ASA VOLLEYBALL RULES

Revised March, 2024

The Allen Sports Association (ASA) Volleyball rules are based on the volleyball rules as approved by the National Federation of State High School Associations (NFHS) and will be used for all calls that are not covered by the ASA rules.

March 2024 Changes are in RED type

Special rules that apply to only one Division will be marked accordingly

COURT AND NET SET UP

A) Height of the Net

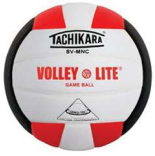
1st and 2nd Grade Mini: 5'8"
3rd and 4th Grade Recreational: 6'2"
5/6th Grade Recreational: 6'8"

4th Grade Competitive: 6'2"
5/6th Grade competitive: 6'8"

7th-12th Grade CoEd = 7'4"
7th-12th grade Boys = 7'11 5/8"

B) Game Ball

Similar as approved by the Commissioner



1st - 6th Grade:
Tachikara Volley-Lite



Middle/High School CoEd:
Tachikara SV-5WS/5WSC



Middle/High School Boys:
Molten FLISTATEC

C) Court

All divisions 3rd grade and older will play on a regulation court.

1st and 2nd grade Mini-Volleyball: The court will be 19.5' wide by 30' long (split by the net, so each side will be 19.5' wide, 15' deep.)

D) Service Line

1st and 2nd Grade Mini-Volleyball:

Service area will be marked by a line, 10 feet from and parallel to the net, 8 feet in length, centered on the court.

3rd Grade Recreational:

Service area will be marked by a line, 15 feet in length, on the 3M/10ft line, beginning at the right outside edge of the court.

4th Grade Recreational and Competitive:

Service area will be marked by a line, 15 feet in length beginning from the right outside edge of the side line, and 3 feet behind the back edge of the 3M/10ft line.

5th Grade Recreational and Competitive:

Service area will be marked by a line, 15 feet in length, beginning from the right outside edge of the side line, and ten feet into the playing court (measurement beginning from the outside/back edge of the end line).

6th Grade Recreational:

Service area will be marked by a line, 15 feet in length, beginning from the right outside edge of the side line, and 5 feet into the playing court(measurement beginning from the outside/back edge of the end line).

6th Grade Competitive, Middle/High School:

Service area will behind the end line.

RULE 1: DUTIES OF COACHES, PARENTS AND SPECTATORS

A) In accordance with Allen Sports Associations Uniform Code of Conduct (UCC) ALL Coaches, players and spectators must demonstrate positive sportsmanship at all times. When a player is serving the ball, all coaches, players and spectators will NOT make any noise with intent to distract the opponent. The gym does not have to be silent during the serve; coaches may coach and parents may cheer in a positive manner. Use of artificial noisemakers shall be prohibited. The referee will determine what constitutes the intent to distract the server.

B) Coaches are responsible for knowing and carrying out the ASA rules, policies and procedures. Coaches will cover ASA rules, policies and procedures with assistant coaches, parents and players before the season begins.

Coaches are responsible for the actions of their team's fans. It shall be mandatory that all coaches have a team meeting with all parents to explain the Rules and By-laws which the team will be playing. Coaches must explain to their parents and players that any negative actions they take before, during, or after a game in relation to the officials, coaches, players, or spectators will have a negative impact on the game and will potentially result in the game penalties against their team.

C) Each team is responsible for providing two registered adults for representation such as head coach, assistant coach and/or team parent. Teams with less than two registered adults will not be allowed to practice. **During practice there is to be a minimum of 2 adults in the gym with players at all times.**

D) All jewelry shall be removed, except small, secured jewelry (stud or post.) No jewelry shall be permitted below the chin. String bracelets, commemorative bracelets and body jewelry are considered jewelry and are not permitted. Taping over jewelry is not permitted except where mentioned below.

Medical-alert medals are not considered jewelry and may be taped to the body and the alert may be visible.

Religious medals are not considered jewelry and shall be worn under the uniform and taped to the body.

F) Hair-control devices and other adornments in the hair that are securely fastened and do not present an increased risk to the player, teammates, or opponents are allowed.

Headbands made of soft material and no more than 3 inches wide may be worn in the hair or on the head.

Head coverings worn for religious reasons are not considered hair devices; must be made of non-abrasive or soft materials, and must fit securely.

E) A guard, cast or brace made of hard and unyielding leather, plaster, pliable (soft) plastic, metal or any other hard substance, even though padded, is not permitted on the finger, hand, wrist or forearm.

Supports/braces are permitted on other parts of the body (limiting an allowed brace to extend no further than halfway down the forearm) only if the referee judges them not to be dangerous. The referee shall, however, require a support/brace to be covered or padded if a sharp edge of point is exposed.

F) Kneepads are required for all players 6th grade and below. For 7th grade and above, they are highly recommended but not required. A Preventative Apparatus such as ankle braces can be worn.

G) Players are to notify their coach if they are unable to attend a practice. (See Rule 7: Discipline for action taken for inconsistent practice attendance.)

H) Only CLOSING WATER BOTTLES (CONTAINING WATER), approved by the coach, will be allowed in AISD gyms. Coaches will maintain possession of these bottles in the gym. No other food or drinks are allowed in AISD gyms at any time.

