

**GARLAND VOLLEYBALL ASSOCIATION  
LEAGUE RULES**

Updated Spring 2015

**1. COURT SIZE & NET HEIGHT**

<b>Grade/League</b>	<b>Court Size</b>	<b>Net Height</b>
2nd, 3rd, & 4th	30' x 40' or two 30' x 20' areas	6' 0"
5th & 6th Rec	Standard Court - 30' x 60'	6' 6"
6th Comp & 7th & 8th	Standard Court - 30' x 60'	7' 4"

**2. SERVING LINES**

<b>Grade/League</b>	<b>Distance From Net</b>
2nd, 3rd, & 4th	13' from the net
5th & 6th Rec	20' from the net
6th Comp & 7th Rec	Behind the back line w/ 24" step-in allowance for overhand serve
7th Comp & 8th	Behind the back line

**3. GAME BALL**

<b>Grade/League</b>	<b>Type of Ball</b>
2nd, 3rd, & 4th	Volley Lite
5th & 6th Rec	Volley Lite
6th Comp & 7th & 8th	Regulation leather volleyball

**4. PREMATCH PROCEDURES & GAME PROTOCOL**

**CONFERENCE** – A conference will be conducted by the referee between a coach and team captain from each team prior to each match. Information on overhead obstructions, non-playable court obstructions, etc. will be given.

**COIN TOSS AND SERVICE** – The referee will conduct a coin toss with a captain from each team. Home team is the second team listed on the schedule. Visiting team will call the coin toss. Winner of the coin toss chooses to serve or receive. 2<sup>nd</sup> set, teams change sides and the serve changes hands from the team that served first. \*3<sup>rd</sup> set, teams change courts again and the team that served first in set one will also serve first in set three.

*\*6<sup>th</sup> Comp, 7<sup>th</sup> & 8<sup>th</sup> – If a 3<sup>rd</sup> set is needed, a coin toss will be conducted again to determine which team serves first. Home team will call the coin toss. Winner chooses to serve/receive or the playing area.*

**GARLAND VOLLEYBALL ASSOCIATION  
LEAGUE RULES**

Updated Spring 2015

**4. PREMATCH PROCEDURES & GAME PROTOCOL (continued)**

**WARM-UP** – 6<sup>th</sup> Comp, 7<sup>th</sup> & 8<sup>th</sup> ONLY – 10 minutes will be allowed for warm-up. Warm-up time will be used as follows:

- 2 minutes of pepper/ball handling for both teams
- 4 minutes of hitting for visiting team (last minute used for serving)
- 4 minutes of hitting for home team (last minute used for serving)

**GAME PROTOCOL** – At the beginning of each match, the six starting players shall line up on the end line of their side of the court. The referee will signal/motion for the players to come on to the court. When the referee indicates the match is over, the six players on the court should line up on their end line and wait for the referee to signal match over.

**5. GAME OFFICIALS**

**A. Referee** – a trained, paid referee will be provided for each match.

**B. Linesperson** – Each team will provide a fourteen (14) year old or older linesperson. The linesperson will be positioned just off the court on the left-hand back corner opposite the server. The linesperson does **not** change sides during the match. The referee has the right to overrule a linesperson's call at any time - without explanation. A linesperson will only address the referee during a dead ball and only to signal an out-of-bounds ball or a service foot fault. The linesperson **may not talk** to any of the players during match play.

Out of Bounds – A ball will be considered out-of-bounds if it:

- touches the wall, or other obstructions noted prior to the match
- touches the floor outside the boundary lines of the court
- touches the net antennas
- does not cross the net within the antennas
- breaks the plane of an adjacent court, goes over or touches the bleachers, benches, Official's stand, etc.

Foot Fault – A foot fault occurs when a server touches the serving line or touches the court prior to or during the serve.

