



## SALINA PARKS & RECREATION YOUTH VOLLEYBALL RULES & REGULATIONS

All rules & interpretations will be covered under Kansas State High School volleyball rules with the following emphasis and exceptions listed below. The Parks & Recreation Staff sets the rules and reserves the right to interpret the rules in the best interest of the Salina Parks & Recreation Youth Volleyball League.

1. **Organization:** Leagues will be organized by the Salina Parks & Recreation Office. The league shall consist of a 5 week schedule plus a tournament, facility permitting.
2. **Team Eligibility:** Teams inside and outside the City of Salina are welcome to participate in Salina Parks & Recreation leagues.
3. **Player Eligibility:** Participants must be in **4<sup>th</sup>-6<sup>th</sup> Grade** in order to participate. Any person declared ineligible for age purposes will be ineligible for the remainder of the season and the following year.
4. **Team Rosters:** All team managers shall file a registration form with a roster listing the players' first and last names, address & phone number. This roster along with team entry fee must be in the Salina Fieldhouse Office by the entry deadline. All roster changes must be done through the Salina Parks & Recreation, Program Supervisor.
  - a) **Player Restrictions:** Players will not be allowed to play on more than one team in the same league. The player must be listed on the official roster of that team. No player will be allowed to return to a team for the rest of the season once his/her name has been removed from the roster (A season begins with the first game in which a person plays).
  - b) **Minimum Players:** Teams must carry a minimum of 6 players on their roster.
  - c) **Maximum Players:** Teams may carry a maximum of 10 players on their roster. More than 10 players must be approved by Salina Parks & Recreation, Program Supervisor.
  - d) **Adding Players:** Players must be added to the roster from matches **1-6** before that player is eligible to participate. This may only be done by the team manager in person at the Salina Fieldhouse Office. After the **6<sup>th</sup>** match, no changes can be made to the roster. Exceptions (i.e. injury, moved out of Salina, etc.) will be cleared through the Salina Parks & Recreation, Program Supervisor.
  - e) **Removing Players:** Players may be removed from the roster at any time by the team manager in person at the Salina Fieldhouse Office.
  - f) **Transferring Players:** Transfers from one team to another in the same league will not be permitted.
  - g) **Ineligible Players:** Any team playing a player who is ineligible in any way will forfeit all games in which that player participated.
5. **Equipment: Jewelry Ruling:** No rings, watches, earrings that hang below the chin (stud or post earrings are allowed), necklaces, wrist or ankle bracelets, (Exception: medical alert bracelets & permanent jewelry). Metal medical alert bracelets and permanent jewelry must be taped.
6. **Match Schedules:** Once a match is scheduled, it will be played according to the date, time and place listed. No postponements or changes in the schedule will be allowed unless made by the Program Supervisor due to facility availability or inclement weather.

7. **Game Time:**

- a) **Minimum Players:** Teams failing to court (4) four players at the scheduled starting time will forfeit the 1<sup>st</sup> set. If a team has at least four players present at game time, the game must be started on schedule. If the team is not ready to play 10 minutes after the scheduled starting time, they shall forfeit the match. A team must have four players to continue to play.
- b) **Pick-up Players:** Pick-up players are allowed to make a full line-up, up to six players, however the game is considered forfeit.
- c) **Time:** Game time begins on the first serve of the game which will be recorded by the Supervisor.
- d) **Adding Players:** Only until the 2<sup>nd</sup> complete set may additional rostered players enter the game to make up a total of 6. No additional players may be added after the 2<sup>nd</sup> complete set.
- e) **Maximum Players:** A team may start the game with 4, 5, or 6 players.
- f) **Forfeit Matches:** The time reserved for forfeit matches belongs to the team who showed up at game time. They may use the court for practice or for a "pick up" game. Officials shall work such a match and shall call the match 10 minutes before the scheduled starting time of the following match.
- g) **Inclement Weather Matches:** Will be rescheduled as facilities and schedules permit.
- h) **Regulation Matches:** Matches that are not considered regulation shall be replayed from the beginning.

8. **Court Dimensions:** Approximately 60ft long and 30ft wide or according to the designated boundary lines.

