

## North Shore Girls Volleyball Rules 2011

Host gyms must call in the scores to John Geittmann, (262) 622-3220 or E-mail [geittmann@yahoo.com](mailto:geittmann@yahoo.com) by 9:00 p.m. on the day of the match. Rules or officials questions will also be handled through John Geittmann

### CONFERENCE GAME RULES:

1. 5<sup>th</sup> and 6<sup>th</sup> Grade games have a 1-hour limit. This time begins immediately after the end of the scheduled warm-up time.
2. Games will be played to 25 points with a cap at 27. (Rally scoring) The last game will be played to 25 points with a cap at 27 or to time.
3. **All grades will be competitive and listed in the standings from the league.**
4. **The 5<sup>th</sup> and 6<sup>th</sup> grade serving line will be 24 feet. An overhand serve will ONLY be allowed only from the regular serving line in 6<sup>th</sup> grade. An overhand serve will be allowed from the forward line in 5<sup>th</sup> grade. Players may use the side-to-side line serving area.**
5. All games will count in the standings.
6. Each team will provide one line judge.
7. **All grades can finger set the serve.**
8. A served ball hitting the net is in play.
9. A Libero will not be used at this level (This is a special player used in high school volleyball).
10. A player must report to the referee before entering the court. A Team is limited to 18 substitutes during the game. Starting the game does not count as an entry. Substitutes must re-enter into the original position according to original written serving order.
11. The net height must be within (3) inches of 7'4". The net must be tight enough to allow the ball to be played off the net. Both coaches must agree to any exceptions.
12. Teams will be allowed to start with 5 players. If 5 players are used and the six position is rotated to serve, it will be side out and a point. If you start the game with 5 players you must finish the game with 5. **(Even if extra players arrive after the game has started.) They may enter the next game.**
13. It is mandatory that one side of the jersey be numbered.

14. All girls in uniform must play equivalent of 1 game per match. (Grades 5 thru 7).
15. Teams that consist of players playing down a level may only play 2 players from the higher level on the court at any given time.
16. Shirts/tops worn under team jersey must be of the same color as the dominant color of the uniform.
17. The “VolleyLite” ball will be used for 5<sup>th</sup> and 6th grade only.
18. Team cheers between points must be kept with in reason and cannot cause a delay in the game.

#### **HOST SCHOOL RESPONSIBILITIES:**

1. Each host gym must supply a scorer and the scorer must be of high school age. The gym supervisor will make final decisions regarding scorer issues.
2. Each host is responsible for controlling spectators who verbally or in other manners show poor sportsmanship or interfere with play.

#### **COACH AND PLAYER RULES:**

1. Coaches are reminded that in all judgment calls the referee’s decision is final.
2. Coaches or players ejected from any match will be suspended from their next match. Officials will be obligated to file ejections reports.
3. **No jewelry shall be worn.** This includes (but is NOT limited to) earrings, watches, wristbands, hard hairpieces, etc.
4. It is the coach’s responsibility to control the behavior of their team and help the host school control their supporters. Failure to do so could result in a forfeit of the match.
5. **ONE coach may stand to coach his/her team. All other coaches and players must remain seated on the team bench except for time outs, substitutions, or if a COACH is to attend to an injured player. A warning will be given. Additional violations will result in loss of point.**
6. Any language or behavior judged unsportsmanlike by the referee will lead to the immediate ejection of player, coach, or fan. Play shall not resume until the ejected have completely left the building.

### **CONFERENCE SCHEDULING RULES:**

1. There will be no rescheduling of conference matches. This includes any tournament games that conflict with league games. **The league must approve any and all changes.**
2. If a team forfeits twice, the school will pay a forfeit fee of \$ 50.00, payable to the league, before they are able to continue playing in the league.
3. Any protest is to be made to the league within 24 hours of the incident along with a \$30.00 protest fee, payable to the league.

### **GAME PROCEDURES:**

1. **The Official will meet with the coach and team captain(s) before warm-up. The home team will choose the bench. (If the host school is playing they will be the home team) If the host team is not playing, the team listed first on the schedule will be the HOME team. The official will flip a coin with the visiting captain making the call. The winner of the toss will choose serve or receive.**
2. All games rosters and serving rotations must be handed in prior to the start of the match.
3. Each team is limited to 2 time outs per game.
4. WARM-UP: 10 minutes (reduction of this time can be made if both teams agree)  
3-minutes both teams on the court.  
3-minutes home team on the court.  
3-minutes visiting team on the court.  
1-minute serving.
5. To begin the first game of a match, the players will start on their end lines. The referee will blow the whistle and direct the players from both teams to the centerline to shake hands and offer “good luck”. At the end of the first game, the players will go to their respective end lines to exchange benches. At the end of the second game, the players will go to their respective end lines, except the captains, who will approach the center of the court for the coin toss with the home team making the call. The players will exchange benches or return to their same benches.