I) Coaches must show their badges to the officials prior to each match to the refs.

J) Coaches may not walk onto the court during a match until directed to do so by the official in game. A verbal warning or yellow card will be issued for first offense. Repeated offenses will result in a red card penalty (point for serving team or side out for receiving team).

K) Each team will provide the official/scorekeeper with their player line-up at least two minutes prior to the start of each match. Failure to do so can result in an administrative yellow card. If the line-up is not supplied by the time the match starts, an administrative red card (loss of point and serve if applicable). Time is kept by the scorekeeper.

4th-6th Grade Competitive, Middle/High School:

The line-up for the 2nd and 3rd sets are due no later than 1 minute before the start of the set. Failure to do so can result in an administrative yellow card. If the line-up is not supplied by the time the set starts, an administrative red card (loss of point and serve if applicable).

L) Libero Position (4-6 Competitive, Middle/High School Divisions Only):
The libero is a back-row player who is a defensive specialist. Only one libero may be designated per game. The libero, when used, must be designated on the line-up sheet prior to each game. (See Rule 3: Service, "L", Rule 4: Substitutions "H", Rule 5: Playing the Ball "L" and Rule 10: Uniforms) [Note: Why does this belong here?]

M) A player may only play on one ASA volleyball team per season. Special permission by the commissioner can be granted to players wishing to play on two teams that are not in the same division as long as both coaches approve. The league will not make a special effort to schedule games or practice times to accommodate the player, and no refunds will be given after team formation regardless of conflicts.

A player cannot play below the grade level they are enrolled at.

A player wanting to play in a league more than one grade level above the grade level they are enrolled at requires commissioner approval.

N) Boys playing CoEd leagues:
For CoEd leagues, there may not be more than three boys on the court for a team at a time.

If there is more than one boy on the court, they must be separated by at least one girl.

Boys cannot outnumber girls on the court.

Exceptions may be made at the volleyball board's discretion. Examples may include: If an All-Boys team registers, but the league does not "make". The board may allow them to play in a CoEd league, at the skill level they believe is most appropriate. IE: They may play at their grade level in CoEd, or if the board feels their skill level warrants it, they may move them to a higher grade or competitive level (or both).

RULE 2: MATCH RULES

A) Number of Sets:

Matches will consist of three sets.

1st-6th Grade Mini-Volleyball and Recreational:

All Divisions will play 3 sets to 21 points. All 3 sets will count towards the team's win/loss record and will be used to determine the Division standings.

4th-6th Grade Competitive, Middle, and High School:

Matches will consist of three sets, two 25-point sets and a 3rd set to 15 points. Standings will be based on matches.

The third game will always be played even if one team wins the first 2 sets and thus the match. However, if the match is determined (2-0 or 0-2), the 3rd set will not count towards standings, and therefore cannot hurt the winning team's standings or seedings in any way. Coaches should see the third set after a match has been determined as an opportunity to give more playing time to players that did not play as much in the first 2 sets. A coach can also use this game to try different line ups, etc.

B) Winning the Set:

1st-6th Grade Mini-Volleyball and Recreational:

Each set will be won by the first team that scores 21 points and is at least two 2 points ahead. A set will not exceed 23 points. If the teams are tied at 22-22, the team that scores the next point shall be the winner (23-22).

4th-6th Grade Competitive, Middle/High School:

The Set will be won by the first team that scores 25 points/15 points and is at least two 2 points ahead. A game will not exceed 27 points/17 points. If the teams are tied at 26-26, 16-16, the first team to score the next point shall be the winner.

All divisions:

All games will be played with rally scoring, where a point is scored on each play. If the serving team wins the rally, it scores a point and continues to serve. If the receiving team wins the rally, it scores a point and gains the serve. Each time a team gains the serve it must rotate one position clockwise before serving.

C) Coin Toss:

Before the start of warmups, the team captain(s) and a coach will meet with the referee for the coin toss. The designated visiting team captain(s) will make the call. The winner of the coin toss shall choose to serve or receive. The referee will go over any questions regarding the rules at this time.

If one of the teams does not have a player present at the time of the coin toss, then the team that is present automatically wins the toss. If neither team has a player present, the first to arrive will automatically win the toss.

In regular season play, there is no coin toss prior to Set 3.

D) Second/Third Set:

Teams will not change sides after each set.

The team that serves first for the first set will also serve first for the third set. The other team will serve first for the second set.

1st-6th Grade Mini-Volleyball and Recreational:

The line-up will remain the same for the second and third sets. The teams will begin these sets in the same positions they ended the prior set, except the team that serves will rotate once.

4th-6th Grade Competitive, Middle/High School:

The second and third sets will not automatically be a continuation of the prior sets, and will start with new line-ups unless confirmed by the coach.

E) Time Between Sets:

1st-6th Grade, Mini-Volleyball and Recreational:

There will be a two-minute (maximum) break between all sets.

4th-6th Grade Competitive, Middle/High School:

There will be a three-minute (maximum) break between all sets. Line-ups are due to the scorekeeper no later than 1 minute before the end of the break.