<b>Grade/League</b>	<b>Warnings</b>	<b>Result</b>
2nd, 3rd, & 4th	<i>As many as needed</i>	N/A
5th & 6th Rec	One (1)	Side Out
6th Comp & 7th & 8th	None	Side Out

**GARLAND VOLLEYBALL ASSOCIATION  
LEAGUE RULES**

Updated Spring 2015

**5. GAME OFFICIALS** (continued)

C. **Scorekeeper** – a trained, paid scorekeeper will be provided for each match.

These individuals will only address the referee during a dead ball and only regarding time, scoring, or rotation problems. Time is not called and the set is not over until the referee blows the whistle and either signals a time-out or end of set.

**NO CHILDREN ARE ALLOWED AT THE SCORE TABLE**

**6. GAME DAY INFORMATION**

**A. Player Uniform**

1. **Shirt** – GVA will provide each participant with a uniform shirt. It will have the GVA logo and numbers on the back that are clearly visible to the scorekeeper and referee.
2. **Libero** – **8<sup>th</sup> Comp and HS league only** - GVA will provide a bib to cover existing uniform shirt.
3. **Shorts & Socks** – players are responsible for these items. Coach will inform players of the appropriate type and color.
4. **Shoes & Kneepads** – Court shoes should be worn at all times. Kneepads are optional.

**B. Coach Uniform** – Uniform shirt provided by GVA. Any color pants or shorts\*. \*Shorts must be at least mid-thigh length. Court shoes.

**C. Prohibited Items**

- **Jewelry** – **NO** jewelry may be worn during sets. This includes ear studs and any type of body piercing. Bandages may NOT be placed over the pierced body part in lieu of removal.
- **Hair Accessories** – No hard hair accessories are permitted.
- **Hard or unyielding devices** – No guards, braces, or casts may be worn on the finger, hand, wrist, or forearm. Braces or supports on other parts of the body will be permitted at the discretion of the referee or GVA official.

GARLAND VOLLEYBALL ASSOCIATION  
LEAGUE RULES

Updated Spring 2015

## 7. MATCH PLAY

### A. Match Definitions

**2<sup>nd</sup> – 6<sup>th</sup> Rec** - A match will consist of three (3) sets. Sets will be played to 25 points (rally scoring), or 15 minutes, whichever comes first. All three sets will count in the standings. All fifteen minute sets must be won by two (2) points. If a tie exists or a two (2) point margin is not present at the end of fifteen minutes, the clock will be reset for an additional three (3) minutes of “sudden death” overtime. If, at the end of the regulation set, the server has not completed her maximum number of serves, she may continue to serve until a side-out occurs, a 2-point margin occurs for either team, or she reaches her maximum number of serves. The winner will be declared as follows:

1. The first team to gain a two (2) point advantage at any time during the three (3) minute overtime will be declared the winner.
2. If at the end of three (3) minutes, one team has a one (1) point advantage, that team will be declared the winner.
3. Should a tie exist at the end of the three (3) minutes, the set will be declared a tie, and each team will receive a ½ set win and a ½ set loss.

**6<sup>th</sup> Comp, 7<sup>th</sup>, 8<sup>th</sup>, & HS** – Regulation match play. Best two (2) out of three (3) sets – rally scoring. The first two (2) sets will be played to 25 points. If a third set is needed, it will be played to 15 points. Teams must win by two (2) points. No time limit will apply, but each set has a cap of 30 points. The team that reaches 30 points first is declared the winner, even if a two (2) point margin does not exist.

### B. Forfeit Policy

1. A set shall be considered a forfeit if a team has less than five (5) legal players present, on the court, at set time.
2. A set shall be considered a forfeit if the HOME team fails to provide a trained, recording scorekeeper.
3. All players must be in their official GVA uniform at set time or they will not be considered an eligible player for that set.
4. Match time is as per league schedule or fifteen minutes following the end of the preceding match, whichever is later.
5. Forfeit time of the set is set time. The second set is 10 minutes after the starting time of set #1.  
**2<sup>nd</sup> – 6<sup>th</sup> Rec** – The third set is 15 minutes after the starting time of set #1 or 5 minutes after the starting time of set #2. Example: 6:30, 6:40, 6:45.
6. In case of a double forfeit, a loss will be recorded for both teams.
7. Forfeit score is 25-0 for each forfeited set.

