YOUTH VOLLEYBALL

The City of Stephenville Parks and Recreation reserves the right to change and implement new rules at any time. We are committed to provide the best programs possible to ensure the best environment for the players, coaches, and their respective families.

Local Playing Rules:

- 1. Divisions: the grade ranges for the divisions shall be as follows and based on the player's grade.
- 2. Fall League: Player's upcoming Fall grade | Spring League: Player's current Spring grade
 - a. 1st & 2nd Grade
 - b. 3rd & 4th Grade
 - c. 5th & 6th Grade
- 3. A team shall consist of 6 10 players
- 4. Teams can play with no less than 5 players. As a recreational league, if a team only has 5 players, both teams will be required to play with only 5 players.

Game Management:

Grade	Ball Used	Net Height	Service Line
1st & 2nd	Volleylite	6' 1"	10'
3rd & 4th	Volleylite	7'	23'
5th & 6th	Volleylite	7' 4"	Back Court Line

- 1. The court will be regulation size for all divisions.
- 2. The ball may be served from anywhere behind the designated service line (see chart above).
- 3. FOR ALL DIVISIONS, after 5 consecutive points scored by the offensive team (team serving), the referee will whistle for an automatic change of possession and the team will be awarded the serve.
- 4. On the toss, if the server decides not to serve the ball, the ball must be caught or let drop to the floor. The server must contact the ball on the second toss.
- 5. Each team may have one (30-second) time out during each of the first two games. Each team may have one 30-second timeout during the third game.



YOUTH VOLLEYBALL

Game Scoring

- 1. All divisions will play best 2 out of 3 sets, or until the 40 minutes run out.
- 2. All divisions will play rally point scoring. Divisions will play to 25 points, must win by 2 points, and games will be capped at 30 points (first team to reach 30 points wins the set).
- 3. The third game (if needed) will be played to 15 points for all divisions, must win by 2 points, and will be capped at 20 points (first team to reach 20 points wins the set). If the score is tied when time expires, sudden death "next point wins" will apply.
- 4. A forfeit game will be scored 10-0 in favor of the team that does not forfeit.

Uniforms:

- 1. Uniform tops will be provided by Stephenville Parks & Recreation. Teams may coordinate socks/shorts if desired. Uniforms will not be provided for non-Stephenville teams.
- 2. No jewelry may be worn at any time during a game. Officials may ban any equipment that they deem as unsafe or illegal.
- 3. Kneepads are recommended but are not required for play.
- 4. There will be no use of a libero.

General Rules:

- 1. Substitutions will be made at the middle back position for all divisions.
- 2. No free substitutions.
- 3. Participation is mandatory by all players on each team.
- 4. Players must wait for the referee's whistle before subbing into the middle back position.
- 5. Substitutions have to be made when your team rotates one position clockwise before the next serve this will allow all players on the roster the opportunity to serve. The substitution system is designed to ensure fair and balanced playing time for all participants. The intent is "who comes out, goes back in after those already waiting have played." Players must reenter the game in the same order they were subbed out. A player who comes out must wait until all players who have been on the bench longer than them have entered the game. Example: If two players are on the bench, the player who subbed out first will be the first to return. No player may bypass this order.



YOUTH VOLLEYBALL

- 6. A ball that strikes the raised backboard, regardless of how it is raised, above a playable area shall remain in play provided the ball contacts the raised backboard on the side of the net extended that is occupied by the team that last played the ball, and the ball is legally played next by the same team.
- 7. Coaches are responsible for spectators and their team parents.
- 8. Warm up time will be around 5 minutes. Time will begin once the previous game ends.

Net 3 2 4 Middle Front Right Front Left Front 5 6 Left Back Middle Back Right Back (Sub Spot) (Server) **Bench** 1st Sub 2nd Sub New Sub Last updated on 9/23/2025