

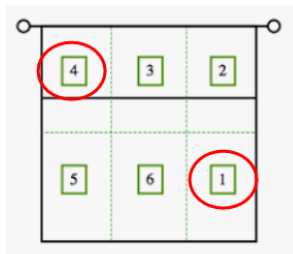
Volleyball Madness Rules

Coaches & Referees

- 1) Coaches and Referees should report to the High School Director and/or VBC Commissioner by **6:15 pm** for prayer time and a quick briefing each week before game time.
- 2) Matches begin **promptly at 6:30 pm.**
- 3) Coaches and Referees: Please help with crowd control during half time.
- 4) Players that are present for first half match *must* be in attendance for halftime to play second half match.
(If players arrive late, they may play in second half at coaches' discretion)
Coaches, please ensure your players are sitting close to speaker at halftime.
- 5) Any shenanigans like stalling, purposefully changing rotation, etc. **will not be tolerated at all** and may result in a forfeit. One warning will be given by referee. If team continues and behavior is deemed shenanigans, they will forfeit the set and be given the loss with a **15-0** score recorded.
- 6) **AT ANY TIME DURING GAMEPLAY: Only Coaches may speak to the referee about any calls, disputes, etc.**
Players that argue with and are disrespectful to Refs will be given one warning. If it continues, player may be subject to disqualification and/or suspension.
- 7) **Coaches/Referees: Please help to break down the nets at the end of the night.**

Scoring/Gameplay

- 8) Each match consists of 3 sets to 15. All sets will be played.
Teams will play 1 match in the 1st half & 1 match in the 2nd half.
- 9) Scoring shall be **Rally Scoring*, 3 sets to 15, straight. The first team to reach 15 points wins the set.
**Rally Scoring: A point is scored on every single rally. It doesn't matter which team served the ball. Points can be scored by either the serving or receiving team.*
- 10) Side/Serve is decided by coin toss or Roe Sham Bo (Referee's discretion).
Team that wins will choose to serve first or choose side.
- 11) Once the first set is finished, *immediately* start the next set. After each set, teams switch sides.
- 12) *Losing team* will serve first for the following set.
- 13) All players must stay in rotation. **Players may enter game into position 1 or 4.** Larger rosters may decide to enter from both positions simultaneously.



14) Each team must have no more than six players on the court at one time.

15) **Forfeit:** If a team must forfeit a game, the final score for each set in the match will be 15-5, with the win awarded to the opposing team. Each team must have a *minimum* of 3 players on the court to avoid a forfeit. 1 coach and 2 players will suffice.

16) During gameplay, teams are allowed **one coach** on the court. Coaches can be in rotation simultaneously, but never on the court at the same time. *Coaches can have only 1 coach in rotation at a time and substitute for one another. However, if both coaches start a set while in rotation, they must stay in rotation for the duration of that set. The key is to not lose rotation. Otherwise, the opponent may view it as shenanigans.*

17) No “substitution” of players in rotation is allowed unless a player is injured, or other unforeseen circumstances arise. Once a player leaves the set due to injury or other circumstances, said player cannot return for the remainder of that set.

18) Players not on the court are expected to stay at courtside and remain in the same rotation unless they are using the restroom. Upon return, they must re-enter into same rotation order.

19) Each team is allowed one 30-second time out per set.

***20) Coaches are allowed to assign a designated “Setter” (aka 5-1 rotation). However, the designated setter will not always remain on the court. They will sub out accordingly. It will be coaches’ discretion to allow a permanent setter, but teams MUST NOT lose rotation! If a team is found out of rotation, Ref will call “side-out” and award opposing team a point and serve.**

Court Related

21) All lines are considered “**IN.**”

22) Lines that are moved during play shall not cause the rally to stop. If a call cannot be fairly made due to a moved line, the rally will be canceled and replayed.

23) If a foreign ball inadvertently enters court and impedes gameplay, it is the Ref’s discretion to stop play and replay serve.

Net related

24) Any bodily contact with the net (excluding hair) is not legal.

25) Serves that touch the net and go over are considered GOOD or LIVE.

26) Playing the ball off the net is legal.

27) If ball is returned from “out of play”, the ball MUST enter over the net to be considered a valid return.

Ball Contact

28) The key to a proper volleyball hit is to avoid **prolonged contact**. The ball must be contacted cleanly and not held, lifted, pushed, caught, carried, or thrown.

29) A player may have successive contact with the ball (double hit) during a single attempt to dig a ball that can be defined as “hard-driven”, as determined by the Referee.

This is only allowed on the 1st hit on your side of the court.

30) Players are permitted to pass their hand beyond the net after their attack (spike) if contact with the ball has been made within their own playing space. (This is referring to an offensive hit, not a defensive block)

31) Players can use feet to rebound a ball.

Serving

32) Referees will call the score prior to each serve and then blow the whistle to continue gameplay. If ball is served prior to whistle, referee may award opponent point and serve.

33) Servers must serve from anywhere behind the back line.

34) Physically challenged players may take 2 steps in after alerting the Referee.

35) All players, **including** coaches, may jump serve, overhand serve or underhand serve.