**GARLAND VOLLEYBALL ASSOCIATION  
LEAGUE RULES**

Updated Spring 2015

**7. MATCH PLAY** (continued)

**C. Mandatory Player Participation**

**2<sup>nd</sup> - 6<sup>th</sup> Grade Rec – Rotational Play**

1. Each team will start the set with six (6) players on the court. The remaining players will automatically rotate (in the order listed on the roster) into play in the center back position when a “side-out” is called and the previous server leaves the court. If a team has more than one boy on the roster, no two boys may be placed next to each other in the service order.
2. Players arriving late. A player arriving late for any set may not play if she has missed a full rotation of all the players present at the set in progress.
  - a. A late player qualifying to play in the first set will be placed at the end of the roster as the rotation stands when she arrives. The coach must notify the scorekeeper.
  - b. A late player NOT qualifying for the first/second set will be put at the end of the roster as the rotation stands when the set ends. That set order of rotation will continue for any subsequent sets.

**6<sup>th</sup> Comp, 7<sup>th</sup> & 8<sup>th</sup> – Substitutions**

1. All players must play in every match. The goal will be to give each child playing time equivalent to one full set during the match.
2. Substitutions are unlimited.
3. Substitutions must be visually signaled by the coach during a dead ball. Multiple substitutions should be requested at the same time.
4. The player and substitute shall remain in front of the ten (10) foot line at the sideline until signaled by the referee to switch places. The substitution then immediately occurs. (Please NOTE – coaching during a substitution will be considered a delay of game.)
5. Previously substituted players returning to the court must substitute back into the set in the same position in the serving order.
6. As in 2<sup>nd</sup> - 6<sup>th</sup> Grade Rec, if a team has more than one boy on the roster, no two boys may be placed next to each other in the original serving order nor can any two boys play in positions that are next to each other at any time during a set.
7. If an injury occurs, and all players on the bench have been previously substituted, exceptions to the above rules occur. The coach is allowed thirty (30) seconds (official’s time out) to make a decision regarding the player. Any player on the bench can be used to substitute for the injured player. The injured player is not allowed to return to that set.
8. A substitute must remain in the set until the next dead ball.

**GARLAND VOLLEYBALL ASSOCIATION  
LEAGUE RULES**

Updated Spring 2015

**7. MATCH PLAY (continued)**

**D. Time-Outs**

1. Two thirty (30) second time-outs will be allowed per set. In 2<sup>nd</sup> – 6<sup>th</sup> Rec leagues, the clock will be stopped for time-outs.
2. Penalty for requesting additional time-outs will be loss of serve (if serving) and point awarded to opposing team.
3. If a player is bleeding, an official's time-out is taken. The wound must be covered before the injured player can return to the court.

**E. Time Between Sets/Matches**

<b>Grade/League</b>	<b>Time Between Sets/Matches</b>
2nd, 3rd, & 4th	○ Time between sets will be no more than three (3) minutes.
5th & 6th Rec	○ Time between matches will be five (5) minutes from the end of the last set of the previous match or scheduled time, whichever is longer.
6th Comp & 7th & 8th	○ Same as above AND Teams playing the second or third match of the night may not get a full 10 minute warm-up.

**GARLAND VOLLEYBALL ASSOCIATION  
LEAGUE RULES**

Updated Spring 2015

**8. PLAYING RULES**

- A. **The Serve**      Re-Toss = when a player tosses the ball and it is either caught or dropped.  
 Re-Serve = when a player contacts the ball but fails to put it in play.

Grade/ League	The Serve
2nd - 6th Rec	<ol style="list-style-type: none"> <li>1. The player in the back-right position shall hit the ball with one hand, fist or arm, either held or after release, behind (and without feet coming in contact with) the serving line.</li> <li>2. The ball must be hit with one hand, and must cross the net within the net antennas. The serve will also be counted “good” if it hits the net within the antennas and goes over. This is the “let serve” rule.</li> <li>3. All players, except the server, must be inside the court at serve.</li> <li>4. A player must wait for the whistle and signal before serving the ball. After one warning per server, a side-out will be called.</li> <li>5. Teams DO NOT ROTATE before their first serve.</li> <li>6. With either a re-toss or a re-serve, the referee will blow the whistle again to signal the next serve.</li> <li>7. A player is allowed to have <b>one (1) re-serve</b> on their first serve attempt of each rotation. They are also allowed to have <b>one (1) re-toss</b> per service rotation. It could be possible for a player to have three tosses in their first serving attempt, one re-toss, one re-serve, and a second serve attempt.</li> <li>8. Maximum Points – A player is allowed to serve and make only three (3) points. After that, the referee will call a side-out. No rally point will be given to the team receiving the side-out.</li> <li>9. The receiving team may NOT hit, attack, or block the serve.</li> </ol>