F) Interruption of Play:

As soon as the referee notices an injured player or a foreign object on the court that, at the discretion of the referee could create a hazard or distraction to players, play will be stopped and the referee will direct a play-over.

G) Time Outs:

Requests for time-outs shall be signaled by the head coach or playing captain only during dead balls, but not after the referee has signaled for the next serve. A time-out requested prior to the start of the set shall be honored. Charged time-outs begin when a referee recognizes the request with the whistle and signal. A time-out will last for a maximum thirty (30) seconds, unless both teams are ready to play. Each team is limited to two time-outs per set. Requests for additional time-outs will be denied. Time-outs may be taken consecutively without a play between them. If a player is injured and/or bleeding, an official's time out is taken.

H) Number of Players/Forfeit Policy/Late Arrivals:

Games will not be played with less than 4 players (for 6v6 leagues) or 3 players (for 4v4 leagues).

Game 1 shall be considered a forfeit if a team has less than the legal number of players present on the court at game time. Forfeit time of the first set is game time. Forfeit time for the second set is ten (10) minutes after the start time of Set 1. Forfeit time for the third set is fifteen (15) minutes following the start time of Set 1.

1st-6th Grade Mini-Volleyball and Recreational:

The forfeiture score will be 21-0

If a player arrives late, he/she will sit out the remainder of the set being played, then will be placed into the following set as listed on the lineup. Late is defined as not being present when that player is set to enter the court. It will not be defined as players being present at the start of the match (that is too difficult for officials to track).

Example 1: If a player is in the line-up as one of the first 6 players to start on the court, then if they are not there when the set starts, so they are late.

Example 2: If a player starts the set on the bench, but arrives prior to the time when they would rotate onto the court, they are not considered late.

Example 3: If a player starts the set on the bench, and their turn to rotate onto the court arrives before the player is present, then they are considered late, and must wait until the next set to enter.

There is no "Ghost" Rule in recreational play, meaning there is no penalty for playing with 4 or 5 players. When the missing player rotates into the serving position, the serving team will rotate one more time, bringing the next player in the rotation up to serve.

4th-6th Grade Competitive, Middle/High School:

The forfeiture score will be 25-0 for game 1 and/or game 2 and 15-0 for game 3.

There is no penalty for arriving late to a match. However, if a player arrives after the start of a match, it is no longer reasonable to expect the coach to guarantee 50% playing time.

Ghost Rule: When a team plays with only 4 or 5 players, and one of the missing player's position rotates into the serving position:

- For 4th-6th Grade Competitive: a side-out is awarded (service is returned to the other team), however a point is not awarded.

- For Middle and High School: there is no penalty. When the missing player rotates into the serving position, the serving team will rotate one more time, bringing the next player in the rotation up to serve.

I) Pre-Match Conference

A conference will be conducted by the referee between a captain and coach from each team prior to the first game. Information on the playable and non-playable overhead obstructions will be given. Any clarification of how a referee will call a particular rule should be clarified during the pre-match conference.

J) Pre-Match Warm-Up

There is a 8-minute warm-up period for teams between matches. The warm-up period at the start of the match begins immediately at the end of the pre-match conference with the captains. The referee shall make sure players and spectators from previous match have vacated the court. Time is to be allotted as follows: 4-minutes for visiting team net drills, 4-minutes for home team net drills, 2-minutes for both teams to gather their players and equipment and get ready to start the first set.

In the event the matches are running behind schedule, the teams will still be allotted 8-minutes for warm-up followed by 2-minutes to get the match started. Match times will be adjusted to accommodate the required warm-up time.

K) Player Participation

1st-6th Grade Mini-Volleyball and Recreational:

All players who are expected to be present will be added to the line-up, even if they are not yet present or will be late, and that lineup will not change for the entirety of the match.

4th-6th Grade Competitive, Middle/High School:
The mandatory player participation rule is 50% of the match. The coach should manage substitutions to approximate 50% or greater per match playing time for the players.

L) Team Benches

All non-playing team members, including assistant coaches and other team personnel shall remain in the designated team bench area during the game. Coaches and players must remain in the libero replacement zone (end line to the 10 foot line).

During play, the coach shall be no closer to the court than 1 foot from the sideline and will not be permitted to enter the court without first obtaining permission from the official (i.e. request a timeout). Players should be no closer to the court than 2 feet from the sideline.

For 3rd and 4th Grade Only, the coach may choose to stand on the side opposite of the court, behind the ten foot line, when their team is serving on the side away from the bench. The purpose for this is to allow a coach to be closer to the servers who often need more instruction. If the coach interferes with the game (walking into the court, blocking the view of the referee or line judge, etc.) the referee may instruct the coach to return to the bench side of the court.

M) Playing Up

If teams wish to "play up" to a higher level of rules, such as:
- Play using Competitive Rules (trying them out to see if the team is ready, for example)
- 6th grade teams wanting to try the heavier volleyball (to prep for Middle School)

They may do so provided that:
- The officials are comfortable doing so, for any reason (not all officials have experience with competitive rules, for example)
- Both coaches agree to do so before the start of the match. If the officials feel one coach is "pushing" the other coach, the official can deny the request.
- All of the necessary equipment is on hand (IE: competive lineup sheets, or the regulation volleyball)

If everyone agrees to playing up, prior to the match starting, then those rules must be followed for the entire match.

