

SANTA FE LEAGUE YOUTH VOLLEYBALL

5th – 6th GRADE RULES

- Teams may play with five (5) players or borrow players from other teams if they are short players.
- Official volleyball is the Volley Lite.
- **Best of two (2) out of three (3) games with rally scoring or 45 MINUTE TIME LIMIT.**
- Rally scoring to 20 points and must win by two (2) points. If third game is required, rally scoring to 15 and must win by two (2) points.
- **Teams with extra players will rotate in/out of the #6 position each rotation. This ensures that all players get equal court time. The #6 position is middle back, and substitution should come upon rotation, after the player coming out has had an opportunity to serve.**
- Substitutions may be allowed in the #6 position, but subs must go through substitution protocol. This is the one position that subs will be allowed if the players are not subbing for each other in the normal procedure. If regulation subbing is taking place, subs may come in at any position.
- **Each player may have only one (1) re-serve during a team's term of service. A re-serve shall be called when the server releases the ball for service, then catches the ball, or ball drops to the floor. The referee shall cancel the serve and direct a second and last attempt at serve. NOTE: A RE-SERVE IS NOT A MISSED SERVE.**
- Servers may step up to but not touch or cross the 10 ft. line to serve if necessary. (Encourage end line serving. Players who are able to serve further back than the 10 ft. line need to move back to serve-if after two (2) successful serves at 10 ft. line, official will ask that player to move back.
- Courts should have visible 10 ft. lines if playing on cross courts.
- **Serving: A server may only serve 5 successful and consecutive serves, scoring 5 rally points. If the fifth (5th) consecutive serve scores a rally point for the server's team, side-out will be called, and service will be given to the other team. NOTE: A rally point IS NOT AWARDED to the opposing team when side-out is called due to this rule.**
- **If the ball is served into the net or out of bounds, the result is a side-out and service goes to opposing team. The server does not get another opportunity to serve. (The 5 successful/consecutive serves would not be in place if serve is in the net or out of bounds.)**
- If your team does not serve first to start the game (whether it's game 1, 2, or 3), you must rotate your line-up to start your first serve. So if you have a specific server that you like to start first, they need to rotate into the serving position. That player would line up in the #2 position on the court.



Upon rotating, your first server would now be in the #1 position. You would not rotate any player out until your team's next service rotation.

- After a player has served, they are considered a back row player and should be in the back row for serve receive from the opponent. Backrow players are positions: #1, #6, and #5 (see illustration above).
- National Federation volleyball rules apply-except for rotating in extra players.

- Net height is 7' 4 1/8" at lowest point.
- **It is strongly encouraged to have teams have three (3) hits at this level.**
- Two (2) officials are required. Adult line judges are encouraged-one provided by each team. High school students with knowledge of the game are acceptable.
- A ball is out of bounds if it is completely outside the playing court/line. If the ball passes completely outside the antennas, the ball is considered out.
- A ball that touches the ceiling on Team A's court and then goes over the net to Team B's court will be considered out of bounds.
- Each team has two (2) time-outs per game.
- A lift will be called if the ball comes to rest or rolls up a player's body.
- Warm up will consist of each team at the net for four (4) minutes and two (2) minutes shared service.
- Coin toss will determine first serve. Serving team takes the net for the first four (4) minutes.
- Starting six (6) players line up at end lines to start match. Referee blows whistle and beckons players to court. Play begins. Subsequent games will begin with players in positions on the court-no end line protocol. After final match point, both teams go to the net to shake hands. **NO HARD SLAP OR HIT WILL BE TOLERATED.**
- A continuous rotation should be kept for each game. For example: If a team wins with only 4 servers, then the next game, the line up should continue with whoever was next up to serve. This is to assure that all players are getting the opportunity to serve, not just the first 4 every time. However, for the next match with another team, teams can start with their original line up.
- **Player and coach conduct should be held at high standards at ALL times. Official has the right to remove any player, coach, or fan who displays unsportsmanlike conduct.**
- **COACH CONDUCT: Any coach who is dismissed from a game for unsportsmanlike conduct will be unable to coach ANY team event including practices and/or games for 1 week following the ejection (including tournament play). Any coach who is flagged for unsportsmanlike conduct a total of 2 time per calendar year in ANY sport will lose coaching privileges for 12 months from the date of 2nd infraction. All ejections will be reported to the Santa Fe League Board and kept on file. No appeal is offered to a coach who has been ejected from any game.**
- **PLAYER CONDUCT: Players will automatically be ejected from a game for profanity, punching and/or fighting. Ejection from a game will result in a minimum one game suspension immediately following the game in which the ejection occurred. Players will be suspended for unsportsmanlike conduct should any punching and/or fighting occur after game and during time when teams shake hands. All ejections and suspensions will be reported to the Santa Fe League Board and kept on file.**