

Eagan Athletic Association Volleyball Rules of Play

Eagan Athletic Association Volleyball modifies high school rules for the purposes of the developmental nature of the game in our program.

Court Set-up

- Teams are responsible for set-up and takedown of the nets and chairs as follows:
 - Teams scheduled first in the gym for practice or a game will set up.
 - Teams scheduled last in the gym for practice or a game will take down.

Number of Players Needed to Play

- Six (6) players make up a team on the court.
A team may play with five players if only five (5) players are available from their roster. If a team has fewer than five (5) players available, they must forfeit the match. All players must be on your official roster.

Warm-Up Session

- Prior to the match, a five (5) minute warm-up period will be provided.
- Coaches should meet to discuss serving line, referee duty, scorekeeper and special considerations for the match.

Referees

The following guidelines apply whenever outside referees are not available:

- During matches, coaches from both teams must meet prior to starting a match to agree upon how strictly the rules will be enforced and to designate a scorekeeper. If a coach feels that relaxed rules are appropriate because the players are still in the early learning stage, the specifics of this issue must be discussed and agreed upon prior to the beginning of a match.
- One of the coaches will serve as referee. For all age groups, a whistle should be used to signal for service.
- A coach serving as referee will not act as scorekeeper.
Questions about rules not clearly indicated here may arise during regular season games. In those cases, coaches from each team should discuss the situation and come to a shared decision.

Playing Time

- Players will be provided equal or nearly equal playing time as their teammates within any given match.
- Teams are allotted a one-hour court time for regular season games. Teams may use the entire time to play, even though they may complete official games in less time.
- Teams may not exceed their one-hour court time during the regular season. If the teams are unable to finish the third game and it is needed to determine the winner of the match, the winner is the team that is in the lead at the end of the hour (please use the gym clock to minimize frustration).

Rotation

While substitution by rotation remains at the discretion of individual coaches, all coaches should keep in mind that a regular system, which is maintained consistently throughout a match, is in the best interest of all players. For example, changing your substitution pattern to put your best players in during crucial points is inconsistent with the spirit of EAA and is strongly discouraged. All coaches should set a good example and PLAY NICELY WITH OTHERS to teach high standards of sportsmanship in this recreational league.

Match

- A match is played to the best of three games. The first team to win two games is the winner and the match is concluded once there is a winner. Games played after a match winner has been determined are unofficial and do not affect the standings. During the tournament, once a match winner is determined the teams will leave the court.

Scoring

- Rally scoring will be used. This means a point is scored on every serve, no matter which team served. The team that wins the point gets to serve the next point. All regular season games are played to 25 points. In the tournament, the third game of a match will only be played to 15 points due to time constraints. A team does not have to serve its final point to win. If the opposing team's loss of a point results in a team reaching 25 points, that team is awarded the win.
- A team must win by two, cap at 29.

Serving

- **For Underhand serving:**
 - 4th grade players may stand no closer than 15 feet away from the net.
 - 5th grade players may stand no closer than 20 ft. away from the net.
 - 6th grade players may stand no closer than 25 ft. away from the net (try to get the players back to the official end line).
 - 7th to 12th grade players must stand behind the baseline.
- Any player serving overhand, must serve from behind the baseline of the court.
- If a player at any level is completely unable to hit an underhand serve over based on the rules stated here, the coaches should communicate with one another to determine an appropriate serving line for the player and provide the player an opportunity to take part in the game. Most players learn to serve from the distance described, but the philosophy of the program is to be inclusive and allow players to participate. Please make reasonable accommodations. No extra accommodation should be allowed if the player is serving overhand.
- In the 4th and 5th grade levels, a second serve is provided if the first serve falls out of play without being touched by the opposing team (this applies to their first attempt of the rotation only). No point is scored when a first serve fails in this way and the server is provided with a second opportunity.
- In the 6th - 12th grade levels, the first serve will count.
- If a player serves for three consecutive points, the serving team will rotate and

continue to serve.

- A ball hitting the net and continuing over the net to the receiving team is a legal serve and will be scored.

Note: These serving distances are strongly encouraged to help players develop their skills. Players should attempt to serve as close to the normal regulation serving areas whenever they are skilled enough to do so. Players who cannot get the ball over the net even when using the accommodations provided here should be allowed to move closer so they can also take part in the game. However, coaches, it is your responsibility to play fairly not only for your players but for the opposing players.

Play

- In 4th through 6th grades, the first hit on return of service must be underhand pass (i.e. "bump" or "forearm pass")
In 7th grade and above, the first hit on return of service may be a set.
- One team may hit the ball up to three (3) times before returning over the net. One player may not hit the ball twice in a row.
- After legally crossing the net, any part of the ball hitting a boundary line is in bounds.
- The ball may be played off the net, but players may not touch the net.
- No part of the player, with the exception of the hair, may touch the net or cross the plane of the net during play. A player may legally cross the plane of the net when 1) a legal block is made and it does not interfere with the opponent's play, 2) there is follow-through after an attack hit.
- A ball hitting a wall or bystanders is out of bounds.

Ceiling and Overhanging Objects

- Balls striking backboards or objects hanging directly over the playing area results in a replay, except when it is obvious by the trajectory of the ball that it would have been out of bounds had the backboard or overhanging object not been in the way. If a ball that hits the ceiling or overhanging object was certain to go out of bounds had it not hit the ceiling or overhanging object, then the ball should be called "out" and not replayed. The rules are not to be used as a crutch for poor play. Call it out if it is obvious. If it is questionable, replay it. Be reasonable and fair to both teams. If the ball hits a wall, it is out of bounds at that time.
- Balls striking the ceiling remain in play but may not cross the net without first being touched by the team that contacted the ball prior to it striking the ceiling.

Late arrival/Failure to show

- During the regular season, if a team fails to show for their assigned match or are later than 20 minutes for the match they will forfeit.
- During the tournament, if a team fails to show for their assigned match they will forfeit and be charged with a loss. If a team arrives over 10 minutes late during the tournament, they will forfeit the first game of the match. If a team arrives over 20 minutes late during the tournament, the match will be forfeited. The one exception to the late arrival rule occurs when a team is delayed because they are engaged in a match on the adjacent court in the tournament. In this case,

the director or coordinator should be contacted to make adjustments in the tournament time schedule.

Record Keeping and reporting

- All games during the regular season will be considered part of the regular season. There are no preseason games.
- Records of games will be kept by the Volleyball Scorekeeper. It is the responsibility of the coaches to e-mail the scorekeeper to report the results (vbscores@comcast.net), indicating the team names of each team, grade level and the scores for each of the games played.
- Scores are expected by the Monday evening following the weekend play.

Tournament Seedings

- Placement for the tournament will be determined by the regular season records (number of matches won and lost).
- When teams have equal regular season records, tie breaks will include head to head results, games lost, point differential and coin flip.

Miscellaneous

All courts will be as uniform as possible within the restrictions of the particular gym:

- Net height: approx. 6-6" at 4th and 5th grades, 6' 10" at 6th-12th grades
- Court depth: 29'6" (9 meters) (at middle school gyms)
- Attack line: 9' 1 0" (3 meters)

Game balls: 4th and 5th grades will use the Mikasa Ultralite or equivalent.
6-12th grades will use the Mikasa VQ 2000 or equivalent