## I. RULES OF THE GAME

We are following OHSAA Rules for all levels with the following exceptions, additions, or clarifications:

# A. GAME STRUCTURE

- 1. In regular season matches, best 2 out of 3 wins the match. However, all 3 sets are still played, regardless, to 25 points, win by 2 points. Sets 1 and 2 have no cap but Set 3 caps at 30 points.
- 2. In tournament matches, best 2 out of 3 wins the match. If a third set is needed, play to <u>25 points</u>, win by 2 points, with a cap at 30 points.
- 3. <u>Time Outs</u>- Each team gets 2 timeouts per set.
- 4. Teams may start and/or play with 5 players. The "open" position must be maintained in the serving rotation and on the court. When the open position rotates to serve, the 5-player team gets the side out point they just earned. Then, a side out point is awarded to the other team due to their open position as server. They will rotate serve and play continues.

## 5. FORFEITS

- a. Set 1 of the match is forfeited if a team does not have 5 or more players at the game time or when play is ready to begin.
- b. Sets 2 and 3 are forfeited if after 10 minutes from the scheduled start time for the match a team does not have 5 or more players.
- c. If at any point a team has less than 5 able-bodied players, that set and subsequent sets are forfeited.
- d. If a forfeit occurs before the match begins, the forfeiting team is responsible for paying the referee fees for both teams.

## 6. BORROWING PLAYERS

- a. Players can be borrowed from another team in your organization as long as they are of a similar level or lower level (Ex. A 5<sup>th</sup>/6<sup>th</sup> A player cannot sub for a 5<sup>th</sup>/6<sup>th</sup> B team).
- b. Is permitted only if the borrowed player(s) will make a total of 5 or 6 players.
- c. Borrowed players must be identified to the referee and coach of the opposing team at the beginning of the match.
- d. If a 6<sup>th</sup> player (on team's actual roster) shows up, the borrowed player must be removed from the match as soon as the 6<sup>th</sup> rostered player is ready to play.
- e. The borrowed player does not need to meet the minimum playing requirement (See Rule 7).
- f. The rostered player needs to either meet the minimum playing requirement (See Rule 7) or play all the remaining points after his entry into the match.

## 7. PLAYING TIME REQUIREMENTS

- a. The minimum playing requirements for 3<sup>rd</sup>/4<sup>th</sup>, 5<sup>th</sup>/6<sup>th</sup> B and 7<sup>th</sup>/8<sup>th</sup> B is 25 points per player in regular season and tournament matches. This includes if the tournament match only goes 2 sets.
- b. The minimum playing requirements for 5<sup>th</sup>/6<sup>th</sup> A and 7<sup>th</sup>/8<sup>th</sup> A is 25 points per player in regular season matches.
- c. For the tournament, the minimum playing requirement for 5<sup>th</sup>/6<sup>th</sup> A is 15 points per player per match. This includes if the tournament match only goes 2 sets.

- d. For the tournament, the minimum playing requirement for 7<sup>th</sup>/8<sup>th</sup> A is 10 points per player per match. This includes if the tournament match only goes 2 sets.
- e. In the event a situation arises, exceptions such as the following are acceptable:
  - 1. A player arrives too late to meet the minimum- This player must play all possible points that remain in the match.
  - 2. A player is leaving early and cannot meet the minimum- This player plays all possible points before leaving.
  - 3. A player is being disciplined and will not be playing in the match.
  - 4. A player is injured or sick and cannot continue playing.
  - 5. A player decides he does not want to go back into the match.

#### 8. PRE-GAME

- a. Warm-up Etiquette (Time is not guaranteed)
  - 1. Passing (Keep the ball on your side of the net)
  - 2. If time permits, each team will receive individual warm-up time for hitting and serving (maximum 10 minutes).
- b. Coach and Captain take ground rules/coin toss.
  - 1. Home Team chooses side. Side will be maintained throughout the match. No switching of side to occur.
  - 2. Home Team serves first in the first set.
  - 3. Visiting Team serves first in the second set.
  - 4. Serve in the third set is determined by the coin toss.
  - 5. For Tournament matches, the same procedures apply. Home Team is the team listed on the top of the tournament bracket pairing.
  - 6. Each team must provide 1 person (per match) to act as an impartial line judge (regardless of Home or Visitor). The line judge must be at least high school age.
  - 7. Line judges will meet with the referee prior to the match to review their responsibilities and ground rules.

#### c. SUBMITTING A LINE-UP

- 1. Have your line-up ready when you arrive. You know if you are serving first or not.
- 2. List your players in serving order on the line-up sheet.
- 3. Have all your subs listed that are at the match when play starts.
- 4. Turn in line-up sheets to the Scorer's Table and circle your 1<sup>st</sup> Server.
- 5. Remember, the receiving team must rotate the first time they are awarded a side out.

#### **B. SPECIFICATIONS, PROCEDURES AND DEFINITIONS**

1. **NET HEIGHT** – To be set up by the home team

a. HIGH SCHOOL	8'0"
b. 7/8 A	7'8"
c. 7/8 B	7'4"
d. 5/6 A and B INSTRUCTIONAL	7'0"
e. 3/4 INSTRUCTIONAL	6'8"

- 2. AN ATTACK Occurs when a player contacts the ball while the entire ball is above the net
- 3. BACK ROW PLAYER When in front of the 10 ft. attack line
  - a. May not block or attempt to block.
  - b. May not attack (Ball position is the determining factor, not whether the players jumps (See Rule B2 above).