9. **Net Dimensions:** Approximately 3ft wide and 32ft in length. The 4<sup>th</sup> grade net height is set at 7' & the 5<sup>th</sup>/6<sup>th</sup> grade net height is set at 7'4". The official height measurement is made in the center of the net. The height of the net at the sidelines can be no more than 3/4" higher than the official height.

10. **Balls:** Parks and Recreation will provide official volley lite game balls and warmup balls. Approximately 65-67 cm in circumference and not to weigh less than 9-10oz.

11. **Shoes:** No outdoor or hard-soled shoes allowed! Players are recommended to bring separate clean athletic shoes.

12. **Uniforms:** Shirts, shorts or pants, and shoes must be worn. Leagues do not require uniforms, but require that teams wear shirts of alike color. The libero is required to wear a color in contrast of their team.

13. **Staff/Officials:** Staff and/or official(s) shall be in complete charge of the match.

14. **First Serve and Playing Area:** For the first and third sets of a match, the choice of serve or playing area shall be decided by a coin toss between a team manager/representative from each team. The team who did not serve the 1<sup>st</sup> set will serve the 2<sup>nd</sup> set.

15. **Match Length:** A match will consist of the best 2 out of 3 sets or approximately 45 minutes.

16. **Rally Scoring:** A point is scored each time during a volley when there is a side out. Sets 1 and 2 will be played to 25 points with a cap of 30. If set 3 is needed, it will be played to 15 points with a cap of 20.

17. **Serving Line:** 4<sup>th</sup> grade division may serve from the back line of 20' from the net and the 5<sup>th</sup>/6<sup>th</sup> grade division will serve from the back line of 30' from the net.

18. **Serving Delivery:** The player must deliver the ball behind the service line (measurements may be modified at the discretion of the Parks & Recreation Staff) and can move freely behind service line. At the moment of the service hit or takeoff for a jump serve, the server must be completely in the service zone and not touching the court or the playing surface outside the zone.

- a) Underhand and overhand serves are permitted. For 4<sup>th</sup> grade division **only:** If a player gets 5 aces in a row while overhand serving, they must switch to underhand.
- b) The 5<sup>th</sup>/6<sup>th</sup> grades are permitted to serve underhand, overhand, jump when they serve or stay on the ground until the team loses the serve.

19. **Let Serve:** A ball contacting and crossing the net shall remain in play provided that the ball is entirely within the net antennas.

20. **Rotation:** Rotation is clockwise one position.
21. **Substitutions:** There will be unlimited substitutions. The two types of substitutions that may be used are the following: 1) substitutions must be made at the center back position. (After the serve, the server will rotate out). Once teams have used substitution rotation, they must continue with this rotation during the game unless there is an injury. 2) High school substitution may be used. An injured player may return to the game when ready, by rotating into center back position.
22. **Libero's:** The use of a libero is optional for all teams, each team using a libero is responsible for ensuring the libero is rotating in and out of the game properly. **If a libero is used, the libero MUST wear a shirt in contrast with that of the team.**
23. **Contact:** A legal contact is a touch of the ball by any part of a player's body which does not allow the ball to visibly come to rest or involve prolonged contact with a player's body:
- Multiple contacts are permitted only when the ball rebounds from one part of the player's body to one or more other legal parts in one attempt to: 1) block; 2) serve 3) save a hard-driven spike on the team's first hit, provided there is no setting action.
  - Back row players cannot spike or block the ball in front of the 10' line.
  - Please try to avoid carries, lifts, or throws.
24. **Over the Net:** A player shall not contact a ball that is completely on the opponent's side of the net unless the contact is a legal block.
25. **Center Line:** A player may touch the floor across the center line with one or both feet/hands provided a part of the foot/feet or hand(s) remains on or above the center line. Contacting the floor across the center line with any other part of the body is illegal.
26. **Blocking:** Blocking a serve is not permitted. Blocking a ball which is entirely on the opponent's side of the net is permitted when the opposing team has had an opportunity to complete its attack.
27. **Non-playable Areas:** Non-playable areas include, but are not limited to: walls, bleachers, standards, seating areas, and adjacent courts, net antennas, net cables, net supports (including poles) and referee stands. When the ball comes in contact with these areas, it is considered a dead ball. In addition, when the ball contacts the ceiling or any overhead obstruction, the ball is dead if it goes to or contacts the opposite side. The ball shall remain in play if it contacts an overhead obstruction and/or ceiling staying in its own team's playing side.
28. **Replays:** Interruptions of play (i.e. ball from adjacent court, foreign object, etc.) are considered a replay.
29. **Timeouts:** Each team will receive two 1-minute time-outs for the 1<sup>st</sup> through 2<sup>nd</sup> sets of the match. Only one 1-minute time-out granted per team in the 3<sup>rd</sup> set with no carry over from the first 2 sets.
30. **Protests:** Judgment calls will be settled by staff. If the judgment call cannot be agreed upon, a "re-serve" will replace the prior play.
31. **Conduct:** All players, managers, spectators and staff are expected to display good sportsmanship and conduct at all times. Examples of unsportsmanlike conduct include, but not limited to:
- Use of profane language directed towards any staff member, player and/or spectator;
  - Arguing, bickering, heckling or excessive display of emotion towards staff;
  - Making unnecessary gestures towards staff, game participants, or spectators;
  - Throwing equipment; resorting to unnecessary roughness on the court.
32. **Disciplinary Procedures Progression:** Team Manager, Player or Spectator  
Depending on the severity, staff and/or the official have the right to issue a warning or ejection from the game.
- Once a coach, adult player or spectator has been ejected from the game, he or she has 2 minutes to leave the facility (sight and sound) or the police will be called. Failure to comply will result in the game being declared a forfeit.

