

## **CGSAA Volleyball Rules -Grades 5 and 6**

**(August 2005)**

### **General:**

1. A team shall consist of 6 players. A team may consist of a minimum of 5 players to begin a match with the sixth serving position being an automatic side out and point for the opponent. If a sixth player arrives during the first game this player shall be inserted into the sixth serving position at the start of the second game of the match. The player will be added to the bottom of the lineup for the second game of the match and participate in the second and third game (if necessary). Players who are late for the start of the second game of the match will be disqualified for the second game and third game (if necessary). An injured or ill player who must leave the court during a game shall not return to that game. The serving order will remain the same with players shifted one position to fill the vacant position but no player should lose their serve unless the server is the injured player. \*\*\*A player who leaves a game due to injury or illness may return in the next game in their original serving position but if they must leave again they will be ineligible for the remainder of the match.
2. Forfeiture will occur when a team fails to appear or fails to have at least five (5) players ready to play within ten (10) minutes after the scheduled game time. The referee will be responsible for declaring the forfeit and will score games 1 and 2 25-0, 25-0.
3. First serve or choice of court side is decided by a coin toss. Visiting team shall call the coin toss. First service will alternate for game 2.
4. Teams shall occupy the bench located on the side of the net adjacent to their playing area during the match.
5. All non-playing team members, including coaches shall be seated on the designated bench during play. Coaches may stand up to instruct players during a dead ball (after the referee has signaled play to stop and awarded one team a point and before he/she beckons for the serve on the next point).
6. Between games 2 and 3 (if necessary), teams shall immediately change playing areas and benches.
7. The time period between games shall be no more than 3 minutes.
8. If a third game of a 2-out-of-3 game match is to be played, the referee shall conduct a coin toss between the designated captains immediately following the second game to determine which team has the choice of serving or receiving/courtside. The team who did not receive first choice at the beginning of

- the match shall call the coin toss. The 3 minute time period will start after the coin toss is complete.
9. Each team will be allowed two (2) time-outs per game.
  10. The maximum time limit on any single match shall be 1 hour and 20 minutes. The referee will terminate the game in progress at that time.
  11. Each team will designate, from their fans, a line judge. The line judges will be positioned and given their instructions by the referee before the start of the match.
  12. The referee shall make decisions based on CGSAA Volleyball Rules and National High School Federation Volleyball Rules, with CGSAA rules taking precedent over conflicting National Federation rules.
  13. The referee is the head official who shall make decisions on matters not specifically covered by rules.
  14. The CGSAA function is to promote good sportsmanship among the member schools. Each losing coach and team, in a gesture of sportsmanship, will congratulate the opposing team after the match has ended.
  15. Any coaches or players that are behaving inappropriately may be sanctioned by the referee. On the first incident, the referee will give the coach, or player, a yellow card or verbal warning. If there is a second incident with the same coach, or player, he/she will be given a red card and be ejected from the match. In addition, coaches will be responsible for his/her fans. Should a fan behave inappropriately, the referee will issue a yellow card or verbal warning to the coach. The coach will be responsible for maintaining control of the fan. Should the fan repeat the behavior after the warning, the fan will be ejected from the gym and the opposing team awarded a point.
  16. The executive committee of the CGSAA will review any violations of poor sportsmanship or other unethical conduct.

**Equipment:**

17. 5<sup>th</sup> and 6<sup>th</sup> Grade matches will be played with an Official USVBA Junior Training Ball (Tachikara Volley Lite) which will be provided by the host gyms.
18. All players on a team shall wear like-colored uniforms consisting of shirts and shorts, pants or spandex shorts.
19. Each player shall be identified by a number, which is not a duplicate of a teammate's number. The number on the uniform shall be located on the upper front and back of the shirt; not more than two digits, at least 4 inches tall on the front of the shirt and at least 6 inches high on the back of the shirt. If a player wears an undershirt, it shall be plain and of like color to the uniform shirt. The

- penalty for improper uniform is a point per player in improper uniform awarded to the opponent, but only for the first game of the match.
20. A guard, cast or brace made of hard and unyielding leather, plaster, pliable (soft) plastic, metal, or any other hard substance, even though covered with foam padding, is not permitted on the fingers, hands, wrists, forearms or elbows.
  21. Metal hair clips will be allowed **only** if worn tight to the head. Hair devices that are not worn tight to the head must be made of a soft material.
  22. Players shall not wear loose jewelry with the exception of religious or medical medals. If such medals are worn, they shall be taped to the body under the uniform. If earrings cannot be removed, they must be covered with tape or a band-aid. Any player wearing jewelry that is covered in tape accepts responsibility for any injury caused to themselves or other players as a result of normal play.

