

# OFFICIAL WAYA VOLLEYBALL RULES

## HEIGHT OF THE NET / SERVICE

<u>Age Groups</u>	<u>Net Height</u>	<u>Serve Line Color</u>
Junior Division	7'0"	14ft - Grey
Senior Division	7'4"	25ft - red line (Old Gym) 1 <sup>st</sup> White line (Bratton Gym)

## BALL SIZE

- Both Junior and Senior Divisions play with Volley Lite balls.

## UNIFORMS

All Jerseys must be tucked in. Jewelry is not allowed, but earrings may be worn if covered up with athletic tape. Any object that contains metal (metal headbands or clips) may not be worn during competition. An exception will be made for religious or medical medallions. If worn, medallions shall be removed from chains and taped or sewn under the uniform. Casts, braces, prosthetic limbs or headgear must be approved by the athletic director.

*\*Players may wear glasses or contact lenses at their own risk.*

## GAME FORMAT / MUST KNOW RULES

- Best-of-three sets
- Non-deciding sets: first team to 25 with a 2-point advantage (no point cap)
- Deciding sets: first team to 15 with a 2-point advantage (no point cap)  
**\*The championship match for the Senior end-of-season tournament will be best-of-5 sets.**
- 6 players on the court for each team at a time; 3 front row, 3 back row. The minimum number of players required to start and play a game is 5 (4 or fewer players will result in a forfeit). Errors in a number of players on the court will result in a "side-out" and a point for the opposing team.
- Maximum of 3 hits per side.
- Rally-Point Scoring: points are made on every serve for the winning team of rally.
- Players may not hit the ball twice in succession (a block is not considered a hit).
- Ball may be played off the net during a volley and on a serve.
- It is legal to contact the ball with any part of a player's body.
- It is illegal to catch, hold or throw the ball.

## STATES OF PLAY

### Ball in Play:

- The rally begins with the referee's whistle. The ball is in play from the service contact.

### Ball out of Play:

- The rally ends with the referee's whistle. However, if the whistle is due to a fault made in play, the ball is out of play from the moment the fault was committed

### Ball "IN"

- When it touches the floor of the playing court, including the boundary lines.
- If the ball contacts the ceiling or other overhead objects, it shall only remain in play if it hits the **offensive** team's ceiling and comes back down on the **offensive** team's side.

### Ball "OUT"

- If the part of the ball which contacts the floor is completely outside the boundary lines.
- If the ball touches an object outside the court, or a person out of play.
- If the ball contacts the ceiling on the **offensive** team's side AND crosses over to the **defensive** team's side, or if the ball contacts the ceiling on the defensive team's side at any time.
  - o **The ceiling beam located directly above the net is considered in the defensive team's playing area and a ball that makes contact with it will be ruled out.**
- If the ball touches the antennae, ropes, posts or the net itself outside the side bands; or if it crosses the vertical plane of the net either partially or totally outside the crossing space.
- If the ball passes under the net.

### Play Over

- If benches, bleachers, low-hanging baskets or other floor obstructions interfere with the play of the ball. A "play over" may be directed at the referee's discretion (e.g., if the referee believes the ball would have landed in bounds if not for the obstruction). This call cannot be argued or overturned.
- If the ball comes to rest on an overhead object above the offensive team's playing area. If an official, media equipment or personnel or spectator interferes with a player's legal attempt to play the ball, a play over shall be directed.

## **SERVICE**

The service rules used by both divisions at WAYA are as follows:

- Players are allowed only 10 seconds in between serves.
- Each player may score no more than 2 points before rotation is required.

**Junior Division Service Rules:** Underhand or overhand serves will be allowed

### **First Serve (point):**

- If the serve is unsuccessful without the opposing team touching the ball, the server may serve again (2<sup>nd</sup> attempt, 1<sup>st</sup> serve).
- If the ball is put in play and the opposing team wins the point, there is not a second serve and a “side-out” will be called and a point will be awarded to the opposing team.
- If the first serve attempt is successful (an ace, tip by the opposing team, or the ball is put in play and the serving team wins the point), the server may serve again for a second point.

### **When Serving for a Subsequent Point:**

- If a serve, other than the initial attempt for the first service point (2<sup>nd</sup> serve), is unsuccessful (does not make it over the net, goes out of bounds, or the ball is played and the opposing team wins the point), that player’s serve is over, a “side-out” will be called and a point will be awarded to the opposing team.

**Senior Division Service Rules:** Underhand or overhand serves will be allowed

### **First Serve (point):**

- If the 1<sup>st</sup> serve is successful and the serving team scores, the server will be awarded a subsequent serve, up to two total successful points.
- There are no “2<sup>nd</sup> attempt, 1<sup>st</sup> serves” awarded in this division.

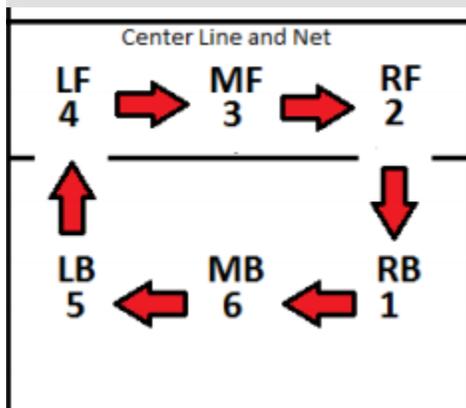
### **When Serving for a 2nd Point:**

- If the 2<sup>nd</sup> serve is successful and the serving team scores again, the player must rotate out and give the next player in the rotation a chance to serve.
- If the 2<sup>nd</sup> serve is unsuccessful, a “side-out” will be called and a point will be awarded to the opposing team.

## ROTATION

All players will rotate out after they serve. Players coming off the bench will rotate in at the middle back position.

- The order of rotation must remain the same throughout each set.
- No substitutions are permitted unless there is an injury to a player.
- Order of rotation is detailed below:



## LET SERVES

“Let Serves” will be allowed for all divisions.

- A let serve allows continuation of play if a served ball touches the net and crosses the net to the opponent’s side.

## SERVICE TOSS

- If the player catches the ball before allowing it to hit the ground, a service error will be called.
- After a service tossing error, the referee must authorize the service again and the server must execute it within five seconds.
- TWO service tossing errors are permitted for each service. The player **MUST** hit the ball on the third attempt.

## TIME OUTS

Each team is entitled to a maximum of TWO time-outs per game. A time-out shall last for 30 seconds. A team will be warned once if they are taking excessive time breaking the huddle. If a slow break occurs again it is the referee’s discretion to penalize the team one (1) time out.