**GARLAND VOLLEYBALL ASSOCIATION  
LEAGUE RULES**

Updated Spring 2015

<p>6th Comp</p> <p>7th Rec</p> <p>7th Comp</p> <p>8th</p>	<ol style="list-style-type: none"> <li>1. Players in the competitive leagues must serve overhand. This applies to 6th, 7th, &amp; 8th grade competitive teams. If the fall league combines competitive and recreational teams into one league, underhand serving will be discouraged, but allowed.</li> </ol> <p>Note – Coaches can choose to have players on their team who cannot overhand serve and just not let those players serve. However, we will encourage all players developing their serve and other skills to remain in the rec. league, allowing players with like skills to progress and play together.</p> <ol style="list-style-type: none"> <li>2. When a 6th grade competitive or 7th grade recreational player serves overhand, they are allowed to step into the court two (2) feet from the back line. If serving underhand, they must stay behind the back line. 7th comp &amp; 8th grade must serve behind the back line. (If 7th rec &amp; 8th graders are combined on a team in the Fall, all may have a 2’ step-in on an overhand serve).</li> <li>3. The ball must be hit with one hand and must cross the net within the net antennas. The serve will also be counted as “good” if it hits the net within the antennas and goes over. This is the “let serve” rule.</li> <li>4. All players, except the server, must be inside the court at time of serve.</li> <li>5. A player must wait for the whistle and signal before serving the ball. After one warning, per server, a side-out will be called and point awarded to the opposing team.</li> <li>6. Teams who receive the first serve of the set WILL ROTATE before their first serve.</li> <li>7. With a re-toss, the referee will blow the whistle again to signal next serve.</li> <li>8. A player is allowed to have one (1) re-toss per service rotation. If they re-toss the ball a second time during their service rotation, it will be a side-out and point for the opposing team.</li> <li>9. Maximum Points – A player is allowed to serve and make only five (5) points per service rotation. After that, the referee will call a side-out. No rally point will be given to the team receiving the side-out.</li> <li>10. The receiving team may NOT hit, attack, or block the serve.</li> </ol>
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**GARLAND VOLLEYBALL ASSOCIATION  
LEAGUE RULES**

Updated Spring 2015

**8. PLAYING RULES (continued)**

**B. Hitting the Ball During Play**

<b>Grade/ League</b>	<b>Hitting the Ball During Play</b>
2nd - 6th Rec	<ol style="list-style-type: none"> <li>1. The serve can be received with either an underhand or overhand pass. The receiver must contact the ball “cleanly” and with both hands/arms simultaneously. Illegal service receive is at the judgment of the referee.</li>   <li>2. After the initial return of the serve, the ball may be played with an overhand or underhand pass, a one-hand dig, a block, a spike, or with any part of the body <b>above the waist</b>.</li>   <li>3. Only a short contact with the ball is allowed.</li>   <li>4. After receipt of the serve, a front-row player has no restrictions as to legal contact of the ball. However, a back-row player, in order to spike the ball, must begin their attack behind the ten (10) foot line and may spike the ball with or without jumping from behind the ten (10) foot line. A back-row player who begins her attack from behind the ten (10) foot line, may jump in the air, make contact with the ball, then has the option of landing, <b>BEHIND, ON, or COMPLETELY IN FRONT</b> of the ten (10) foot line. A back-row player may <b>NOT</b> block the ball when standing in front of the ten (10) foot line.</li>   <li>5. Playing the ball back to the opponent on the first touch is permitted. It is suggested, however, that players be encouraged to learn how to return the ball with more than one touch.</li>   <li>6. A maximum of three (3) touches are permitted, with the exception of the touch on the block. The ball must be played over the net on or before the last permitted touch.</li>   <li>7. The ball may not be contacted by the same player twice consecutively with the exception of (1) a block and (2) to save a hard-driven spike, provided there has been no setting action.</li>   <li>8. A ball may not be caught, pushed, carried, or held.</li>   <li>9. Simultaneous Contact - If players touch the ball simultaneously, it will be considered one touch and <b>ANY OTHER PLAYER</b> not involved in the simultaneous contact may touch the ball on the next touch provided there is another touch allowed.</li> </ol>