Spiking/Attacking

36) A spike/attack is defined as a hard hit towards opponent in a manner that the ball is not returnable. Based on the definition, an attack must be with one hand. If two hands are used in a hard motion towards opponent, said player may be called for a double hit or throw. All players, **including** coaches, can spike.

37) Back row players can attack from the midpoint of the court *only*. The midpoint will be assumed by Ref and pointed out to teams at beginning of game. Back row players can launch from midpoint to attack however they are never allowed to attack at net.

Blocking

38) Blocking is the action of the *front row* player(s) close to the net deflecting the ball coming from the opponent's *attack hit while reaching above the net.

**An attack hit is any action that directs the ball towards the opponent, with exception of a serve or block. Therefore, a bump/overpass or set that is directed towards opponent would qualify as an attack hit.*

39) A blocker may not touch the ball in the opponent's space either before or simultaneously with the opponent's attack hit. *A blockers hand(s) may break the plain of the net on an attempted block if the blocker does not impede the opponent's space, assuming the attempted block is on an attack/forward hit. Players CANNOT block a set/pass or serve!*

40) The ball may contact any part of the player during the block.

41) Blocking does not constitute a team contact (count as 1 of the 3 hits). Any player, including blocker, may make the 1st contact after the block.

42) Back row players are prohibited from advancing to net and participating in a block.

43) All front row players, *including* coaches, may attempt to block an attack.

Dress Code

44) Players and Coaches are expected to wear team apparel. **This is for player safety, and we must adhere to this policy.**

45) Players must wear appropriate, modest attire.

* "Cleats are not allowed" rule has been **deleted** – players **may** wear PLASTIC cleats (No Metals)

Player Conduct

46) Volleyball Madness is a bully-free zone. Any bullying, hazing, misconduct, or mistreatment towards others will result in suspension and possible ban from the league. **THIS INCLUDES COACHES! We must set the example and be above reproach! Any mistreatment of players, coaches, refs will not be tolerated and may result in banishment from league.**

47) Volleyball Madness is a drug and alcohol-free zone. Players (and coaches) are expected to adhere to this policy.

Tournament Variance/Rules

48) Bracket Seeding will be based on:

- A. Total wins (sets, not matches)
- B. Total points scored
- C. Total points scored against
- D. Head-to-Head

49) In tournament play, matches will be 1 set to 21, **WIN BY 2**, switch sides at 11. Serve remains with team that has serve. **The CHAMPIONSHIP will be 1 set to 25, WIN BY @, switch sides @ 13.**

50) Teams **MUST** keep the same rotation when switching sides. This is not an opportunity for coaches to manipulate lineups.

51) Tournament is double-elimination bracket.

Draft/Draft Order

52) Draft order is determined by the regular season standings, as well as tournament results.

In a 12-team league, picks 1-10 will be awarded to teams based on regular season standings. Pick 11 will be given to runner-up. Pick 12 will be given to champs. Draft is **NOT** a snake draft. Each round is the same order (unless trades are involved). In other words, the champs will be given 1.12, 2.12, 3.12...so on and so forth.

53) The draft will be 2 to 3 rounds based on retention. This will be determined on draft night. After rounds 2 or 3 are completed, draft will continue based on a combination of draft position and roster size until all players are selected.

54) Any players, **INCLUDING returning players**, that register **AFTER** the draft and **BEFORE** the roster lock are placed on a team by Commissioner/Administration, determined by the draft order and next team due a player. (This should shore up any Shenanigans! Please do not try to game the system. Purposefully having players sign up late will only cause friction in the league and if deemed shenanigans it may result in loss of draft picks.)

Trades/Rosters

55) Trading of players and/or draft picks is allowed. The final approval will be made by the Commissioner to ensure no collusion or lopsided trades. Please use "Flock" to show record of transaction to ensure transparency and organization.

56) Trade deadline will be on **July 1st** of each season. Rosters will lock **2 weeks** prior to Tournament. (No additional players)
2023 Roster Lock is 7/22/23 @ 2PM PST

Legacy Team rules

Volleyball Madness is a "Legacy League". Definition of a "Legacy Team" is that coaches keep all their players on the final roster. Returning players are not drafted. They are assigned to their perspective coach from the previous season. Rosters stay intact even if there is a coaching change. If a coach is unable to return, a new coach will be assigned to that team.

End of Season/Off-season

- At the conclusion of the season, immediately after championship, trade deadline is lifted, and coaches are allowed to make any moves up until the next trade deadline.
- It is highly encouraged to form a competition committee made up of coaches and refs to have a "hotwash" allowing an opportunity to evaluate current rules and league play and make proper adjustments to improve the overall functionality of the league. The idea is not to reinvent the wheel...but to fill gaps, shore up ambiguity, and close loopholes. Please make notes in Flock during the year and try to be available for an end of year meeting. The meeting will be shortly after the season and scheduled by the Commissioner.
- VBC Youth will hold several tournaments throughout the school year including "Scary Madness", "Merry Madness" and "Hoppy Madness" ...The purpose of these events are to accumulate new player contacts as well as to continuously develop our volleyball players. Feel free to come out and support, but do not feel obligated!

