest or involve prolonged contact with a player's body.

The 5-Serve Rule will be applied to grades 1 – 4. If the server has served consecutively for 5 good serves, the team will rotate and the next player on that team will serve. The scoring team does not give up their turn until a side-out is declared.

Grades 1-4 will serve under handed only

Grades 5-12 will serve over handed only

## **RULES OF PLAY PLAYER ACTIONS**

Pass -A play in which the ball is hit into the air so another player can get into position to contact the ball.

## **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, Center Front to Right Front.