**GARLAND VOLLEYBALL ASSOCIATION  
LEAGUE RULES**

Updated Spring 2015

6th Comp, 7th & 8th	<ol style="list-style-type: none"><li>1. The serve can be received with either an underhand or overhand pass. The receiver must contact the ball “cleanly” and with both hands/arms simultaneously. Illegal service receive is at the judgment of the referee.</li><li>2. A “two hit” rule will apply to the team receiving the serve. The ball must be hit at least twice on the receiving side before crossing over the net (maximum of three (3) hits still applies). This only applies on the serve receive and not during the remainder of play.</li><li>3. After the initial return of the serve, the ball may be played with an overhand or underhand pass, a one-hand dig, a block, a spike or with any part of the body <b>above the waist</b>.</li><li>4. Only a short contact with the ball is allowed.</li><li>5. After receipt of the serve, a front-row player has no restrictions as to legal contact of the ball. However, a back-row player, in order to spike the ball, must begin their attack behind the ten (10) foot line and may spike the ball with or without jumping from behind the ten (10) foot line. A back-row player who begins her attack from behind the ten (10) foot line may jump in the air, make contact with the ball, then has the option of landing <b>BEHIND, ON, or COMPLETELY IN FRONT</b> of the ten (10) foot line. A back-row player may not block the ball when standing in front of the ten (10) foot line.</li><li>6. A maximum of three (3) touches are permitted, with the exception of the touch on the block. The ball must be played over the net on or before the last permitted touch.</li><li>7. The ball may not be contacted by the same player twice consecutively with the exception of (1) a block and (2) to save a hard-driven spike, provided there has been no setting action.</li><li>8. A ball may not be caught, pushed, carried, or held.</li><li>9. Simultaneous Contact – If players touch the ball simultaneously, it will be considered one touch and <b>ANY OTHER PLAYER</b> not involved with the simultaneous contact may touch the ball on the next touch provided there is another touch allowed.</li></ol>
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**GARLAND VOLLEYBALL ASSOCIATION  
LEAGUE RULES**

Updated Spring 2015

**8. PLAYING RULES (continued)**

**C. Special Rotations**

<b>Grade/League</b>	<b>Special Rotations – Out of Rotation Penalty</b>
2nd, 3rd, & 4th	<ul style="list-style-type: none"> <li>○ Players may not use any switching formation.</li> </ul>
5th - 8th	<ul style="list-style-type: none"> <li>○ Teams may use a 4-2 front-row switching formation to switch a setter into the middle from another front-row position, OR, a 6-2 formation which allows switching of the setter from the back-row to the front-row after the serve, OR, a 5-1 formation which allows switching the setter from from all positions.</li> </ul>
8th Comp & HS ONLY	<ul style="list-style-type: none"> <li>○ All switching formations require the players to be in their correct position until contact of the serve is made, at which time they are allowed to switch positions.</li> </ul> <p>Libero – is allowed to replace any player in a back-row position. They are restricted to perform as a back-row player and are not allowed to complete an attack hit (ball higher than the top of the net during contact) from anywhere on the court. They may not serve, block, or attempt to block. See additional rules on page 11.</p>
Out of Rotation Penalty	<p><b><i>2nd, 3rd, &amp; 4th grades receive ONE WARNING before this penalty is applied.</i></b></p> <p>If the serving team is out of rotation at contact of serve, the serving team loses the serve and one (1) point is awarded to the other team. If the defensive team is out of rotation at contact of serve, one (1) point is awarded to the serving team. After the award of the point, the referee will assist the team into correct position. If the incorrect server is discovered after more than one point has been scored, the one point penalty is still applied and no additional points are taken off.</p>