#### 4. SERVING AREA

- a. All 5/6 A, 7/8 A and B, and HS Teams must serve from behind the endline from sideline to sideline.
- b. 3/4 Instructional and 5/6 B Teams may use the "Step-in Area" in the Server's Corner. The "Step-in" line should be 25 feet from the net. They may serve sideline to sideline if they stay behind the endline.

#### 5. SERVING

- a. A serve may not be blocked.
- b. A serve may not be attacked (See Rule B2 above)
- c. 3/4 Instructional- Follow Triple Ball Instructions
- **d.** 5/6 B Teams- The scorekeeper and/or referee need to count serves, not points per server. The server gets a maximum of 4 serves in one rotation. If his 4<sup>th</sup> serve results in a point for his team, the serve passes to the opposing team, but no side out point is award to the opposing team
- 6. **NET VIOLATION** It is illegal for a player to touch the net while the ball is in play

## 7. SUBSTITUTIONS (ALL LEVELS)

- a. Are limited to 18 per set per team
- b. <u>How To Sub?</u>- In a loud voice call to the referee, "Substitution for #\_\_\_\_"
- c. Where to Sub?- Players must meet at the sideline between the net and the 10 foot attack line. The player coming into the game stands on the out-of-bounds part of the sideline, while the player that is exiting the game stands on the interior part of the court at the sideline. Stand so the referee can see both players' numbers clearly. Players do not move until the referee gives the OK.
- **d.** May substitute for anyone, including the server, as long as proper serving order is maintained.
- e. Player that is subbed out may re-enter the set at any time after one rally, but only in his original spot in the serving order.
- **f.** Multiple players may be subbed into their same spots in the serving order during the course of the set.

## 8. LIBERO

- a. Will be limited to one per set per team.
- b. Will only be used in the 7/8 A and HS leagues.
- c. Must be designated in the box provided on the line-up sheet.
- d. Must wear a contrasting color uniform with a number.
- e. At the start of the set, may only enter the court after the referee checks the original line-up.
- f. May switch with any not-serving back row player, including a player who has lost his serve. \*\*Coach does not call for a substitution
- g. Players switch on a dead ball between the 10 ft attack line and the endline.
- h. Must sit out for at least one rally before switching with another player (except when the libero is serving)
- i. Switches are not counted in the 18 substitutions per set.
- j. May serve, but only for the same serving spot in the serving order (ex. If he serves for the 4<sup>th</sup> spot in the serving rotation, he can only serve in that spot during that set)

# k. When Behind the 10 Ft. Attack Line-

- 1. May Pass
- 2. May Set
- 3. May NOT attack (See Rule B2 above)
- . When In Front of the 10 Ft. Attack Line-
  - 1. May play the first, second or third hit.
  - 2. May not hand set to assist and attack (See Rule B2 above)
  - 3. May not attack (See Rule B2 above)
  - 4. May not block or attempt to block.
- m. May not be replaced by another libero during a set unless injured.
- n. May be a different player for each set of the match.

# 9. LEGAL BALL CONTACT

- a. Occurs when a player contacts the ball, without it coming to rest, with any part of his body at or above the waist. **No Kicking!!!**
- b. Double hits are legal on any first ball over the net (serves, spikes, tips, freeballs, etc.)
- c. Player may not attack a serve (See Rule B2 above)

## 10. UNIFORMS:

- a. All players must have matching jerseys with legible numbers on the Front (4" high) and Back (6" high). Shorts do not need to match.
- b. Players **DO NOT** have to wear knee pads. But, if they have them on, they must be pulled up to the knees.
- c. It is up to the Coordinator at each school to determine if they want to require knee pads or not.

#### 11. BALLS:

- a) Volley-Lite balls will be used for 3/4 Instructional. The <u>Home Team</u> must provide the game ball and warm-up balls for both teams.
- b) <u>The Molten Flistatec ball will be used for every level above 3/4. The Home Team must</u> provide the game ball and warm-up balls for both teams.

#### 12. MATCH RESULT VERIFICATION:

- a. Scores and sets won need to be verified by both teams at the end of the match.
- b. If all players on the winning team have not met the minimum playing requirements and three sets have been played, the match will be forfeited. If only 2 sets have been played, one set must be forfeited and the third set must be played in order to get all players their minimum playing requirement.
- c. Once teams leave the gym the match is FINAL.

#### 13. COACHES:

- a. During Play- One coach may stand in the bench area (between the 10 ft Attack line and the endline, but no closer than 6 feet to the sideline. Other coaches must remain seated.
- **b.** <u>The Exception-</u> In 3/4, due to Triple Ball, an additional coach will be on the court distributing the balls per Triple Ball Rules.

## IF YOU HAVE ANY QUESTIONS CALL -

- 1) YOUR SCHOOL'S COORDINATOR
- 2) Kevin Kelly, BWAC President- 513-702-0414