

**CITY OF MESQUITE  
PARKS AND RECREATION DEPARTMENT  
YOUTH VOLLEYBALL LEAGUE RULES  
(Revised 3/9/2012)**

1. A GAME consists of twenty-five (25) points (rally scoring). If the score is tied at twenty-five (25) all, then a team must have an advantage of two (2) points to win. The game will be capped at 30. The third game will be played to **twenty-five (25)**. A team must have an advantage of two(2) points to win.

2. A MATCH consists of the best two (2) out of three (3) games.

(If the first two games are won by the same team, the third game can still be played as a practice game, but will not count in league play. (The game will be stopped 10 minutes prior to the next scheduled game time.)

**3. Tie Breaking Procedures**

The procedure for which ties will be broken for seeding/play-off purposes is in the following order if needed:

1. Head-to-head competition.
2. Defensive points allowed in the head to head games.
3. Defensive points allowed for all league games.
4. Coin flip.

\*No additional games will be played to break ties.

4. The winner of a coin flip will have the choice of serving first or choosing a particular side of the court.

5. 50 minute time limit for all matches. If a game is tied when the clock runs out, the winner of the next point will win the game. If one team is ahead even by one point when time is up, that team will receive a win for that game.

6. GAME TIME is forfeit time. Each team must have a minimum of five (5) players to start a game. (Each team will be allowed at least 5 minutes to warm up.)

7. FORFEIT RULE: Only the first game of the match will be forfeited at game time. The second game will be forfeited fifteen (15) minutes after game time. The third game will be forfeited thirty minutes after said game time.

Example is as follows:

	FIRST MATCH	FORFEIT TIME
IF GAME TIME IS 7:00 PM	Game 1	7:00 PM
	Game 2	7:15 PM
	Game 3	7:30 PM

Teams that forfeit six or more (individual) games, due to the lack of players, will be eliminated from the remainder of the league.

8. A DOUBLE FORFEIT will occur when neither team has five (5) players.

9. THE BALL MUST BE SERVED behind the end line and may be hit in any manner with the server's hand.

## **Exception**

**- 8U Division can serve from the 10' foot line.**

**- 10U Division can serve from the 15' foot line.**

10. Players on the serving team must rotate clockwise, except for the first serve per game per team.

11. Only one (1) trial is allowed per serve. The ball must land within the opponent's court. If the ball touches the net, and then goes over, the serve is good.

**12. 8U, 10U and 12U Divisions only - A player can only score 5 points in a row on their serve. The turn at serve then goes over to the other team.**

**13. 8U and 10U Division only – Substitution rule: When a team rotates to serve, the player who served the previous turn must come out of the game, and a sub will enter at the middle position of the back row.**

**14. 12U and 14U Divisions only - Substitution rules:**

**(1) Once a player subs in for another player during a game, the player that came out of the game can only return to replace the same player who came in for her.**

**Example – If player #1 subs in for #15, then #15 can only return to replace #1.**

**(2) You can only sub up to 18 times in one game.**

**(3) Players must stand at the 10 foot line when subbing into the game.**

15. The team receiving the serve MAY NOT BLOCK THE BALL AT THE NET. A point will be awarded to the serving team if a serve is "blocked".

16. A ball landing on the boundary line is considered "IN".

17. If the ball touches a basketball goal, wall or the divider curtain, the ball will be ruled "dead". The ball MAY be played off the ceiling on your side of the court.

18. One team may play the ball only three times in a volley.

19. **12U and 14U Divisions** – Two hit rule: The ball must be hit twice before returning to the other side of the net.

20. If a ball touches a player or a player touches the ball, he/she is considered the player of the ball.

21. In returning the ball, a player may follow through over the net, providing he/she first contacts the ball on his/her side of the net. Player (s) in the act of blocking may reach across the net, but may not contact the ball there until the opponent has hit the ball to return it.

22. It is a foul to touch the net or to step over the center line.

23. Holding or throwing the ball while it is in play is a foul.

24. Each team will receive one (1), thirty (30) second time out per game. Time outs do not carry over, if not utilized.

25. Sportsmanship

1. Good sportsmanship of both the fans and the players will be the coach's responsibility.
2. Failure to show good sportsmanship may result in an ejection from the facility. *This will also result in a suspension from the league for the next 1 scheduled games, including practices. Suspensions will carry over from one season to the next, if necessary. Two such ejections and that person will be suspended from the league and recreation center for the remainder of the season.*

26. Any other rules not specifically covered herein will be addressed by the NFHS Middle School Rules and the Texas Amateur Athletic Federation (TAAF) Cavalcade of Sports.

Official Regulation Chart:

	<b>8 &amp; Under</b>	<b>10 &amp; Under</b>	<b>12 &amp; Under</b>	<b>14 &amp; Under</b>
<b>Ball Size</b>	Volley Lite	Volley Lite	Volley Lite	Official
<b>Net Height</b>	6'1"	7'4"	7'4"	7'4"
<b>Serving Line</b>	Behind 10' line	Behind 15' line	Back Court Line	Back Court Line