- 2) Once a youth player has been ejected from the game, he shall be restricted to the dugout with coach supervision or released to a parent/guardian.
- a) **1<sup>st</sup> Ejection:** Ejection from the game and facility with a written warning from the Athletic Supervisor.
  - b) **2<sup>nd</sup> Ejection:** Ejection from the game and facility along with a two (2) week suspension from playing or coaching any SPRD sponsored team or league in which the player is a member (adult and/or youth). The individual will be required to meet with SPRD disciplinary review committee prior to reinstatement at end of 2 week suspension.
  - c) **3<sup>rd</sup> Ejection:** Ejection from the game and facility along with a suspension for the remainder of the season from playing or coaching any SPRD sponsored league or team in which the player is a member, including tournaments (adult and/or youth). The individual will be required to meet with the community sanction committee organized by the Salina Area Youth Sportsmanship Initiative (SAYSI) prior to reinstatement the following year. Depending on the severity of the offense(s), may be subject to additional sanctions and/or permanently banned from any and all Recreation Department activities.
33. **Law Violations:** Violations of any law (battery, assaulting an umpire or SP&R representative, possession of illegal substances including consumption of alcohol by minors, disorderly conduct, damage to property, etc.) by players, coaches, managers, or spectators during practices, league games and/or tournaments will result in immediate removal from the facility and will be prosecuted to the fullest extent through all legal channels.
34. **Smoking and Alcohol:** Smoking and alcoholic beverages are not allowed in facilities. Disobeying these rules will automatically dismiss the person(s) from all leagues.
35. **Unsupervised Children:** Unsupervised children should not be in the gymnasiums or buildings. Delays in games due to unsupervised children could result in forfeiture of games, and privileges to facility.
36. **Inclement Weather:** Any games postponed or canceled due to inclement weather will be announced on RecZone. (Sign-up online at <http://www.salina-ks.gov/parks-and-recreation>).
37. **League Standings:** TeamSideline – <https://www.teamsideline.com/sites/salina/home>
38. **League Tie-Breaker Procedure:** The procedure for teams who are tied in league/division is as follows:
- a) League/division win/loss record
  - b) Head to head games
  - c) Non-division win/loss record
  - d) Compare the total number of games (within a match) won in the head-to-head matches between the teams involved in the tie (Fewer games would determine criteria)
  - d) If same amount of games played; points given up in head to head games
  - e) If same amount of games played; points scored in head to head games
  - f) Highest margin of victory using set scores