

# C.S.A.A. SPECIAL VOLLEYBALL RULES



Volleyball rules are the same as the National Federation of State High School Associations with the following exceptions or interpretations:

## **THE MATCH:**

Best 2 out of 3 games is considered a match and the third game will be played even if it doesn't count, if time allows. A minimum of 5 minutes must be allowed for the following teams to warm-up. Normal warm-up time shall be 10 minutes. Rule 1, Sec. 7 Art.1.

**Rally scoring will be used for all games played. The first two games will be to 25 points. If a 3<sup>rd</sup> game is needed, it will be played to 15 points. There is no cap (must win by 2).** Rule 1, Sec. 2 Art.2.

## **WARM UP BEFORE THE GAME:**

The 8<sup>th</sup> grade and 6<sup>th</sup> grade teams will warm up one at a time for a minimum time of four minutes. They will use the entire court. The team that wins the toss will warm up first. If more time than eight minutes is allowed, then the teams will split the time.

## **SERVING AREA:**

### **FOR 6<sup>TH</sup> GRADE:**

In the 6<sup>th</sup> grade division, the serving line shall be 20' from the net instead of 30'. A line will be located across the floor from sideline to sideline. Exception to Rule 2, Sec.1, Art. 6.

### **FOR 4<sup>TH</sup> GRADE:**

In the 4<sup>th</sup> grade division, the serving line shall be 15' from the net instead of 30'. A line will be located across the floor from sideline to sideline.

## **SERVING FOR 4<sup>TH</sup> GRADE:**

The 4<sup>th</sup> grade division will rotate servers after 5 consecutive points by the same server have been scored. (Not side out).

## **SERVING TIME LIMIT:**

A player has 10 seconds in which she must serve. Too much delay in serving the ball, e.g. bouncing the ball too long or just standing there holding it will constitute a delay of game and the team possessing the ball will lose its serve. This decision of delay will be made by the Referee. Exception to Rule 8, Sec.1.

**SUBSTITUTION:** We will be using the HIGH SCHOOL RULE.

## **TEAM PLAYERS:**

**FOR 8<sup>TH</sup>, 6<sup>TH</sup> AND 4<sup>TH</sup> GRADE** - A team shall consist of 6 players to begin a match. If a team has fewer than 6 players after the start of a match, it shall continue play. A TEAM MUST START WITH SIX PLAYERS. However, if a player is hurt and must be removed from the game, and there are no substitutes the game will continue with five players or less without forfeiture.

## **SPORTSMANSHIP:**

No volleyball player or coach may disagree with a Referee's call. For displaying acts of unsportsmanlike conduct, point/side-out is awarded the opponents. For what the referee deems EXCESSIVE unsportsmanlike conduct, team members, including all players and coaches may be disqualified from further competition in the match or ejected from the premises. Failure to comply will result in forfeiture of the match. (League Manager or Referee can enforce this rule.) Rule 12, Sec. 2, Art. A, 6 and 7. If a coach or a player is ejected from a game for any unsportsmanlike conduct, they must be reinstated by the C.S.A.A. before that player or coach will be allowed to coach or play again.

## **DISQUALIFICATION:**

If a coach or player is ejected for a game, there will be an automatic one-match suspension. The Coach or player must also be re-instated by the Volleyball Director, Ms. Cheryl Strong and the Executive Director, Jim Frame before they will be allowed to coach or play again.

**SCHOOL TEAMS:** Where a school has two 8<sup>th</sup> and/or 6<sup>th</sup> grade teams, the #1 team must be the stronger of the two.

**BALL:** For the 8<sup>th</sup> grade, the official ball will be the Tachikara SV5WH or SV5WS.  
For the 6<sup>th</sup> and 4<sup>th</sup> grade, the official ball will be the Volley - Lite SV-MN.

## **LIBERO:**

The 7<sup>th</sup> and 8<sup>th</sup> grade will be using the libero. The libero can now serve.  
Rule 10 – 4 Pages 40 – 41  
The 5<sup>th</sup> and 6<sup>th</sup> grade will be using the libero. The libero will not serve.

## **NET:**

FOR 8<sup>TH</sup> GRADE: The net shall be 7 feet 4 1/8 inches.  
FOR 6<sup>TH</sup> GRADE: The net shall be 7 feet 1 inch.  
FOR 4<sup>TH</sup> GRADE: The net shall be 6 feet 6 inches.

### **FORFEITS:**

Any team which finds that it will not be able to be present for any scheduled athletic contest shall be required to inform the office of its inability at least 48 hours in advance of game time.