NOTE: If playing up to Competitive Rules, the only exception will be that the games continue to be played to 21 points (max of 23), and all 3 sets will count towards standings (rather than the competitive match-based standings.)

RULE 3: SERVICE

A) Location of Server:

The server may stand anywhere behind the appropriate serving line and within the boundary of that line. A server may stand as far behind the back line as desired. When the ball is contacted, the server's foot must not be in contact with the serving line, the side court line or outside of the width of the court. This violation is termed a "foot fault."

*NOTE: In ALL Divisions in which the serving line is not the end line, a coach should encourage a player to serve from as far back as the player's ability allows. The goal is to have every player serving from the end line by the 6th grade.

Clarification: If a division's serving line is not the end line, the player may go outside of the serving line if they are behind the end line, but their foot may not contact the end line if they are outside the limits of their service line.

B) When to Serve:

The server must wait until the referee blows the whistle. If the server mistakenly serves before directed to do so, the ball is called dead and returned to the server. This is not considered an attempt to serve.

1st-6th Grade Mini-Volleyball and Recreational:
The ball shall be contacted within eight (8) seconds after the referee's signal to serve.

4th-6th Grade Competitive, Middle/High School:
The ball shall be contacted within five (5) seconds after the referee's signal to serve.

C) Type of Serves Allowed:

A serve is contact with the ball to initiate play. The server shall hit the ball with one hand, fist, or arm while the ball is held, or after it is released by the server.

D) Second Chance Serve/Reserve:

For first and second grade players, if the first attempt at a serve is unsuccessful for any reason, the player will be given a second attempt.

For third through sixth grade recreational players, If the first serve attempt is overhand, and unsuccessful for any reason, the player will be given a second attempt. The player may serve either underhand or overhand for the second attempt.

If the second attempt is unsuccessful, it is side out and a point is awarded to the opposing team.

Once the server is successful, any miss or violation thereafter will end that term of service, and a point and side out will be awarded to the opponent. (A dropped ball is allowed only once during any service rotation and is not considered a service attempt. A re-serve is considered to be a part of a single attempt to serve. Therefore, after the first referee's signal for service, no requests, e.g., time-out, service order, lineup, substitution, libero replacement, etc., may be recognized until after the ball has been served.(See Rule 3E.)

(This rule is made so the players can have success while still developing their overhand serve).

This rule does not apply to 4th-6th Grade Competitive, Middle, nor High School leagues.

E) Dropped Ball:

If, after releasing the ball, the server does not make an attempt to strike the ball, it will count as a dropped ball and the referee will signal to serve again. The first dropped ball per player per term of

service will not count as a service attempt. Any subsequent dropped balls by the same player in the same term of service will count as a failed service attempt.

Note: It does not matter whether the player lets the ball drop cleanly, touches the player on the way down, or the player catches the ball. The determining factor is whether or not the referee believes they were attempting to strike the ball.

F) Legal Serve:

The serve is considered legal if the ball passes over the net between the antennas. The "let-serve" rule is in effect. If the ball contacts the net and proceeds inside the opponent's court, it is a legal serve (a let serve) and play will continue. The serve is considered legal and play will continue if the ball passes through the ceiling rafters without contact.

G) Number of Consecutive Serves:

1st-6th Grade Mini-Volleyball and Recreational:

A server may serve up to three (3) consecutive points after which the right to serve will be given to the opposing team. (NO point is awarded upon the conclusion of the 3 consecutive serves when the serve transfers to the opposing team).

4th-6th Grade Competitive, Middle/High School:

The number of serves per player will be unlimited.

H) Rotation of Servers:

All divisions:

Following each player's term of service and after the opponent has completed his or her term of service; the team shall rotate one position clockwise for their next service term.

1st-2nd Grade Mini-Volleyball:

When a team has more than 4 players, the player who has completed his/her term of service (position 1) will rotate out. Following the listed serving order/lineup, the next player (position 5) will rotate into the left back position (position 4).

3rd-6th Grade Recreational:

When a team has more than six players, the player who has completed his/her term of service (position 1) will rotate out. Following the listed serving order/lineup, the next player (position 7) will rotate into the middle back position (position 6).

I) Service Order:

1st-6th Grade Mini-Volleyball and Recreational:

The team service rotation will remain the same for all sets and will not change between sets. There will be no substitutions. In the case of an injured server, the team will rotate one position and a new player will enter the middle back position. The official's table must be notified of this change. When the player is ready to return to play, he/she will be placed back into original position.

4th-6th Grade Competitive, Middle/High School:

The team service rotation will remain the same for the entire set. A new line-up may be submitted to the official scorekeeper prior to the beginning of each set within the allotted time between sets.

J) Positions of the Players at Service:

At the time the ball is contacted for the serve, all players except the server must be within the boundaries of the court and positions of all the players must be the following: In the front or back row, the center player may not be as near the right sideline as the right player nor as near the left sideline as the left player (cannot overlap). No back row player may be nearer the net as the corresponding front row player.

