

Volleyball Rules

Age Groups:

9U	7-9 yrs old
12U	10-12 yrs old
17U	13-17 yrs old

Ball Size:

Regulation Size / Light Weight
Regulation Size / Light Weight
Regulation Size

We will use August 1st of the current year (fall season) to determine league age for teams.

We will use March 1st of the current year (spring season) to determine league age for teams.

Game Rules:

1. Rally scoring will be used in all games.
2. A match consists of two games to 25 points, win by 2 points, or first team to 30. If a third game is necessary, it will be the first team to 15 points.
3. The home team serves first. The visiting team will get their choice of side. A coin toss will determine serve and side if a third game is necessary.
4. If a team has less than six players present, the team must begin and play with at least 5 players and it be deemed a legal game. Any number of players less than 5 is a forfeit but we encourage teams to recruit girls to “fill in” so that a scrimmage game can still be played.
5. Players are not allowed to participate on multiple teams.
6. Libero’s will not be utilized in any age divisions.
7. It is illegal to block or spike a serve. Teams may “set” the serve.
8. Servers must keep both feet behind the out of bounds line until they have made contact with the ball.
9. Server, in all divisions, has 8 seconds to serve the ball. A re-serve shall be called when the servers releases the ball for service, then catches the ball or the ball drops to the floor. The referee shall signal replay and allow the server a new 8 second count for a second and final re-serve attempt.
10. All serves that hit the wall, ceiling, lights or any other fixture are out of bounds.
11. Any ball that hits the wall is out of bounds.
12. Other than the serve, if a ball touches the ceiling, lights, or any other fixture, a team may still play the ball within their 3 hits provided the ball comes down on their side. If the ball comes down on the opponent’s side, it will be called out of bounds.
13. In the 9U and 12U age divisions, the service line will be moved up 5 feet. The boundary lines will remain the same for the game, just the service line will be moved up. 14U & 17U will be permitted to step on the line, but may not step over it.
14. Serves that touch the net and is successful in making it over the net will be considered legal. The receiving team must play the serve.
15. In the 9U and 12U age division only, an automatic rotation occurs if the service team scores 3 consecutive points. The serving team loses possession of the volleyball.
16. In the 9U and 12U, continuous rotation will be used for substitutions. At the first rotation, the player in position 2 will rotate out of the game and a new player will come from the bench into the server’s position (position 1); every time rotation occurs, a new player will rotate into the server’s position. This includes the third (if needed) game too.
17. In the 14U and 17U, teams will not use continuous rotation.
18. In the 14U and 17U leagues, regarding the rotation rule for the receiving team at the start of the game: in S. C. High School League rules, once the receiving team has earned the right to serve (a side out), the players should rotate once before serving. This means, if your team is not serving first to start the game, your line-up card should

list the players where you want them to be after one rotation. (Any questions, please see one of the officials before the game).

19. Teams will have 2 timeouts for each match
20. Each team will be responsible for providing an informed line judge for each game. No children please, only adults 18 years or older. It is imperative that line judges be impartial when making calls. There is absolutely no celebrating while working as a line judge.
21. Please adhere to the following pre-game warm-up drill: 2 minutes shared court passing, 2 minutes home team, 2 minutes away team, 2 minutes shared court serving, followed by 2 minutes for lineups. This will help keep the games on schedule.
22. Attacking will be permitted at all levels.
23. 14U & 17U will switch sides between games.