

2019 Dave Lacey Travel Volleyball League Rules



August 11, 2019

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The Dave Lacey Travel Volleyball League will follow the rules as per the 2017-2019 Official United States Volleyball (USAV) Rulebook except as amended as follows:

Facilities and Equipment:

All matches will be played at designated game sites. They include, but are not limited to, Liberty Middle School, South County Middle School, Kilmer Middle School, Lunsford Middle School, and Langston Hughes Middle School.

Net height will be 7 feet 4 inches.

Team players should be on the wall side of the courts. The official will be located on this same side. Score flippers will be opposite the official. Teams will be responsible for the set-up and takedown of the equipment.

Team Rules:

Travel Team Definition: A travel team is made up of players from your house/recreational program. A team will be made of the same players from start to finish. There is NO substitution or changing of the players to form a new team each week. This also includes coaches. Any violation of this rule and the team/program will vacate all wins and be banned from participation.

Team Rosters will be submitted to the NVTV Director via email.

The SYA or Similar Code of Conduct must be adhered to at all times. This applies to all players, coaches, volunteers, and fans.

Jewelry is not allowed. This includes bracelets (of any material), watches, rings, earrings and any other thing that could, in the view of the referee, cause an injury. **It is noted that hair barrettes should be allowed.**

Players, coaches, and assistant coaches are the only ones allowed on the court sidelines.

The coaches may stand on the sideline with the rest of their team and give instructions to players, but cannot distract, disturb or delay the game. A coach who purposely delays the game to gain an advantage will be issued a warning or penalty.

The designated team captain is the only player allowed to talk with the referee during a game. If a coach desires an interpretation or explanation of a call made by the referee, the team captain, as the coach's representative, must talk with the referee.

Teams will normally play with six (6) players on the court. A minimum of five (5) players is required to start play. If a sixth (6th) player arrives, that player may enter the game immediately. When playing with five (5) players, the team will not lose the serve when the sixth (6th) player "hole" goes to serve. The next player in the rotation will serve.

Match Format and Information:

Every regular season match will try to complete five (5) games to twenty-one (21) points (scoreboard starts at 4 -4). Game won-lost percentages will be used to determine final standings for playoff seeding.

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Every team must provide at least one volunteer for every match. Each match requires a work team consisting of one (1) score flipper and two (2) end line judges working with the official on the stand. A volunteer will handle the score flippers job. The other volunteers will serve as end line judges and call the end and sidelines, on the opposing team's side. The match referee reserves the right to overturn any call made by the end line judges.

Matches will begin on time; **as noted on the schedule**. Teams should arrive at the playing site at least fifteen (15) minutes prior to scheduled match time. Each five (5) game match will have up to a ninety (90) minute time limit. The referees will be the official timekeepers and are responsible to see that the matches start and end on time.

The referee will call a captain's meeting at least five (5) minutes before the scheduled start time of each match. The two team's captains and coaches will meet with the referee for instructions and to conduct the coin toss. The referee will determine which team's captain makes the first coin call. The fifth game coin call will be made after the fourth (4th) game and before the start of the fifth (5th) game.

Teams will share the court during warm up time, including hitting. Note: warm up time is limited due to our limited time for getting the matches completed in a given time frame.

Prior to the start of the first game, the players in the starting lineups will stand on the baseline of their court. Prior to the start of the match the referee will signal the teams forward to shake hands at the net. Only those players starting the match are expected to participate. The referee will summon them onto the court. At the start of games two (2) through five (5) the players go directly to their positions on the court without directions from the referee.

At the conclusion of games one (1) through four (4), the players on the court will be signaled by the referee to their sidelines, with the team on the left of the referee moving behind the referee and then directly to sideline. **Teams will not change sides at the midpoint of game five (5).**

At the end of the match (5th game) the teams will be signaled to the base line by the referee. Subsequently the referee will signal the teams forward to shake hands at the net. All players and coaches are expected to participate.

Breaks between games during a match will not exceed two (2) minutes.

Each team will be allowed two (2) timeouts per game. Timeouts are a maximum of thirty (30) seconds.

Forfeits:

A team must have at least five (5) players on the court ready to play within fifteen (15) minutes after the scheduled match start time, if not, the first game is forfeited. Then after each ten (10) minute interval the team will forfeit another game until they have forfeited all five (5) games.