K) Screening:

The players of the serving team must not, through screening, prevent the receiving player from watching the server or trajectory of the ball. Potential screens exist, but are not limited to:

(a) when a player(s) on the serving team waves arms, jumps, moves sideways or stands in front of the server, and the ball is served over the player(s);
(b) when a group of two or more teammates stand close together, and the ball is served directly over them.

The factors to be weighed when judging whether a screen has been committed are the:
(a) relative positions of the players on the serving team;
(b) path of the serve;
(c) speed of the serve;
(d) trajectory of the serve.

If the players of the serving team are positioned close to each other, the serve passes over these players, is fast and has a low trajectory; the probability is greater that a screen has been committed. The referee shall verbally warn the captain or coach of the serving team and notify them that a screen exists. A second violation shall result in a penalty and the non-serving team will be awarded a side-out and point.

J) Improper Server:

When an improper server is discovered prior to the first contact of the first serve by the opposing team, all points earned by the improper server shall be cancelled.

RULE 4: SUBSTITUTIONS

Substitutions are only applicable to 4th-6th Grade Competitive, Middle, and High School divisions.

A) A team is allowed a maximum of 18 substitutions per set. An exception is permitted only if a team has exhausted its limit of 18 substitutions and a player is injured.

B) The coach must visually signal substitutes during a dead ball. Multiple substitutions should be requested at the same time. More than one player may be subbed into the same serving position. (*See letter “F”)

C) The player and substitute shall remain in front of the ten (10) foot line, but out of bounds at the siideline until signaled by the referee to switch places. Coaching during a substitution will be considered delay of game.

D) A substitute must remain in the game until the next dead ball.

E) Previously substituted players returning to the court must substitute back into the same position in the serving order. Thus, the position of the substitute shall be that of the player replaced without changing the serving order as recorded on the score sheet. A re-entering player shall not return to the game during the same dead ball in which the player was replaced. The re-entering player shall assume the original position in the serving order in relation to other teammates.

F) Libero Replacement

Procedures for replacement: (a) The libero is allowed to replace any player in the back-row position (b) The libero may only be replaced by the player whom he/she replaced (c) Libero replacements do not count as substitutions and are unlimited (d) A libero replacement must take place between the attack line and end line (e) A libero replacement must be completed during a dead ball (f) The libero may serve in only one position in the serving order.

Replacements may only take place: (a) At the start of each game after the starting line-up has been checked (b) After the end of a rally (c) While the ball is out of play and prior to the whistle and signal for serve (d) A libero replacement cannot take place during a time-out.

RULE 5: PLAYING THE BALL

A) Serve Receive:

The serve receive ball may be played with an overhand or underhand pass, one-hand dig, or with any part of the body. At the first contact of the team (serve receive, dig or after block), the ball may contact various parts of the body consecutively, provided that the contacts occur during one action (ball may hit arm and then chest or ball may fall through hands and hit head/face). This type of contact is legal as long as there is only one attempt to play the ball. The second and third attempts may be another forearm pass, a set, a standing overhead, a spike or a block. Playing the ball back to the opponent of the first touch is permitted. Coaches should always teach and encourage the use of three ball contacts (ideally a PASS-SET–HIT) before returning the ball to the opponent

B) Hits Allowed:

Each team is allowed a maximum of three consecutive hits of the ball in order to return the ball to the opponent's playing area. (A block is not counted as a hit)

C) Held Ball:

The ball may not be caught, pushed, lifted, or held. The ball must be hit in such a manner that it rebounds cleanly after the contact with a player.

D) Contact:

The ball may contact any part of the body, providing that the ball rebounds immediately and cleanly after such contact.

E) Double Hit:

Successive contacts of the ball are two or more separate attempts to play the ball by one player with no interrupting contact by a different player between the two plays. A player shall not have successive contacts of the ball unless there is:

(a) simultaneous contact by teammates;

(b) simultaneous contact by opposing players;

(c) successive contacts by a player whose first contact is a block; then the second contact shall count as the first contact by the player's team.

F) Simultaneous Hits:

When two players of the same team contact the ball simultaneously this is considered as a team hit (one hit) and either of the players or any other team player may make the next play on the ball provided there is another touch allowable.

G) Assisting a Player:

No player shall assist a teammate by holding such player while the player is making a play on the ball.

H) Blocking the Ball:

A block is not considered a hit and a team will still have three hits to return the ball. Blocking is the action of a player(s) close to the net to intercept the ball coming from the opponent by reaching higher than the top of the net. A block may involve wrist action provided there is no prolonged contact.

Blocking the ball when it is entirely on the opponent's side of the net is permitted when the opposing team has had an opportunity to complete its attack. The attack is considered complete when the:

- Attacking team has completed its three allowable hits
- Attacking team has had the opportunity to complete the attack or, in the referee's judgement, directs the ball toward the opponent's court
- Ball is falling near the net and, in the referee's judgement, no legal member of the attacking team could make a play on the ball

A completed block is when the ball is touched by a blocker. Only front-row players are permitted to complete a block. A collective block is a block executed by more than one blocker in close proximity. It is completed when one of the players touches the ball. It is a blocking fault if a back- row player or libero participates in a completed collective block.