**Failure to do this will result in that parish being fined \$100.00.**

**LINE UP CARDS:** Please use line up cards for your match. These are provided in your packet. Make copies for all your matches. Cards can be found on web site at loucsaa.org.

### **LEAGUE WINNERS:**

**FOR 8<sup>TH</sup> AND 6<sup>TH</sup> GRADE:** The league winner is determined by matches won rather than the games won. If there is a tie for the league between two or more teams, all teams involved will be declared league winners. The league winner's patches will be given out at the finals of the tournament.

**FOR 4<sup>TH</sup> GRADE:** There will be no league standings.

### **TOURNAMENT:**

The tournament will be open to all teams. There will be a tournament for 8<sup>th</sup> grade #1 & #2, 6<sup>th</sup> grade #1 & #2. The #1 teams will be divided into three divisions, A, AA and AAA. The #2 teams will have their own division if there are enough teams.

There will be NO tournament for the 4<sup>th</sup> grade.

**PROTEST:** There will be no protests in leagues or tournament play.

**PASSES:** Coaches will be given ONLY 2 passes per team.

### **ELIGIBILITY RULES:**

In cases where a school has two 8<sup>th</sup> and/or 6<sup>th</sup> grade teams, players must remain with the team they signed with in the beginning of the season. Players may not play for both 8<sup>th</sup> grade and both 6<sup>th</sup> grade teams. However, a girl in the 6<sup>th</sup> grade division may play on one 8<sup>th</sup> grade division team. A 4<sup>th</sup> grade player may not play on an 8<sup>th</sup> grade team but may play on one 6<sup>th</sup> grade team.

**FOR 8<sup>TH</sup> GRADE DIVISION:** - If a girl reaches her 15<sup>th</sup> birthday before August 1, of the current school year, or is in the 9<sup>th</sup> grade or over, she will be ineligible for C.S.A.A. grade school sports.

**FOR 6<sup>TH</sup> GRADE DIVISION:** - If a girl reaches her 13<sup>th</sup> birthday before August 1, of the current school year, or is in the 7<sup>th</sup> grade, she is ineligible for the 6<sup>th</sup> grade division.

**FOR 4<sup>TH</sup> GRADE DIVISION:** - If a girl reaches her 11<sup>th</sup> birthday before August 1, of the current school year, or is in the 5<sup>th</sup> grade, she is ineligible for the 4<sup>th</sup> grade division.

### **C.S.A.A. CONTRACTS:**

A player must sign a contract before she may play. Once she signs a contract it will be good for all sports until she graduates.

### **C.S.A.A. TEAM ROSTER:**

Team rosters MUST be in the C.S.A.A. Office August 24<sup>th</sup> (not in the mail). Failure to do so will result in forfeiture of all games and suspension of head coach until your roster is in the C.S.A.A. Office.

The team roster must be filled out completely (all birth dates and jersey numbers). On the C.S.A.A. Roster provided to you. Not on your computer. Any additions to the roster before the end of league play MUST be done in writing, with all the information listed on the roster and sent to the C.S.A.A. office.

### **PRACTICE TIME:**

#### **FOR 8<sup>TH</sup> AND 6<sup>TH</sup> GRADE:**

1. Practice will be limited to 4 days a week, for 8<sup>th</sup> and 6<sup>th</sup> grade. Three practices on a school night (Mon. - Thurs.) and one practice on a non-school night.
2. 8<sup>th</sup> grade practice will not exceed 2 hours, including chalk talks, etc.
3. 6<sup>th</sup> grade practice will not exceed 1 ½ hours, including chalk talks, etc.

#### **FOR 4<sup>TH</sup> GRADE:**

1. Practice will be limited to 2 days a week, including chalk talks etc.  
(No exceptions if playing on a 6<sup>th</sup> grade team.)
2. 4<sup>th</sup> grade practice will not exceed 1 ½ hours, including chalk talks, etc.

### **PENALTY FOR IMPROPER UNIFORM:**

When a starting player(s) or an entering substitute(s) is wearing an improper uniform(s), point or side-out is awarded the opponent for each game, per player. But they will be allowed to play without correcting the uniform. Shorts are not considered as part of the uniform, therefore, no penalty will be assessed. Exception: Rule 4, Sec. 2. Logo on sleeve is not to exceed 1 ½ x 1 ½.

**BODY PAINTING:** FACE PAINTING, TEMPORARY TATTOOS, GLITTER OR BODY PAINTING OF ANY KIND, INCLUDING PAINT OR GLITTER IN THE HAIR IS **NOT ALLOWED.**