



City of Keller Parks and Recreation – The Keller Pointe Youth Volleyball Rules

All Pointe Athletics league games will be regulated in accordance with the present National Federation of High School (NFHS) Official Guide, with the following modifications and clarifications. The Keller Pointe reserves the right to add, delete or amend the rules and regulations or policies for the betterment of the program.

I. League

1. The Keller Pointe league is a social league. Participants are placed on teams in accordance to that model.

II. Equipment

1. T-shirts will be provided by The Keller Pointe.
2. Shoes must be athletic in designed for use on indoor and hardwood floors. No black soled or turf shoes may be worn at any time.
3. **NO JEWELRY MAY BE WORN AT ANY TIME DURING A MATCH.** The only exception will be stud ear rings for players with newly pierced ears. Those studs must be securely covered.
4. Officials may ban any equipment they deem unsafe or illegal
5. Official game ball, net, scorekeepers, scoring equipment, and officials will be provided by The Keller Pointe.

III. Player Eligibility

1. The participants age is determined by the age as of the 1st match of the season. Any participant wanting to “play-up” must be coached by their parent or protected by a coach.

IV. Court Regulations

1. The court shall be 60 feet long 30 feet wide and clearly marked in a color contrasting to the floor color.
2. A serving area will be 30 feet wide and provided behind the base line on each court side. A service violation will occur if the server’s foot touches the line before contact with the ball.
 - a. **Serving Line Modification:** Officials will give guidance and leeway on the modified serving lines.
 - i. (8-10 Division) Modified Serving Lines will be approximately ten (10) feet inside of the base line for service (TKP – White Hash Marked Line, KSAC – Black Line)
 - ii. (11-14 Division) Modified Serving Lines will be approximately five (5) feet inside of the baseline for service (TKP - solid Black Line, KSAC -Black Line).

V. Playing Rules

1. Teams should be present at least fifteen (15) minutes prior to match time. Match time is forfeit time.
2. All divisions will play rally point scoring and will play to 25 points or until time expires (20 minutes) in the first two sets. If needed, a third set will be played to 15 points or until time expires (15 minutes) for all divisions. Teams must win by 2 points.
 - a. In the event that time expires while a ball is in play, play will continue until a point is awarded. If time expires and a team is ahead by 2 or more points, the set will be final. If teams are within one point, play will continue untimed until a two-point lead is established.
3. An official match shall consist of two out of three sets. The first team to win two sets shall be the winner of the match. The third set will only be played if necessary to determine the winner of the match.
4. A team shall consist of six (6) players, but may begin the match with four (4) players. The position of the players in order of the serve shall be Right Back, Center Back, Left Back, Left Front, Center Front, Right Front.
 - a. Ghost rule will not be used.
5. There will be no use of a libero.
6. **Scoring:**
 - a. (8-10 Division) No player will be able to score more than five points in a row. After five points are scored the player must rotate. The team will still retain the serve.
 - b. (11-14 Division) A player/team will retain possession until the opposing team scores a point. The serving team is not required to rotate until a change of possession happens.
7. **Serving:**
 - a. First service will be determined by the winner of the coin toss (ect.). The other team will have choice of court side. The second set will begin with the original first set receiving team serving first. The third set will begin as the first set began (coin flip, ect.).

- b. At the moment of the serve, all players except the server shall be within the team's playing area (unless utilizing Serving Line Modifications) and may have contact with boundary lines or center lines, but no part of the player's body may be outside those lines. When a side-out is awarded to a team, that team shall rotate clockwise one position (front row rotates right, back row rotates left).
 - c. Service may be performed underhand or overhand in any age division as long as the ball makes contact with the body only once (no double-bump).
 - d. **Mulligan Serve:** All players are allowed a "Mulligan Serve" if they miss their first serve only. This will be a second chance serve. If they miss both, they have lost that turn of service, the ball and 1 point will be awarded to the opposing team. If you make your first serve and score, then miss your second serve, your turn at service is over for that rotation.
 - i. First Serve: if the ball hits an obstacle, such as a light or cross beam in the ceiling, ect, it will result in a dead ball with no point awarded. The serving team will retain possession and the serve will not count.
 - ii. Mulligan Serve: if the ball hits an obstacle, such as a light or cross beam in the ceiling, ect., it will result in a dead ball with possession and 1 point awarded to the opposing team in the rally.
8. **Substitutions:** Teams will have unlimited number of substitutions. Substitutions may only be made by either team on a dead ball.
- a. (8-10 Division) Player must sub out of the middle back position each rotation and must not change the serving order as recorded on the score-sheet.
 - b. (11-14 Division) Player must sub out of the right back position and must not change the serving order as recorded on the score-sheet.
9. **Rotations:** After each set, teams will exchange courts.
- a. (8-10 Division) After each set in the match, each team will maintain the same playing position that they ended the previous set with. Both teams will rotate on their team's first possession change
 - b. (11-14) After each set in the match, the serving team will rotate off the court one position. The defensive team will maintain the playing positions that they ended with in the previous set. The defensive team will rotate on the first possession change.
10. **Time Outs:** Each team may have one (1) minute time out during each of the first two sets (one time out per set). Each team may have one-30 second timeout during the third set.
11. **Intermissions:** The time period between sets will not exceed three (3) minutes, and play will begin when the official signals.

VI. CONDUCT/SPORTSMANSHIP ZERO TOLERANCE POLICY

The Keller Pointe has a zero tolerance for unsportsmanlike conduct by any coach, player or spectator before, during or after a game. This includes but is not limited to: booing, shouting at the officials, or arguing any call. Expressing any negative behavior or comments, threats or obscene gestures to players, coaches or officials is also unacceptable and may result in ejection.

- 1. Any player, coach, or spectator ejected from any league game is suspended for a minimum of three (3) league games.
- 2. Officials, scorekeepers, and league manager has authority to ask a parent to leave the facility
- 3. Players, coaches, and spectators who have been suspended must leave the complex and may not return until the completion of their suspension.
- 4. Each teams coach is held responsible for the conduct of their spectators and team participants.
- 5. No player, coach or spectator shall interfere with the scorekeepers/officials. Any concerns regarding the scorekeepers/officials must be brought to the Recreation Specialist or Supervisor.
- 6. No fighting is allowed. First offense is a suspension for the rest of the season, second offense results in one year loss of eligibility in all league play or indefinite suspension if deemed severe.
- 7. Suspensions carry over from season to season.

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