#### **Rosters/Substitutions:**

23. Team rosters must be submitted to the volleyball commissioner per CGSAA by-laws before the first game of the season.
24. Prior to the first game of a match each team shall submit an accurate written lineup to the scorer including numbers of all players in original serving order. Once submitted, the written lineup shall not be changed except to remove a player who is injured/ill or to add player. The lineup shall be in effect throughout the match.
25. Players will be substituted by a “continuous rotation” and will rotate in at the left front and rotate out at the left back positions. Serving order at the start of subsequent games of the match will be based this “continuous rotation”, i.e., last server of game one is first server in game two (and the last server in game two shall be the first server of game three, when a third game is necessary).

#### **Rotation/Serving:**

26. The first server of the game is the right back position. Thereafter, when a team is awarded a side out, the player in the right front position rotates to the serving area. At the start of the game the receiving team will have their first server in the right front position to rotate into the right back position on the first side out. For continuous rotation, the number 2 player on the line up will be the first server.
27. The server shall serve from within the serving area for their division and shall not touch the serving line before, or at the instant, the ball is contact serve. The serving area is from behind the serving line and in between the two sidelines if they were extended beyond the endline.

28. There shall be an additional serving line marked 6 feet closer to the net which extends the width of the court. All 5<sup>th</sup> Grade players will be allowed to serve from this line. In addition, 6<sup>th</sup> Grade players who are attempting an overhand serve, may serve from this line. 6<sup>th</sup> Grade players who are serving underhand must serve from behind the end line.
29. The ball may be hit in any manner with the hand. The ball shall be contacted within 8 seconds after the referee's signal to serve. If the server elects to serve the ball in an overhand manner, they will be allowed to toss the ball twice per each service attempt. If the player elects not to make contact with the first toss, she must let the ball drop to the ground without touching any part of her body. If the ball makes contact with her body, a point and the next serve will be awarded to the opposing team. If the ball drops to the ground without the server making contact, the referee will signal a replay and the server will have an additional 8 seconds to serve the ball. The server must make contact with the second attempted toss. If the serving team wins the point. The server will again have two attempts to toss and contact the ball.
30. A server using the underhand method, may maintain contact with the hand holding the ball as the serving hand hits it.
31. Only one serve is allowed per side per point and it must land within the opponent's court. A served ball may contact the net as long as it lands within the receiving team's court.
32. Every time a serve is attempted, a point will be awarded to either the serving team or the receiving team, with one exception. A team may not lose a game because of an errant serve.

*Example: If the White team is receiving and is one point from winning a game (White 24 - Green 19), and the Green team serves an errant serve, the point will not be awarded to the White team. The referee will signal that no point is awarded (hands crisscross in front, similar to a missed field goal in football) and that the serve returns to the White team (arm extends toward the white team). The scorekeeper will mark the serve down as a sideout (circle with an "s" in it) and not mark a new score. The White team must win the next point to win the game. If the Green team wins the next point, they will be awarded the point and the serve (score now White 24 – Green 20). Again the Green team cannot lose the match on an errant serve. If the score is tied 24-24, a team must win 2 points in a row to win the game – either by serving twice in a row, or by winning a side-out and their next serve. **If the Green Team serves the ball in, it is volleyed by the White team back to the Green Team, and the Green Team loses the point, the game is over.***

**Play:**

33. It is a foul for players to touch the net, or to step completely over the center line (entire foot or hand crosses the center line). A foot or hand may "shadow" the center line. (This means that the hand or foot is still directly above the centerline)

- when the player fully returns to her side.) If any other part of the body crosses the centerline, play will be stopped and a point awarded to the opposing team.
34. Lifting or throwing the ball while it is in play is a foul. The play must be a distinct hit of the ball.
  35. A ball landing “on” a boundary line is “in”.
  36. If a player touches a ball, she is considered as having played the ball.
  37. If the ball hits two or more blockers simultaneously after being attacked, it is considered as having been played just once. An attacked ball is when contact is made by a player while the ball is above the plane of the net. A block is not considered as one of the three allowable hits. A touched ball is only considered a block if contact with the ball is made above the plane of the net and within 3 feet of the net.
  38. If the ball hits two or more passers simultaneously on the first ball over the net, it is considered only one touch. Either of the two players involved in the first pass may touch the ball on the next touch.
  39. Players may not attack a serve, that is, they may not make contact with a serve above the plane of the net.
  40. A ball may be touched by the same person two times in one **simultaneous** motion on the first ball that comes over the net – whether it is a serve or a return volley.
  41. The ball may be played only three times by one team in a volley and a player may not play it twice in succession but may play it twice if it is played by a teammate in between.
  42. When two opponents simultaneously hit the ball out of bounds or touch the net at the same time, the point is replayed. This would usually occur with two blockers.
  43. Players may shift position after the ball is served, but back row players are not permitted to block or attack the ball in front of the 10 foot line. Back row players may attack the ball from behind the 10 foot line.
  44. Balls may be played only with body parts above the waist. The ball may not be kicked. If the ball unintentionally touches a body part below the waist, it will be counted as a touch and play will continue. This ruling will be at the discretion of the referee.
  45. The ball may be blocked over the net, but may not be touched before the spike. A set may not be blocked.
  46. The ball being spiked must be on your side of the net, but the player may follow through over the net.