

# Gold Crown Volleyball League

## GAME RULES

**Rules:** The Gold Crown Volleyball League uses High School Volleyball rules, except as stated below. Players must follow rules for the grade and division they are playing in, regardless of the grade the player is in.

**A. Game Format** – Each match will be two out of three sets using Rally Scoring. The first two sets are played to 21 points; the third set is 15 points. Teams win by 2 points with a cap of 24 points on the first 2 sets and 17 points for the third set. Teams DO NOT switch sides during the third set. Time permitting; all three sets will be played even if a team wins the first two sets. If the third set is not necessary the cut off time is 15 minutes prior to the next scheduled match start time. There is a two-minute break between sets. Substitutions are unlimited. All grades may use a Libero.

**B. Two Contact Rule** –8<sup>th</sup> grade Gold teams and 7<sup>th</sup> grade Gold teams ONLY! Teams should play the ball at least twice before sending it over the net unless the act is unintentional. It shall be an unsportsmanlike conduct foul on the team should this rule become abused. Sending the first ball back to the opponents' side of the net is legal if the contact is inside of the attack zone (attack line to centerline). Determining whether abuse of this rule is occurring shall be the judgment of the referee, referee coordinator, or gym supervisor.

One of the guiding principles of Gold Crown Volleyball is development of players' skills. This is promoted by teams having multiple contacts of the ball.

**C. Jewelry** – Jewelry shall not be worn at anytime during play, including warm-ups. Bracelets, glitter make-up, rings, ankle bracelets are also illegal. Headbands or other hair control devices with sequins are allowed. However, if the headband breaks and sequins fall on the floor it will result in a time out to the offending team. If that team does not have any time outs remaining, it will be a point to the other team. These guidelines are designed to give all players a safe experience. Covering jewelry with tape or other material is NOT allowed!

**D. Time-outs** – Each team has two time-outs per game of 45 seconds each. The full 45seconds will be used unless both teams are ready to play early.

**E. Warm-up** –Each team gets 4 minutes to warm up on the court, including serving. The serving team gets the court first. There is no shared court time.

**Exception** – If the prior match ends early, those teams may use the court until their scheduled warm up time (10 minutes prior to match time). An 8-minute running clock will be used on the scoreboard. A whistle will sound when 15 seconds are left in the first team's warm-up time to prepare the other team to enter the court. A second whistle will occur at 4:00. The coin toss and captains' meeting will be conducted 12 minutes prior to the scheduled match time. The clock will start for warm-ups at 10 minutes before match time. See additional information under RULE HIGHLIGHTS. If a team is not present for the coin toss, the referee acts as their representative and will proceed with the coin toss and warm ups. The team that is present will have the first four minutes and the late team will have whatever time remains in their 4-minute warm up. Please be aware that teams may be coming from playing on another court. START WARMUPS ON TIME!!! BE AWARE OF THE TIME!

### **F. Officiating Duties:**

**Scorekeeping & Line Judges** – Two people are required from each team: one person to manage the scoreboard or score sheet and one line judge. Each team should have two representatives attend scorer training prior to the first day of matches. Scorers MUST report to the score table when warm-ups begin to discuss their duties with the referee. Adult line judges are preferred. Line judges must be at least 15 years of age.

Line Judge Responsibilities: position on the corners - about a foot back from the corner; put them in the correct corners signals - use flags – demonstrate – IN, OUT, TOUCH, ANTENNA, SERVICE FOOT FAULT being aware of balls hitting or going outside the antennas; serving foot faults emphasize that they are part of the officiating team and do need to pay attention and make calls remind them that they need to stay in their corner and let players chase the ball.

**G. Game Ball:** Pick out the best ball possible from the warm-up balls. **NEW:** 6<sup>th</sup> Graders will use Volley-Lites.

**H. Facility Usage:** Coaches must ensure that their players, parents, spectators, etc., respect all property and gym facilities. Players and spectators are not allowed on the court when their team is not playing, i.e. between matches, games, time-outs, etc. Spectators are NOT allowed to sit or stand along the curtains.

# Rule Highlights

## THE GAME

Rally scoring; matches are 2/3 sets to 21 points, win by two, cap at 24; 15 points in the deciding set, if necessary, cap at 17, win by two. If a third set is necessary (teams split the first two sets), it will be played to its conclusion. Teams DO NOT switch sides in the third set. If the third set is NOT necessary, teams may play up to 15 minutes prior to the start of the next match.

