



## 2015 CSAA Boys Volleyball Special Rules



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

### **MATCHES:**

A match will be a 3 game format with a 2 out of 3 format. The third game will be played when the same team wins the first 2 games, 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 and the 3<sup>rd</sup> game will be played to 15 points if the game is necessary. The winner must win by 2 points (no cap).** (Rule 1, Sec. 42 Art. 2).

### **WARM UP TIME BEFORE MATCHES:**

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

### **SERVING AREA:**

**6<sup>TH</sup> GRADE** - 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.

**4<sup>TH</sup> GRADE** - The serving line shall be 15' from the net instead of 30'. A line will be located across the floor from sideline to sideline.

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

The 4<sup>th</sup> grade division teams are required to rotate servers after 5 consecutive points by the same server. This is not a side out, only a rotation of servers.

### **SERVING TIME LIMIT:**

A player has 10 seconds to serve. Bouncing the ball or holding it more than 10 seconds 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. This is an exception to Rule 8, Sec.1.

**SUBSTITUTIONS:** NFHS rules apply to substitutions.

### **PLAYERS:**

**8<sup>TH</sup>, 6<sup>TH</sup> AND 4<sup>TH</sup> GRADE DIVISIONS** - A team must have 6 players to begin a match. If a team has fewer than 6 players after the start of a match, they can continue play. Example; if a player is hurt and removed from the game, and no substitutes are available, the game will continue with five players or less without forfeiture.

**SPORTSMANSHIP:**

Acts of unsportsmanlike conduct (as determined by the referee) could result in a point/side-out being awarded to the opposing team. If a referee deems excessive unsportsmanlike conduct, the match will be forfeited and offending team, including all players and coaches, may be disqualified from further competition and/or ejected from the facility. League Managers or Referees can enforce this rule (Rule 12, Sec. 2, Art. A, 8 and 9). If a coach or a player is ejected from a game for any unsportsmanlike conduct, they are suspended a minimum of one additional match and must be officially reinstated by the CSAA Executive Director before that player or coach will be allowed to attend another match.

**DISQUALIFICATION:**

If a coach or player is ejected from a game, there will be a minimum suspension of one match. The coach or player must also be officially reinstated by the CSAA Executive Director before they will be allowed to coach, play or attend another match.

**OFFICIAL BALL:** 8<sup>th</sup> and 6<sup>th</sup> Grade Divisions - Tachikara SV-5WH or SV-5WS.  
4<sup>th</sup> Grade Division - Volley - Lite SV-MN.

**LIBERO:** The **libero** is allowed to serve in CSAA matches per the NFHS rules (Rule 10-4, Sec 4, Art 5). The libero must wear a different color jersey from the rest of the team.

**NET:**

8<sup>TH</sup> GRADE: 7 feet 4 1/8 inches.

6<sup>TH</sup> GRADE: 7 feet 1 inch.

4<sup>TH</sup> GRADE: 6 feet 6 inches.

**LINE UP CARDS:** Lineup cards are required for all matches. The cards can be found on the CSAA web site at [www.loucsaa.org](http://www.loucsaa.org).

**TOURNAMENT:** The tournament will include all teams. There will be no tournament for the 4<sup>th</sup> grade division.

**PROTEST:** There will be no protest in league or tournament play.

**PENALTY FOR IMPROPER UNIFORM:**

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

**FACE OR BODY PAINT AND JEWELRY:** Face painting, temporary tattoos, glitter, or body painting of any kind, including paint or glitter in the hair is not allowed. Jewelry, including earrings of any kind are not allowed.