**D. Play At The Net**

1. Players may not touch the **tape at the top** of the net within the antennae. Net contact below the tape is not a fault unless it interferes with play. Net or tape contact outside the antennae is not a fault.
2. Players may step on or have a foot partially across the center line. If their foot completely clears the center line and goes into the opposing court, a violation has occurred.
3. All other parts of the body may touch and/or cross over the center line as long as it does not interfere with play.
4. The ball **MAY** touch the net.

**GARLAND VOLLEYBALL ASSOCIATION  
LEAGUE RULES**

Updated Spring 2015

**8. PLAYING RULES** (continued)

**E. Conduct During The Match**

1. The referee will conduct the match. Any calls made by the referee will not be questioned during a set. A team captain may ask the referee during a set to repeat the call, but **MAY NOT** ask for justification of a call. A team captain may also request from the referee a line-up check during a set. **DURING THE SETS OF A MATCH, THE DECISIONS OF THE REFEREE ARE FINAL.**
2. A first violation will receive a warning. A second violation will receive a yellow card, which will result in loss of the ball by the offending team or award a point to the non-offending team. A third violation will receive a red card, which will result in removal of the offending person or team from the gym.
3. Spectators who exhibit unruly and unsportsmanlike behavior during a match will cause a penalty to be enforced on the offending spectator's team. This could be a side-out and a point awarded to the opposing team.

**F. Disciplinary Policies** - Coaches may enforce their own playing rules based on participation at practice and for other disciplinary reasons. These playing rules must:

- a. be submitted, in writing, to the league coordinator for approval.
- b. upon approval, be distributed to each member of the team and enforced equally.

**9. PLAYOFFS** - Each team will receive a minimum of eight (8) matches per season. The number of teams signed up for each league will determine the number of matches played. Playoffs can be done many ways or may not be needed at all. The number of teams in each league will determine the format used for scheduling. If playoffs are part of that schedule, they will be noted on the league schedule.

**10. PROTESTS** – There are only two acceptable reasons for protesting a set after it has been played. They are:

- (1) A team plays an unregistered or ineligible player
- (2) There has been an obvious error made in the application of the rules of the set that directly affects the outcome of the match and the referee admits it.

A team may not protest a set based on judgment decisions made by the referee during play.

When an objection has been lodged, the coach must first note it on the score sheet and get the referee to sign it. The coach must then formally submit the protest in writing to the GVA either by mail or email within 24 hours of the match (even if the team won the match). No objection or protest shall be withdrawn because the protestor won the match.

The GVA Board will consider the protest and if the protest is upheld, a decision will be made whether the set should be replayed based on the result of the error on the outcome of the set.

**GARLAND VOLLEYBALL ASSOCIATION  
LEAGUE RULES**

Updated Spring 2015

**ADDENDUMS TO RULES**

**PLAYING UP ONE LEAGUE** – After playing in a GVA league one season, at grade level, a player may be allowed to play UP one league above their grade level. This will be the decision of the player's parents and the Board of Directors. Once a player plays up one league above their grade level, they are not permitted to go back down to their grade level without Board approval.

**ADDING PLAYERS** – Players may not be added to a roster after the first league match has been completed. Coaches may petition the Board for additional players from the player pool if the roster drops below eight (8) players due to season-ending injury or players dropping out.

**RETURNING TEAMS** – A returning team is defined as a team signing up for the season with five (5) or more returning players. All players from the previous season (excluding summer) must be asked back to a team, but if there are less than five (5) returning, the Board will discuss reasons and decide on whether a coach can coach again, or if the returning players should be placed on a different team. Exception – teams changing from recreational to competitive leagues.

**SCHEDULING/RESCHEDULING REQUESTS**

1. Each coach can make scheduling requests at the time of registration. GVA will attempt to honor these requests.
2. After the league starts, coaches must coordinate rescheduling requests with the opposing coach and their league coordinator. The opposing coach has a right to refuse the rescheduling request.
3. A fee will be charged to the requesting team for sets that are rescheduled outside the normal set or practice schedules.