Coin Toss & Pre-match Conference – Discuss the following:

Winner of the coin toss has the choice of SERVE, SIDE, or RECEIVE. If a team chooses SIDE, the other team still has the choice of SERVE or RECEIVE.

Ground rules (including service line and divider nets), balls entering the court, warm-up procedure, NO JEWELRY (no taped earrings or other body parts); hair ties go in the hair not on the wrist; coin toss. Players are responsible for chasing the ball; do not rely on line judges or fans.

## THE COURT

Any overhead obstruction over a playable surface is play-on on your side of the net, including backboards and their supports when in an upright position. Vertical backboards (in a down position) are dead immediately and it is the referee's judgment if someone could have legally played the ball. A ball contacting a wall or divider net is OUT.

## GAME EQUIPMENT

Antennas are placed on the net in line with the outside edge of the sideline. Team benches shall be no closer to the court than 6' and no closer to the extension of the centerline than the attack line. Make sure you check this before each match. NET HEIGHT – 6<sup>th</sup> Grade: 7'; 7<sup>th</sup> and 8<sup>th</sup> Grades: 7'4 1/8"

## SCORERS & LINE JUDGES

Have coaches send their line judges to you **immediately following the pre-match conference**. Go over their position and responsibilities (HANDOUT). Talk with the scorer and timer to see if they have any questions. Be prepared to show them how the clock works.

## PLAYER EQUIPMENT & UNIFORM

No casts on the arms below the elbow. Soft hair devices only. Unadorned bobby pins less than 2" long and hard barrettes are legal. No glitter or body paint or any kind of jewelry, including newly studded ears. Uniforms do not need to match; they should have numbers (no duplicate numbers). The Libero's jersey must be of a contrasting color to the rest of the team. A penny of a different color may be worn over the jersey. Pennies are available at the front desk or possibly at the score table.

## THE TEAM

A team may start a game with five players. The team will then use a "GHOST" player which will start in the middle back position if that team is serving or right back if receiving. It is an automatic side out when that position rotates to serve, however no point is awarded to the opposing team. If a team has fewer than five players to start a game, it shall result in a forfeit. Game one will be forfeited 5 minutes after the scheduled match start time. If sufficient players have not shown up by 10 minutes after the scheduled match start time, the second game shall also be forfeited. Score of a forfeited game is 21-0.

## LINE-UPS

The official Gold Crown Line-Up Sheet will be turned in two minutes prior to the end of warm ups and one minute prior to the end of time between games. Be flexible with this but encourage coaches to hustle!

## THE SERVE

First server for the receiving team shall start in the right-front position and rotates to serve. The serve must be hit with one hand, fist, or arm while the ball is being held or has been released by the server. After being released, the ball may come in contact with the server's body or be caught as long as no attempt is made to serve the ball. The

server has 5 seconds to contact the ball after the referee's whistle and signal to serve. There can be only ONE re-serve during a player's term of service. A served ball that touches the antenna, ceiling or any overhead object is OUT. A served ball may never be blocked. It can be attacked once the bottom of the ball has dropped partially below the top of the net.

**NEW:** Sixth Grade Division players are allowed to use a line that is seven feet into the court as their service line. If the point spread reaches 10 points during a game, the team that is winning must serve from the regular end line (no exceptions). **From this position they can serve either underhand or overhand.** Once the next game begins or if the point spread drops below 10, they can resume the regular service rules listed above. If a team is having continuous difficulty getting the ball over the net, they may start at the service line and step slightly over, at the official's discretion. In addition, the 6<sup>th</sup> graders will have a five serve/point limit then that team will need to rotate to the next server.

7th Grade Silver players are allowed to start at the end-line and step over while serving if they are having difficulty getting the ball in play. The libero is allowed to serve in ONE position in rotation. Once the libero has served in a position that is the only position she can serve during that game. The libero is not required to serve.

### DURING PLAY

For game one, players will line up along their end line until motioned onto the court by the referee. In subsequent games, teams simply line up on the court. Teams are not required to go to the end line at the end of each game prior to switching sides of the net. Simultaneous contact by two teammates is considered one hit and any player may make the next hit, including either of the players who made the prior contact. Multiple contacts are allowed only on the team's first contact and only in one attempt to play the ball. Contact is allowed anywhere on the body.