I) Blocking a Serve:

Blocking a served ball is not permitted

Clarification: ASA will use the USA Volleyball definition for blocking, which is:

(14.1.1) Blocking is the action of players close to the net to intercept the ball coming from the opponent by reaching higher than the top of the net, regardless of the height of the ball contact.

J) Attacking the Serve:

Attacking a served ball while the ball is completely above the height of the net is not permitted.

Clarification: ASA will use the USA Volleyball definition of an attack, which is:

(13.1.1) All actions which direct the ball toward the opponent, with the exception of service and block, are considered as attack hits.

Note: "Toward the opponent" means crossing the net towards the opponent. For example: A back row player passing to the front row (which is in the direction of the opponent) is not an attack.

K) Back Row Player:

Back-row players, while positioned behind the attack line, may contact the ball from any position inside or outside the court above or below the top of the net. A back-row player on or in front of the attack line, cannot contact the ball if it is above the height of the net and complete an attack. A back-row player shall not participate in a collective block, attack a ball which is completely above the height of the net while positioned

a) on or in front of the attack line or it's extension;
b) in the air, having left the floor on or in front of the attack line or it's out-of-bounds extension.

L) Libero Play

A) Liberos may only be used in the 4th-6th Grade Competitive, Middle/High School divisions.

A libero shall not:

(a) Complete an attack hit from anywhere if, at the moment of contact, the ball is entirely above the height of the net;
(b) Set the ball using overhand finger action while on or in front of the attack line extended, resulting in a completed attack above the height of the net;
(c) Block or attempt to block;
(d) Rotate to the front row.

RULE 6: BALL IN PLAY/DEAD BALL

A) The Lines:

A ball contacting any part of the boundary line is considered in the court and is good.

B) The Ceiling:

A ball contacting the ceiling OR anything attached to the ceiling (i.e. divider curtain) above a team's playing area, is considered good EXCEPT DURING A SERVE; in which case the ball will be considered "out" and a replay will not be declared.

If a ball crosses the net and hits the ceiling but comes back into the playing team's court it is a "dead ball".

A ball contacting the ceiling outside of the teams playing area is considered out.

If a team member passes the ball and it hits the ceiling and then goes to the other team's court, it is considered out.

If during a serve or a hit from an opponent, the ball passes through the ceiling rafters (no contact is made with rafters) and into the opponent's court, the ball is considered "in" and play continues.

A ball hitting the ceiling or an overhead obstruction above a playable area shall remain in play provided the ball contacts the ceiling or obstruction on the side of the net that is occupied by the team that last played the ball and the ball is legally hit next by the same team.

C) Other Objects:

1) If a ball hits a wall it is out of bounds
2) If the ball contacts any part of a backboard or its supports which is hanging in a vertical position over a playable area the ball is considered out. If, in the judgment of the referee, a player had a legitimate chance to play the ball, then a replay is declared. A player may play a ball over a non-playable area (ex: bleachers/spectator area) if the player has a body part in contact with a playable area (court floor) at the time the ball is contacted, and may enter the non-playable area after playing the ball.

D) The Antennas:

The ball contacting the antenna or the net outside an antenna or fails to completely cross the net within the antennas is considered out.

E) Under the Net:

Players may step on or have a foot partially above the centerline. No other part of the body, i.e. hand, knee, elbows, etc. may touch or cross the centerline. If their foot or any part of their body completely clears the centerline and goes into the opposing court, a violation has occurred.

F) Stopping the Play:

Play is stopped when the referee blows the whistle even if inadvertently. If an inadvertent whistle is blown, the referee will direct a replay.

G) Ball Hitting the Net:

A ball, other than a served ball, hitting the net between the antennas remains in play, and the remaining hits may be used. If the ball touches the net after a team's three hits and does not cross the net is a side out.

H) Player Touching the Net:

Contact with the net by a player is not a fault, unless it is made during the action of playing the ball, or it interferes with the play. If the ball is driven into the net with such force that it causes the contact of a player, such contact is not a violation. A player that places a hand(s) near the net in the path of a ball to intentionally deflect the natural rebound of a ball that has been passed into the net by their opponent has committed a net fault (interfering with play).

I) Touching an Opponent:

Inadvertent contact of players under the net, as long as it is legal is not considered a violation. Any intentional contact shall result in disqualification of the player from the remaining games.

J) Simultaneous Violations:

If each team is guilty of a violation, the referee will determine which violation occurred first and shall penalize it. If the referee is unable to determine which violation occurred first, the referee will direct a play over.

K) Out of Rotation:

The first out of rotation call results in a warning. The next violation results in a loss of serve and an award of a point to the opposing team. (Penalized no matter who discovers the violation.)

Clarification: Serving out of Order is a different rules violation, and results in the the loss of serve and an award of a point to the opposing team (no warning)

RULE 7: INJURIES

A) An Injured Player:

If a player is injured, the referee will stop play as soon as the player is noticed and will call an official's time out. If the player is unable to continue play within thirty seconds, the player's coach should request a time out or substitute the player with the next available player. The coach may request both of his/her team's time outs back to back if they are available.

1st-6th Grade Mini-Volleyball and Recreational:

If the injured player cannot return to play, rather than substituting a player, the players "behind" that player rotate to fill the gap. If the injured player later returns to play, they are returned to their original.

