

# SOUTH MILWAUKEE RECREATION DEPARTMENT

## VOLLEYBALL RULES

1. **PROGRAM PHILOSOPHY** - This is an instructional program designed for children who participate to have fun while learning and developing skills. It is not to be viewed as a highly competitive program where emphasis is placed on winning.
2. **PLAYER ELIGIBILITY** – When organizing teams we will attempt to assign players according to the school they attend, however this may not always be the case as it is the goal to have all teams composed with a similar number of players. 3<sup>rd</sup>, 4<sup>th</sup> & 5<sup>th</sup> graders will play in a combined league, while 6<sup>th</sup>, 7<sup>th</sup> & 8<sup>th</sup> graders will play in a combined league. A player may play on only one team. New players may be added to the roster after the deadline, provided there is room on the roster. Non-residents will be eligible to play.
3. **COACHES**
  - A coach of record must be 18 years of age or older and out of high school.
  - At the start of the game, the head coach shall identify him/herself to the game official.
  - All coaches must cooperate in insuring that spectators not interfere with the match.
  - Coaches are reminded that their place is with their team on the sidelines.
  - An adult supervisor must be present with each team throughout the entire match. Failure to be present and remain throughout the game is cause for forfeit.
4. **OFFICIALS**

The game official will have complete jurisdiction of the game at all times.
5. **MATCH PROCEDURES**
  - A match will consist of 3 games. Change sides after each game, and the losers serve. A team must win by two (2) points. 3 games must be played to constitute the match. Rally scoring will be used and games will be played to 25 points. **With the 3<sup>rd</sup>, 4<sup>th</sup> & 5<sup>th</sup> grade league the 25 point game may be dropped based upon performance. This will be determined by the official in agreement with the coaches.**
  - If the ball hits the net on the serve, it will remain in play if it falls within the boundary lines.
  - All matches must start at the scheduled time. A 5-minute grace period will be given for the 1<sup>st</sup> match scheduled.
  - Any team that accrues two forfeits will be dropped from the league.
  - All teams will use a **continuous rotation** during all 3 games. This means you will substitute players when your team rotates to serve. Once you start your first game you will continue with the same players on the court for your second game that were on the court at the end of the first game, and same for your third game (players stay in their line-up from beginning of first game to end of the third game).
  - The ball must be clearly hit or batted. A ball that is lifted or scooped is called "sticking". The ball is dead when it strikes anything out of bounds. A ball touching the boundary line is a good ball and in bounds.
  - No player may touch the net. Each team may play the ball no more than three times before it is returned over the net, and no player may play the ball twice in succession. **However, with the 3<sup>rd</sup>, 4<sup>th</sup> & 5<sup>th</sup> grade a league a team may bump the ball until it is over the net or the ball touches the ground or goes out of bounds. Also, the official will be lenient when it comes to setting.**
  - A point is awarded when a team fails to return the ball legally. No assists on the serve. With the 6<sup>th</sup>, 7<sup>th</sup> & 8<sup>th</sup> grade league, if serving overhand, the server may move up 3 feet on the serve. All players rotate clockwise when their team gets the ball. **With the 3<sup>rd</sup>, 4<sup>th</sup> & 5<sup>th</sup> grade league a player may try to serve up to 3 times before a side out is declared, and the server may move closer to the net as deemed reasonable by the official. Once a player make a successful serve and then misses the next serve, they would then be done serving.**
  - After a player has served 3 consecutive serves, they need to rotate.
  - Player may not block a serve.
  - Setting a serve will be legal.
  - Referees are encouraged to be extremely flexible when it comes to **"SETTING" in all divisions.**
  - Choice of playing area - Official tosses coin between the two captains. Winning captain has choice of court or service. Change courts at the end of first game and the loser now serves. Repeat procedure for third game.
  - Volleyball Etiquette - never hang on the net.

- Do not run into the other court when a game is in progress.
- Always return the ball to the server by rolling it under the net.
- Play your own position whenever possible, but always be ready to help.
- Teams shall consist of six (6) players. You must have at least five (5) present to begin.
- If a team should arrive with less than 5 players, players from the other team should be used so that a match can be played.
- When teams do not have enough players present to constitute an official match, then players should be transferred in order to get the match played.
- Official team standings will not be kept.

## 6. EQUIPMENT

The Rec. Dept. will furnish all equipment needed to play. The net will be set at 7.0'. The net height for the 3<sup>rd</sup>, 4<sup>th</sup> & 5<sup>th</sup> grade league will be 6.0' – if this proves to be too low the net height will be adjusted.

## 7. CONDUCT AND DISCIPLINE

- Participation in this league is a privilege that may be denied or suspended for just cause. By the act of participating, teams, players, managers, and coaches acknowledge that they are acquainted with and will abide by league rules as a condition of this privilege.
- Coaches and players are responsible for their conduct before, during, and after the match.
- Only the coaches and the court captain will be allowed to question the decision of the officials.
- All warnings to players, coaches, and spectators for unsportsmanlike conduct will be considered team warnings. A second offense will result in ejection. A third offense will result in a forfeit.
- Parents, friends, and relatives, etc. who enter the area to view the match as a spectator must also adhere to rules of conduct. These rules are:
  - (1) Spectators should remain in the spectator's area during the contest
  - (2) Spectators should not yell instructions or criticisms to the children
  - (3) Spectators should not interfere or make derogatory remarks to players, coaches, other spectators, or to match officials or supervisor. Violation of this rule will result in removal of the spectator from the area by supervisor or official.

An adult must remain with the team during all practice sessions and league matches.

Any player, coach, or spectator ejected from a match will be suspended from the next match.

## **FORFEITED GAMES**

If a team forfeits and does not have enough players to start a game, the opposing team should provide one of their players to the forfeited team in order that a game may be played.

## **JEWELRY**

Jewelry may not be worn during practice or games. This is a WIAA safety rule that must be enforced by all coaches and referees. Taping of studded earrings is not permissible.

## **PICTURES & INTERNET**

Coaches and staff are not permitted to take pictures of their players or other players or any recreation dept program participant or spectator and post this on the internet.

THE SOUTH MILWAUKEE RECREATION DEPARTMENT CANNOT BE RESPONSIBLE FOR ANY INJURY INCURRED BY PLAYERS DURING OFFICIAL GAMES AND PRACTICES. WE RECOMMEND THAT PLAYERS HAVE THEIR OWN INSURANCE, AND THAT ALL TEAMS PROVIDE THEIR OWN 1<sup>ST</sup> AID SUPPLIES.