

Lee's Summit Parks and Recreation Youth Volleyball League Rules

Games will be played in accordance with United States Volleyball Association rules, subject to equipment and space limitations.

1. Participation: Extra players will be substituted in order on every side out. For example, if you have six players on the floor and one substitute (1, 2, 3, 4, 5, 6, and 7 (sub) after the sideout, the order would be (2, 3, 4, 5, 6, 7, and 1 (sub)).
2. Net Height: 4th & 5th and 6th grades – 7'
 7th & 8th grades – 7' 4 1/8"

Serving Line: 4th & 5th and 6th grades will serve six feet from out of bound markings
 7th & 8th grades will use the normal serving line
Ball: 4th, 5th and 6th will play with a Volley Light ball
 7th and 8th will play with an official ball.
3. In the league, a team shall be allowed to play with a minimum of four players. If opposing team has less than required amount of players, they will play shorthanded and the other team will play with six players. If a coach is in need of borrowing a player from another team to reach their minimum number of 4 players, they must borrow from an equal or lesser division (grade level) and the league supervisor and coach of the team the player being borrowed from must approve. The borrowed player must wear her original team's jersey.
4. The team receiving the ball on the first rotation , the player in the serving position does not have to rotate out until they serve. They may rotate into the center back position or coaches' discretion shall rotate one position clockwise before serving.
5. Serve: Any arm motion is allowed on the serve as long as the ball is tossed or released prior to being hit. The hit must conform to the USVBA standard of being "clearly hit." A net serve will be considered a legal serve.
6. Serve: Any arm motion is allowed on the serve as long as the ball is tossed or released prior to being hit. The hit must conform to the USVBA standard of being "clearly hit." A net serve will be considered a legal serve. A player's toe can't touch the line on a serve. If a player throws the ball into the air on the serve, they do not have to let the ball drop to the ground if they don't want to serve that toss. They are allowed to catch the ball.
7. When the ball visibly comes to rest in the hands or arms of a player, it is considered as having been held. The ball must be hit in such a manner that it rebounds cleanly after contact with a player. Scooping, lifting, pushing, or carrying the ball should be considered to be a form of holding and it is a fault.
8. At the start of the game or following a dead ball, the referee shall signal readiness to play by blowing the whistle and giving visible sign. A server has eight seconds in which to serve the ball after the whistle. The referee shall also give the official hand signals to indicate decisions regarding violations of rules, dead ball and other necessary information.
9. The ball may touch any part of the body.
10. A player contacting the ball more than once without any other player having touched it between contacts will be considered as having committed a double hit. (Exception: Blocking at the net.)
11. A ball must pass completely between the net's antennas and may not touch the antenna.
12. A player may have successive contacts with the ball when making the first play on a ball coming from the opponent's court providing there is no finger action used. However, holding, throwing, or allowing the ball to roll along any part of the body is illegal.
13. Simultaneous contacts by two members of the same team are considered one contact and either of the players may make the next play on the ball.

14. Any player participating in a block shall have the right to make the next contact, such contact counting as the first of three hits allowed to the team.
15. Blocking a ball that is completely on the opponent's side of the net is legal as long as the ball would have crossed the net if it had not been blocked.
16. Any backcourt player returning the ball to the opponent's court while in front of the 10 foot line must contact the ball when at least part of the ball is below the level of the top of the net. This restriction does not apply if the backcourt player jumps from clearly behind the 10 foot line and, after contacting the ball, lands on or in front of the line.
17. Penetration into the opponent's court, beyond the center line to touch the opponent's court with (a) hand(s), foot or feet is permitted provided some part of the penetrating hand(s)/foot/feet remains either in contact with or directly above the center line. Contacting the opponent's court with any other part of the body (except hair) is a fault.
18. The use of a libero (defensive specialist), of any sort is prohibited in LSPR recreational league play.
19. All lines are considered in bounds.
20. A player is not allowed to attack the ball on the opposite side of the net. A player may attack the ball when any part of the ball crosses the net. A spiker's hand or arm may follow through over the net.
21. A ball shall remain in play if it contacts the ceiling or other overhead objects 15 feet or more above the playing area. The ball is out of play if it makes contact above the opponent's playing area or above the team's playing area and crosses the plane of the net into the opponent's court.
22. Youth Volleyball League Scoring:

4th and 5th Grade:
Three (3) games of twelve minutes with 25 point cap. Rally scoring. At the end of 12 Minutes the team ahead wins. If tied – next point wins.