If a team has only six players (rec) or 4 players (mini) and a player is injured, the player may be removed from the game without being replaced. If a team has only 4 players (rec) or 3 players (mini) and a player is injured, the opposing team's coach and the referee must agree to let the game continue.

4th-6th Grade Competitive, Middle, and High School:

If the injured player cannot return, and all players on the bench have previously been substituted, an exceptionional substitution occurs. Any player on the bench can be used as a substitute for the injured player. The injured player is not allowed to return to that set.

If a team has only six players and a player is injured, the player may be removed from the game without being replaced. If a team has only 4 players and a player is injured, the opposing team's coach and the referee must agree to let the game continue. The official's table must be notified of all changes.

B) Blood Injury:

If a player is bleeding or has a blood injury, an official's time out is taken. The wound must be covered for the player to return to the court. If blood is on anything worn by the player, that article of clothing must be replaced before the player may return to the court. The clothing replacement does not have to be replaced with a team uniform. Any blood on the floor shall be immediately and thoroughly cleaned up before play continues.

RULE 8: DISCIPLINE

A) Not Practicing/Discipline

Chronic or repeated lateness or absenteeism of a player may result in loss of playing time. A coach may sit a player out from the first game for repeatedly not participating in practices or for disciplinary reasons. The coach will notify a parent, player, official and opposing coach prior to the start of the game. A member of the ASA Volleyball Board must be contacted prior to assessing any penalty or disciplinary action toward any player.

B) UN-Sportsmanlike Conduct by a Coach:

If a coach is using UN-sportsmanlike behavior toward an official, a player, or parent, the official will give a verbal warning. If conduct does not improve, or a second offense occurs, the coach will be issued a yellow card. If, again, the conduct does not improve or a third offense occurs, the official will issue a red card. Finally, if conduct does not improve or another offense occurs, the official will issue a yellow + red card, which is disqualification and the coach will be asked to leave the facility.

Also, please note, that for more serious offenses, officials can bypass the warning and yellow cards.

Officials will notify the ASA Volleyball Board immediately of any red cards given to coaches.

C) UN-sportsmanlike Conduct by a Parent/Spectator:

If a parent/spectator is using UN-sportsmanlike behavior toward a player, coach or official, the official will ask the coach to warn the parent/spectator. If the behavior does not IMMEDIATELY improve, the official will hold up a red card and the parent/spectator will be removed from the gym and will result in a side-out and point awarded to the opposing team. If two red cards are received in a single season, the parent/spectator will be banned from further game attendance. Parents/spectators may not yell out anything in an attempt to distract players during the serve of either team.

Officials will notify the ASA Volleyball Board immediately of any red cards given to parents/spectators.**

**ALL RED CARDS ARE TO BE RECORDED IN THE SCOREBOOK with the corresponding team noted and the ASA Volleyball Commissioner and Board are to be notified.

RULE 9: THE OFFICIALS

A) For Mini-Volleyball:

There will be one paid official for each match, the Referee. It is the responsibility of the referee to call the game. There will be no official scorebook for a mini-volleyball match. The Home Team will supply a volunteer to flip the score-chart for the Referee.

B) For All other divisions:

There will be two paid officials provided for each match. They are the referee and scorekeeper. It is the responsibility of the referee to call the game. It is the responsibility of the scorekeeper to

document the scoring of the game while also running the electronic scoreboard. Each team will provide the official/scorekeeper with his or her player line up at least two (2) minutes prior to the start of each match.

Parents/spectators will NOT address the scorekeeper during or after the match. Comments to the officials will result first in a warning, then a point/side out will be awarded the opposing team. If the behavior continues, the parent/spectator will be removed from the gym. Procedure: Scorekeeper will call an official's time out and notify the referee, who will call for a coach's conference. The coach of the violating team will inform the unsportsmanlike parent(s)/spectator(s). Any parent/spectator attempting to intimidate an official will be asked to leave gym.

*Comments made after the conclusion of a match will be documented and reported to ASA for disciplinary consideration.

C) Linesperson

Each team will provide a responsible linesperson.

The team can use a sibling that has volleyball experience and is capable of being a line judge.

The linesperson:

- Must be 16 years of age or older.
- Will be positioned alone at the corner of the court on the left hand back corner opposite the server.
- Is not allowed to have any distractions such as cell phone, pager, children, etc.
- Is not allowed to sit down or cheer during the game.
- Must STAND during the games to make line calls and is QUIET during all games.
- MAY NOT talk to any player, coach any player, or instruct any player on the court.
- Does not change sides during match play.
- Will only address the referee during a dead ball and only to signal out of bounds or a foot fault.

If, in the judgment of the referee, the linesperson is in violation of his/her duties, the referee shall award a point/side out to the opponent.

The referee has the right to remove a linesperson at any time without explanation.

D) Judgment Decisions:

- Any judgment decisions rendered by the referee are final.
- The referee may overrule without question, any linesperson's call.
- The referee has the power to settle all questions concerning the game, including those not specifically covered in the rules. This may be done during a time out or after a game.
- A coach may ask for a repeat of an official's judgment call only. A coach may not argue a judgment call by an official or a linesperson.