#### Back Row Player Fouls

A back row player on or in front of the attack line may not contact a ball that is TOTALLY above the top of the net, sending the ball into the opponent's court. Whether the player jumps or not has no bearing on this call. Be especially aware of the setter's position.

#### Centerline Violations

Hands or feet on or above the centerline are allowed. No other body parts, other than hair, may cross the centerline and contact the opponents' court. A player may touch the floor across the centerline outside of the court provided they do not interfere with play of the opponents

#### Adjacent Courts

Players may not enter an adjacent court at any time, either before, during, or after playing the ball.

#### Net Play

A ball that crosses over the top of the antenna, hits the antenna, hits the net and the antenna, or hits the net outside of the antenna is OUT. A player may not contact a ball which is totally on the opponent's side of the net unless it is legally blocked. It is illegal to block a serve or attack a ball that is totally on the opponent's side of the net. The serve may be attacked once part of the ball has crossed the net and dropped partially below the top of the net. A net foul occurs when any part of the player's body (except hair) or uniform contacts the net along its full length.

#### Replay Situations

Ball enters your court and is interfering with play or may be a safety hazard. Simultaneous fouls by opponents. A referee's inadvertent whistle that affects play. A player's legitimate effort to legally play the ball is affected by a non-player anywhere in a playable area. The ball becomes motionless in the net between the antennas or on/in an overhead object over a playable area on that team's side of the net, except after a third contact which is "OUT." A player becomes injured during play. A ball contacts a backboard or its attachments that are hanging in a vertical position over a playable area and, in your judgment, a player could have made a legal play on the ball.

### SUBSTITUTIONS

Unlimited substitutions. 7 Gold and 8<sup>th</sup> grade players must always enter into the same position in service rotation for that game. 7 Silver and 6<sup>th</sup> Grade players may rotate into one position every time. For continuous rotation, coaches will list their entire serving rotation when submitted to the scorer. The scorer will then list the players in serving order on the sheet as follows:

If there are 9 players -

I	1	7	4	1
II	2	8	5	2
III	3	9	6	3
IV	4	1	7	4
V	5	2	8	5
VI	6	3	9	6

NOTE: Teams are not allowed to use a combination of continuous rotation and regular substitution. Liberos are allowed for all grades.

### TIME-OUTS & INTERMISSION

Each team is allowed two time-outs of 45 seconds per game. Time-outs may be ended early if BOTH teams are ready to play prior to time expiring. Time-outs may be taken back to back.

There are two minutes between games. Blow your whistle with 15 seconds remaining if either team has not returned to the court. Teams must be ready to play at the end of two minutes.

In case of injury, allow as much time as needed for injured players to be attended to.

### CONDUCT

Refer any problems with parents or coaches to the event director and/or the facility manager. You can issue Yellow and/or Red cards to coaches and players. Cards carry over from set to set within a match. There is no additional penalty for a Yellow card Warning. Any Red card issued results in loss of rally and a point awarded to opponents. Cards must be recorded on the score sheet and reported to management.

## The Libero

Libero replacement must take place between the attack line and end line during a dead ball. Once replaced, the Libero must sit out one play (unless serving), not including a re-serve or time out. Must be replaced by the same player they went in for. Can serve in one position in rotation. This applies to all teams. Cannot block or attempt to block. Finger action (setting) used in the attack zone to a player who completes an attack totally above the top of the net is illegal. Completed attack from totally above the top of the net anywhere on the court is illegal. The libero number may not be a duplicate of any other player on the roster but can be the same number as the regular jersey. May wear a penny over their jersey. Liberos can be changed each set.

## Major Rules Differences

### **SERVING**

- 5 seconds to serve
- 1 reserve allowed per term of service
- May catch the ball after tossing it for the serve
- Players may hit the ball out of their hand

### **NET FOUL**

Contacting any part of the net with any part of the body, including the uniform, is a fault. This includes contact outside the antennas and cables. Contact with poles is legal unless it is considered dangerous play. Contact of the net by hair is okay.

### **CENTERLINE**

The foot/feet or hand/hands may be on or partly over the centerline. No other body part may touch the opponent's side of the court. Players may be over the centerline provided they are outside the court and not interfering with an opponent.

### **FOUR HITS SIGNAL**

Show four fingers

### **PROLONGED CONTACT/LIFT**

The ball may not visibly come to rest, be held, or create prolonged contact.

### **NEW SIGNAL**

When the ball passes under the net, point to the centerline with your index finger.