Example: 6:00 PM start time, at 6:15 PM (first game is forfeited), at 6:25 PM (second game is forfeited), etc...

Scoring:

The League will use rally point scoring. In rally point scoring, every play results in a point being awarded. A serve into the net or out-of-bounds is a point for the other team. Net serves are now considered good.

- **A match will consist of five (5) games to twenty-one (21) points. No cap on points needed to win.**

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If the maximum time limit of ninety (90) minutes is invoked, the team ahead at that time will be declared the winner of that game.

For this season the teams will play five (5) games to twenty-one (21) points each with no cap and **will play as many games as they can during their allotted maximum match play time of ninety (90) minutes. A two (2) minute warning before the allotted match time period ending time will be given by the referees to both teams to indicate that the last match point is now being played.**

Substitutions:

Unlimited but must be according USAV Rules for substituting for one player for another player.

If a player is injured and there is only one substitute available, that sub may enter the game for the injured player, regardless of where he/she subbed in before.

Teams will have the option of playing with a Libero. The coach should inform the other coach and the referee before the start of a match that he/she plans on using the Libero during the match. The Libero can serve.

A libero should wear a solid color libero shirt or team shirt. If the team is wearing a two color shirt the libero has to wear a solid and contrasting color shirt.

The Game:

Each team is entitled to a maximum of three (3) hits to return the ball to their opponents.

A ball may NOT be caught, thrown, held, or lifted.

A player may not contact the ball twice in succession, except for the first hit.

A block or touch of the ball at the net, in an attempt at a block, does NOT count as a hit.

A player may NOT touch the net while making a play on the ball or immediately thereafter. A brush of the net with the hair or ponytail is incidental contact and allowed.

If a defensive player is standing at the net and the opponent sends the ball into the net forcing the net to contact the defensive player, the contact does NOT constitute the defensive player being in the net.

A ball driven into the net may be recovered within the limits of the 3-team hits, so long as the contact with the net is within the antennae.

Encroachment into the opponent's court with any part of the body is permitted, provided some part of the body remains either in contact with or directly above the center line, and there is no interference with opponents. In addition, completely crossing the center line with the foot, feet or hands, or encroachment with other body parts, must not present a safety hazard to opponents.

A ball hitting the net and going over the net is legal and in play, even on the serve. Blocking a serve is prohibited. However, a player behind the ten (10) foot line is allowed to hit or attack the serve if the hit or attack is done outside of the ten (10) foot line. They cannot do this within the ten (10) foot line.

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The Playing Area:

The lines on the court are considered part of the playing area. If any portion of the ball falls on any portion of the line, that ball is **IN**.

Basketball backboards, rims, and anchoring equipment attaching them to the ceiling are normally out-of-bounds. If the backboards are raised they become part of the ceiling and balls touching them maybe playable. **THIS SHOULD BE ADDRESSED AT EACH SITE BEFORE A MATCH BEGINS BY HAVING BOTH COACHES AND THE REFEREE AGREE TO WHAT IS IN PLAY AND WHAT IS OUT OF PLAY.**

A ball off the walls of the gym is out-of-bounds.

A ball in the bleachers is out-of-bounds.

A ball hitting the overhead gym divider on a serve is out-of-bounds.

The rest of the gym is considered playable.

If during a volley, the ball hits the overhead gym divider, ductwork, or ceiling rafters, and comes back to the team that hit it, they may continue to play it, as long as they are still within their three (3) hit maximum.

If during a volley, the ball hits the overhead gym divider, ductwork, or ceiling rafters, and goes over to the other team, it is a dead ball and a point is awarded to the opposing team.

The Serve:

The server must always wait for the referee to signal for serve, prior to the serve. If a serve is executed before the signal to serve, the referee will signal a re-serve.

Servers must always be positioned behind the end line prior to contacting the ball. The entire width of the court is available to the server.

A foot on the line at the time the ball is contacted is a foot fault violation and will result in loss of serve and a point for the opposing team.

If the ball, after having been tossed or released by the server, lands on the floor without touching the player, the server is allowed to re-serve. This is called a service error. The server is allowed one service error per serve.

A team serving out of rotation will forfeit the serve and result in a point being awarded the opposing team. The rotation must be correct at that time.