SRC youth volleyball rules

4th-6th Grade

1. Games will be played with 6 players on each team. You may have a sub from another team as long as the sub is in the same grade or younger than the player that you are missing. A team may play with fewer than 6 players if both coaches involved agree to it.
2. The best 2 out of 3 will determine each match. Rally scoring to 25 will be used for all games. 3rd Game will be played to 15.
3. A team must win by 2 points. Should the game be tied at 25 (or 15), play will continue until one team is ahead by 2 points.
4. A time limit of 45 minutes will be set. If a game is tied at the end of 45 minutes, teams will be allowed to finish the game.
5. Serve for the first game will be determined by a coin flip. The third game if necessary will also be determined by a coin flip. For the third game, the winner of the coin flip can choose to serve or choose which side they want. If the winner chooses serve, the other team gets to choose which side. If the winner chooses which side, the other team gets the serve.
6. “Let” serves will be played (serves that hit the net and go over in bounds).
7. If a player is unable to get a serve over from behind the end line, they may move up to the spike line, free throw line, and then official serving line. If they serve three serves over from the closer line, the official should ask them to take a step back. If they are able to serve from behind the end line they must serve from behind the line for the remainder of the match. A PLAYER CAN ONLY SERVE 6 STRAIGHT POINTS (FROM EITHER LINE) IN A ROW AND THEN IT WILL BE A SIDEOUT FOR THE OTHER TEAM. No point awarded during side out.
8. Only 3 hits will be allowed on each side.
9. The ball must be hit cleanly and crisply.
10. If the ball hits the ceiling on a serve it is a dead ball and the other team gets the point. If the ball hits the ceiling and falls back on your side and you still have at least one of your three hits remaining you may play the ball. If the ball hits the ceiling and goes to the other teams court it is a dead ball and the other teams point and serve.
11. Rotation-players not starting the game must be rotated in when the team rotates. They will come in for the person that just served and the server will come out. Rotation will continue with the server going out and the person sitting coming in for the remainder of the game.
12. All other rules will be played according to KSHSAA guidelines.
13. The official’s decision is final. Arguing with the official will not be tolerated.