6th and 7th & 8th Grade:
Three games to Twenty One (21) points or fifteen minutes Rally scoring.
23. Each server is limited to a five point run.
24. Game time is a forfeit time. The second game will be forfeited ten minutes after starting time. The third game will be forfeited twenty minutes after starting time.
25. Time Allowances:
 - a. One minute between games is allotted as a rest period if time is available.
 - b. Time outs shall not exceed 30 seconds. Two time-outs per game.
26. Conduct: Players shall not stomp their feet or shout at an opponent who is about to play the ball or in the act of playing ball or engage in other unsportsmanlike conduct. Teammates are expected to cheer for and encourage each other. Bickering among teammates are considered unsportsmanlike conduct. Unsportsmanlike conduct will be penalized.
27. It is the responsibility of the coach to inform all members of the team scheduled play and knowledge of the rules.
28. Each coach is required to sign the score sheet at the conclusion of each three game set. After being signed, the score sheet stands as being official.
29. Inclement Weather: Games will be called by the Athletic Supervisor, or referee at/or

prior to game time. Players should call the Program Information Line (969-1516) if they aren't sure if games are going to be played. A recorded message will answer at that number if games have been cancelled. Cancelled games will be made up at the Athletic Supervisor's discretion.

30. **LEAGUE CHAMPIONS:** The total number of WINS (all games) each team has accumulated throughout the season determines the league champion. In the event of a tie in the win/loss record, ties will be broken by using the following methods:
- Results of the match (s) between the tied teams, first on the won-lost record, and second on the point spread. A match will consist of three games.
 - Comparison of the point differential based on the total season.
 - Coin toss
 - In the event of tournament, teams will be seeded for the tournament and the winner of the tournament will be the league champion.
31. **DEROGATORY REMARKS or ACTS:** From the moment of the coin toss until the conclusion of the match, the referee shall have the power to declare side out/point, or disqualify the game or match, any player, substitute, coach or fan who commits, in the referee's opinion, any of the following gross violations of sportsmanship:
- Persistently addressing the officials in regard to decisions
 - Making derogatory remarks to or about the official
 - Committing acts derogatory to the official or tending to influence his/her decisions or deceive him/her
 - Making personal and derogatory remarks to or about opponents
 - Making audible comments or visible displays that are derogatory to the game, or
 - Using profanity.
 - Only the **COACH** of each team may **DISCUSS** a call with the official.
 - If a player is disqualified from the game, they will be asked to leave the court. If they are still a distraction, they will be asked to leave the building.
 - If an adult/minor creates a peace disturbance beyond LSPR control then he/she can be arrested in accordance with Section 24-10 Peace Disturbance of the Lee's Summit Code.
 - If an adult/minor fails to leave the premises after being notified by a LSPR representative, he/she can be arrested for trespassing in accordance with Section 24-31 (Trespass Generally) of the Lee's Summit Code.
 - Any person making verbal assaults and/or physical contact with the intent to bring harm to an official, building employee, league director, spectator or other player, will be asked to leave the building and will be suspended for a period of one year from the time of the incident. In addition, if conditions warrant, criminal charges will be brought against said person, and he/she could be banned from participating at any other Lee's Summit Parks and Recreation facility.
32. **Player's Rules: (Official Discretion)**
Earrings must be removed or taped to participate. Cannot extend past the ear lobe. Braids must be removed or pinned down so not to fly around in a dangerous manner.

33. If you should ever have any questions or comments, please call Shelby Dawson at 816.969.1544.

The Parks and Recreation Department reserves the right to change rules and/or schedules at any time.

