

DuPage Volleyball Association  
“Short List” of Rules  
2007

Host School Requirements:

- Net height is 7 feet (5<sup>th</sup>, 6<sup>th</sup>, 7<sup>th</sup>, 8<sup>th</sup> boys and girls)
- All white leather game ball inflated 4.3-4.6 lbs. of pressure
- “Volley Lite” balls are prohibited
- Provide at least 6 warm-up balls for visiting team
- AD or gym administrator on site for all home matches. The Head Coach assumes this responsibility if no one else is available.
- Provide a suitable place for changing clothes
- Provide a first aid kit at the scorer’s table
- Provide scoreboard operator, score keeper, one IHSA registered up referee, and one “in-training” down referee
- Maintain scorebook and retain ALL (home & away) team rosters

Uniform Requirements:

- All teams must have matching uniform tops
- All uniforms must have a number
- Uniform numbers must be listed on the roster
- All uniform bottoms must be of like color (The penalty for an illegal uniform that cannot be changed before the start of the match is a point/loss of rally to the opposing team.)
- Jewelry and hair clips are PROHIBITED. (**Earrings CANNOT BE TAPED**)

Scoring Format: (5<sup>th</sup>, 6<sup>th</sup>, 7<sup>th</sup>, & 8<sup>th</sup> grade boys and girls)

- Rally Scoring-a point is awarded for each loss of rally
- Best 2 out of 3 games played to 25 points (No Cap)
- 15 point deciding game (No Cap)
- Must win by 2 points in each game
- 2 time-outs ONLY per game
- A serve contacting and crossing the net entirely within the net antennas shall remain in play (let serve).
- Multiple contacts are permitted on **any first ball** over the net. This includes using the setting action to receive the serve as long as there is no prolonged contact of the ball with the player’s body. (This is a judgment call for the referee.)

Serving: (Grade Level Modifications)

- All **OVERHAND** serves (5<sup>th</sup>, 6<sup>th</sup>, 7<sup>th</sup>, & 8<sup>th</sup> boys and girls) must be executed from behind the court end line.
- All **UNDERHAND** serves (6<sup>th</sup>, 7<sup>th</sup>, & 8<sup>th</sup> boys and girls) must be executed from behind the court end line.

- Any **UNDERHAND** server in 5<sup>th</sup> grade (boys and girls) may serve from a clearly marked line that is 5 feet in from the court's end line.
- When a 5<sup>th</sup> or 6<sup>th</sup> grade server serves 3 consecutive points (either underhand or overhand), his/her team retains the serve, but rotates to the next server. If the server does not rotate after 3 consecutive serves and continues to serve, any additional points scored will be cancelled and a loss of rally will be charged to the serving team resulting in a point scored by the opposing team.

#### Serving: (Basics)

- The server may stand any where behind the end line from one sideline to the other to execute the serve.
- The serve must be completed within 5 seconds of the referee's whistle to serve.
- There is only one re-serve for each server's term of service.
- A re-serve is granted whether the server **CATCHES** or **DROPS** the toss for a re-serve.

#### Rosters/Lineups:

- All home and away teams must submit a team roster to the scorekeeper prior to the start of the match to be retained by the host school.
- All host schools must retain all rosters for the balance of the season.
- All teams must provide a written lineup to the scorekeeper prior to the start of each game in the match.
- The written lineup must be listed in proper serving order.
- The written lineup must be left at the scorer's table during the match.

#### Forfeit:

- Should either team fail to arrive and be ready for the coin-toss by 5 minutes after the scheduled starting time of the match, that team shall forfeit the match.
- A team **MUST** begin the match with 6 players on the court.
- A forfeit will occur if a team only has 5 players to start the match.
- If a team has fewer than six eligible players due to illness, injury, or disqualification after the start of the match, it shall continue play.
- A team cannot choose to play with fewer than 6 players due to the above conditions when eligible substitutes are on the bench available to play.
- If a team continues play with 5 players a point/loss of rally will be granted to the opponent each time the 6<sup>th</sup> player ("ghost player") would have served.
- A team forfeit occurs when a team has less than 5 eligible players to continue the match.