**PLAYER OPTIONS** – Each season, a player can decide to return to the same team, request a new team, or go back into the player pool. The league coordinator must approve all team reassignments.

**REFUNDS** – No refunds are given after the first match of the season has been completed. Additionally, only partial refunds (your payment less \$25) are given if t-shirts have been ordered and practices have begun. Request must be in writing. You will be refunded within two weeks of your request.

**STANDINGS/AWARDS**

1. Standings are kept in all leagues and posted on the GVA website.
2. Awards are given to top finishing teams based on number of teams in each league. For leagues with six (6) or fewer teams, 1<sup>st</sup> and 2<sup>nd</sup> place awards are given. For leagues with seven (7) or more teams, 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place awards are given.

**GARLAND VOLLEYBALL ASSOCIATION  
LEAGUE RULES**

Updated Spring 2015

**ADDENDUMS TO RULES** (continued)

**MIDDLE SCHOOL PARTICIPANTS** – Girls who are playing for their school team may also play in the GVA league. However, no more than four (4) school team players may play together on a GVA team in the FALL league of each year. This rule does NOT apply to the Spring or Summer seasons.

**INTENTIONAL DISTRACTIONS**

There will be NO noise from either of the player's benches **during a live ball or when a player is waiting to serve**. This includes, but is not limited to: yelling, cheering, chanting, stomping, whistling, shouting, and/or screaming.

If a coach feels there is inappropriate noise coming from an opposing team's bench **during a live ball play or while a player is waiting to serve**, they should immediately speak to the gym supervisor. If the complaint is valid, the gym supervisor will act as follows:

1. The gym supervisor will stop play and issue a warning.
2. Second occurrence will cause a point to be awarded to the other team.
3. Third occurrence will result in a win being awarded to the other team.

**BOTTOM ON BENCH - COACHES/ASSISTANT COACHES** - Should be seated on the player's bench during the set. If there is no room to sit or you can't sit and coach simultaneously, you must stand adjacent to or behind the player's bench during the set. You may not stand/coach more than one foot (1 ft) from the bench at any time during the set. No one from your team (except the lines person) is allowed to stand within four feet of the court during the set. Coaches may NOT cross the extended ten foot (10 ft) line during the set.

**GARLAND VOLLEYBALL ASSOCIATION  
LEAGUE RULES**

Updated Spring 2015

**ADDENDUMS TO RULES** (continued)

**LIBERO** - is allowed to replace any player in a back-row position.

- They are restricted to perform as a back-row player and are not allowed to complete an attack hit (ball higher than the top of the net during contact) from anywhere on the court.
- They may not serve, block, or attempt to block.
- Teammates are not permitted to attack a ball “set” by Libero with an overhand, finger pass.
- Replacements involving the Libero are not counted as regular substitutions. They are unlimited, but there MUST be a completed rally between two Libero replacements (unless due to injury/illness or there is a forced rotation caused by penalty). The Libero can only be replaced by the player whom they replaced.
- Replacements must ONLY take place while the ball is out of play and before the whistle for service. At the start of each set, the Libero cannot enter the court until the referee has checked the starting line-up.
- A replacement made after the whistle for service but before the service hit should not be rejected by must be the object of a verbal caution after the end of the rally. Subsequent late replacements shall result in the play being interrupted immediately and a point will be awarded to the opposing team.
- The Libero and the replacing player may only enter or leave the court by the Libero Replacement Zone.

**BOYS** – 2<sup>nd</sup>–5<sup>th</sup> grade boys are welcome to participate in both the Spring and Fall Leagues within their grade level. 6<sup>th</sup>–8<sup>th</sup> grade boys must first be evaluated at one of the New Player Skills Clinics prior to enrolling in any league. The Board of Directors will use the evaluation to determine which league will be the best fit for that individual.

**8th GRADE COMPETITIVE** - If any league consists of all 8th Grade Competitive teams (no combined grades), playing rules will follow HS and Club rules. There will be no “Maximum Points” for serving. There will be no “Two Hit” rule on serve receive.