



## JOHNSON COUNTY PARK AND RECREATION DISTRICT

### Volleyball - Okun Fieldhouse

#### League Rules



All players must play in their own grade level or higher and play on only one team per division. If teams have both an A team and a B team, players may play up, not down. Teams may play with as few as 4 players to avoid forfeit. **No jewelry, hair accessories, or earrings. Tape may NOT be used to cover jewelry. Jewelry must be removed.**

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- **SUBSTITUTION:** Rotation substitution **required** for grades 3 – 4. Rotation substitution **required** for 5<sup>th</sup> & 6<sup>th</sup> grade recreation leagues. Positional substitution is allowed for the 5<sup>th</sup> – 6<sup>th</sup> grade intermediate/competitive leagues only and all 7<sup>th</sup> - 8<sup>th</sup> and high school teams. If the 5<sup>th</sup> – 6<sup>th</sup> grade rec and int. /comp. leagues are combined, then we will play under the int. /comp. rules. However, teams can only use either rotation or positional substitution per game, not both.
- **ROTATION SUBSTITUTION:** Substitution will be made after side outs in the middle back position. Coaches are expected to play each player an equal amount of time; however coaches reserve the right to sub according to the team philosophy and team mechanics within JCPRD Code of Conduct regulations. No player may sit an entire game unless due to injury or disciplinary action. Players may not sit for an entire game to then be played during the next game for any reason other than injury or disciplinary reasons.
- **POSITIONAL SUBSTITUTION:** Coaches or captains can request substitution at their own discretion in accordance with the KSHSAA volleyball rules.
- **LIBERO:** The use of a libero is legal in 5<sup>th</sup>/6<sup>th</sup> competitive divisions and all 7<sup>th</sup> grades through high school divisions in accordance with KSHSAA regulation. Positional substitution is required for libero use. A libero may not be used by teams using a rotational substitution.
- **SERVICE:** The service line will be moved in approx. 15 feet (second yellow line in from base line) for girls in the 3<sup>rd</sup> & 4<sup>th</sup> grades and approx. 10 feet (first yellow line in from base line) for girls in the 5<sup>th</sup> & 6<sup>th</sup> grades. Seventh grade - HS will serve behind the base line. If a server serves 5 consecutive points, her team will rotate servers and a new server will continue serving. Each new server is allowed one re-serve during their service time. A re-serve is signified by a dropped or caught service attempt.
- **LET SERVE:** A let serve is a serve that hits the net but goes over on the opponent's side. Let serve will be allowed in all age groups.
- **NET HEIGHT:** The net height will be 6'8" for 3<sup>rd</sup> & 4<sup>th</sup> grades, 7' for 5<sup>th</sup> & 6<sup>th</sup> grades, and 7'4" for 7<sup>th</sup> grade – high school.
- **LENGTH OF GAMES:** Three games to 21 per match. JCPRD is a Double Header League, 2 matches, 3 games each, per day. Rally point scoring, with a 15 minute time limit per game, wins by 2. After the time has expired, a team must be ahead by one in order to win the game. If the score is tied after the time limit, the next point wins. Three games will be played each match, regardless of the scores from the first two games.
- **SCORE TABLE/LINE JUDGES:** Each team must provide one adult for the scorer's table and one adult line judge for every game.
- **BOY'S AGE REQUIREMENTS:** Boys may play on girl's teams. Rosters including only boys are allowed as well. Beginning at 6<sup>th</sup> grade, boys must play up one year in grade. Example: A 6<sup>th</sup> grade boy must play in a 7<sup>th</sup> grade division.
- **TIEBREAKER:** In order: 1. win/loss record, 2. head to head, 3. point differential, 4. defensive points allowed, 5. offensive points scored, 6. coin flip.
- **EQUIPMENT:** Grades 3 – 6 will use a Volley-Lite volleyball; Grades 7 – 12 will use a regulation size volleyball. Game balls will be provided by JCPRD. Teams will furnish their own practice balls and uniforms. JCPRD will provide the game balls for league competition.
- **FORFEIT TIME:** If a team is not present at the first game time of a match, the first game is a forfeit. After 10 minutes, the next two games will be a forfeit.
- **TIMEOUTS:** Each team is allowed three 30 second time-outs per match. The clock will stop on all time outs.
- **DIVISIONS:** The league coordinator has the right and authority to combine leagues, waive minimums, and increase maximums and whatever is necessary to maximize each team's participation. The league coordinator may also interrupt or stop a game or match for violation of rules/policies including missing rosters.