E) Official's Calls

Coaches may ask the official to repeat the call.

For non-judgement calls, if a coach wishes to review a rule with the referee, they must call a time-

out. If, after reviewing the rule with the official, the official reverses the call, the coach is not charged a time-out. If the ruling stands, the coach will be charged with the time-out. If the coach has no more time-outs remaining for that set, a point/side-out is awarded to the other team.

EXAMPLE 1: A player's elbow catches the net while the ball is in the back-court for the other team (and thus not relevant to the play), and the referee awards a point to the other team. The coach calls a time-out, reviews the rule with the official, and note that rule 9H says "Contact with the net by a player is not a fault, unless it is made during the action of playing the ball, or it interferes with the play." The referee changes the call to a re-play, and the team is not charged a time-out. It is important to note that the judgement of the referee (that contact was made during the action of playing the ball or interfering with the play) was not called to question, only the content of the rule.

EXAMPLE 2: A player's elbow catches the net while the ball is in play in the front court on the other side of the net. The coach may ask the official to confirm the call (net contact in the action of playing the ball or interfering with the play). The coach calls a time-out to review with the referee, and the ruling is confirmed. Whether or not the player was involved in the play is a judgement call and is not reviewable, so the call stands, and the coach is charged a time-out.

EXAMPLE 3: A ball is called out-of-bounds, and a point is awarded to the other team. The coach calls a time-out to review the ruling. This is a judgement call, so it is not reviewable, and the coach is charged a time-out.

If a coach is disrespectful to a referee, a warning will be given for the first offense, a second violation will receive a yellow card, loss of the ball by the offending team or award of a point to the non-offending team; a third violation will receive a red card which will result in removal of the offending person or team from the gym. If a person or team receives a red card, the Volleyball Board will have a meeting with that person or team and make a recommendation and/or sanctions against such person or team.

F) Lineup Check Request/Verification of Score Request/Call for Timeouts

Coaches will NOT address the referee or the scorekeeper during the game. Coaches are only allowed to call timeouts and/or to check lineup. A coach must make a request to the referee in order for a lineup check to be made. Only the referee may request from the scorekeeper a verification of the score.

G) Scorekeeper

The official scorekeeper will document the scoring during play and will submit the score sheet to the ASA office by the Monday following the game. The score kept by this official will be considered the official score sheet. It is recommended each team have an assistant coach or parent to keep their team's score. The team's scorekeeper will be responsible for contacting their COACH, NOT the official scorekeeper, if there is a discrepancy in the score and is not allowed to influence or distract the official scorekeeper in any way. It will be the coaches responsibility to call a time out before the next serve. The coach then talks to the referee and the scorekeeper. If there was a mistake, it gets corrected and the team is not charged with a time out. If, however, the score was correct, the team is charged with a time out. No other persons will be allowed at the scorer's table except for the official scorekeeper. The official score sheets may be placed in the white drop box outside the ASA office on weekends.

RULE 9: UNIFORMS

ASA approved uniforms shirts for each player on a team will have numbers on the back and front of the shirt. Previous season's jerseys may be worn. Numbers must contrast in color with the uniform and be easily visible by the referee and scorekeeper. Numbers must be at least 4 inches tall on the front of the jersey, and at least 6 inches tall on the back.

If the referee determines that the numbers are not easily readable by the scorekeeper, they may require the team to cover the numbers with masking tape to make them legible.

NOTE: The intention of requiring minimum number size is not to require everyone to buy new jerseys. Existing jerseys from Spring 2022 are "grandfathered" in, but all new jerseys need to meet these requirements.

LIBERO UNIFORM

The libero uniform can be the same as the rest of the team. It is a preferred option to have a contrasting color tank top that is worn over the player's jersey for identification as a libero.

RULE 11: TOURNAMENT PLAY

A) Tournament seedings are based on the final season standings.

In case of a tie in win/loss record, head to head sets (recreational) or matches (competitive/ms/hs) between those who tied will determine which team takes the higher standing.

If tied in head to head, then the total number of points allowed during those sets/matches will be tallied and the team with the lowest number of points allowed will take the higher standing.

If the teams did not play head to head in the season, or they tied head to head, then the total number of points allowed during the season will be tallied and the team with the lowest number of points allowed will take the higher standing.

If the teams are still tied at this point, a coin toss will determine the winner.

B) Depending on the season, the tournament can be Single Elimination or Double Elimination.

- If Single Elimination, then:
  - All tournament matches are best 2 out of 3 sets.
  - If game 3 is necessary, the visiting captain shall call the coin toss. The winner shall choose to serve or to receive.

- If Double Elimination, then:
  - All 1st-6th Grade Recreational matches consist of a single set to 21 points, with a cap at 23
  - All 4th-6th Grade Competitive, Middle/High School matches shall consist of a single set to 25, with a cap of 27
  - A team is not eliminated from the tournament until they have lost 2 matches

- Warmups are reduced to 3 minutes of net time per team
- If a team has finished a match within the prior 20 minutes, then they do not require a warmup before the start of a match

C) All matches will start as scheduled unless both teams and officials agree to start earlier.