

AGSP VOLLEYBALL RULES

GENERAL RULES

1. The height of the Net shall be 7'4" at the Senior and Junior Level, 6'6" at the Ponytail Level and 6'0" at the Pigtails Level.
2. There will be a continuous rotation of players at all Levels.
3. All games will be played rally score to 25 points, with a 27 point cap. If the 27-point rule comes into effect, you do not have to win by two points, WITH THE EXCEPTION OF THE CHAMPIONSHIP GAME, of the playoffs, where there is no point cap. All Senior, Junior and Ponytail matches will consist of the best 2 out of 3 games. If a third game is needed to determine the outcome of the match, it will be played to 15 points with a 17 point cap. Third games will not be played at the Pigtail level and matches may end in a tie.
4. If a third game is needed to determine the outcome of the match, a coin flip will take place with the referee and a designated team captain from each team. The home team will call the coin in the air. The winner of the coin flip will have the option of serving or receiving the serve. The team that elects to serve must take the home side of the court.
5. A ball, other than a served ball, is out of play and a play over is directed if it contacts overhead object(s) or the supports (e.g., basketball backboard) fewer than 15' above the playing area and would have remained playable if the object had not been present per the official's discretion.
6. A ball, other than a served ball, will result in a side-out or point if it contacts the ceiling or overhead object(s) or the supports greater than 15' above the playing area and falls on the opponent's side. If the ball falls on your side, it is considered in play, provided that you have not used up your 3 hits.
7. If a ball enters the court of another game it will be at the referee's discretion to stop that game if the ball causes interference of play or poses a safety threat to a player. If the game is stopped, it will be a dead ball and the point will be replayed.
8. Players may not touch the net or penetrate into the opponent's space under the net while the ball is in play. Incidental contact is determined at the official's discretion.
9. Only the Head Coach, Asst. Coach and players are allowed to sit on the bench during games.
10. Coaching during the match,
 - a. The Head Coach will sit on the team bench, but may leave it:
 - b. The Head Coach may give instructions to players on the court at anytime while sitting, standing or walking, but must remain behind the 10' attack line and in front of the service line while the ball is in play.
 - c. The Assistant Coach may leave the bench to give instructions to players on the court when the ball is dead or a timeout is called.
11. Time Outs - Each team is limited to two (2) 60 second time outs per game. The time-out will begin once recognized by the official and end when the official signals.
12. Intermissions - The time period between games will be at the discretion of the official. Play will begin when the official signals.
13. No jewelry may be worn at any time during the game, including hard headbands.

SERVING

14. Each server will have a maximum number of serves per each rotation into the serving position. Pigtails players will have a two (2) serve maximum per rotation, Ponytail players will have a three (3) serve maximum per rotation, Juniors will have a five (5) serve maximum per rotation and Seniors will have a seven (7) serve maximum per rotation. It is the coach's responsibility to keep track of their player's serve count.
15. The home team will serve first (1st), and will start serving from the right side of the net as you face the court from the bench.
16. The players must follow the service order recorded on the line-up sheet.
17. All Junior and Senior Division players must serve behind the end line.
18. Players will have five (5) seconds from the time the official signals the serve to make contact with the ball. Failing to do so may cost the team possession and result in the opposing team receiving a point.
19. If the ball, after having been tossed or released by the server, lands without touching the player, it is considered a service tossing error. After a service tossing error, the referee must authorize the service again (re-serve) and the server must execute serve. One service tossing error is permitted for each serve rotation.
20. Foot fouls will be called at all levels.
21. Let serves (when the ball hits the net and continues over to the opposing side) will be allowed and play will continue at all levels.
22. An additional service line will be placed six (6) feet ahead of the end line for under-hand servers at the Ponytail level only. Any Ponytail player choosing to serve overhand must serve from behind the standard end line.
23. Pigtails players may serve anywhere behind the ten (10) foot line.
 - a. They will receive two (2) chances to serve the ball in play. Once the player serves the ball during their turn in the service position, she will not receive a second chance again during her two (2) serve maximum until after going through a full rotation.
 - b. Any Pigtails player choosing to serve overhand must serve from behind the standard end line.
 - c. A maximum of two players may serve consecutively per team.
 - a. Once two players from the same team serve in a row the opposing team will rotate and be given a chance to serve.
 - b. This change in possession does not result in a side-out point.

CALL UPS & FORFEITS

24. In the event a Senior, Junior or Ponytail team is unable to field six (6) players to start a game, a player(s) may be called up. The rules governing a call up are:
 - a. If a team has five (5) players, one player may be called up.
 - b. If a team has four (4) players, two (2) players may be called up.
 - c. Once you field a team of six (6) of your own players, the player(s) called-up will not be allowed to play.
25. NO PLAYERS CAN MOVE UP FOR PLAY-OFFS.
26. Any player arriving after a game has started must sit out that game, but may then enter in the second game of the match. However, a player will be allowed to enter the game if the game was started with five (5) players and she becomes the sixth (6) player.
27. When a team starts with or is playing with five (5) players, a side-out shall be awarded to the opposing team each time the vacant position comes into the serve position.
28. If a team is not ready to play at the scheduled start time of their game, that team shall forfeit the match. Ready is defined as a team having at least five (5) eligible players, physically present on the court at the scheduled start time.
29. If a Pigtailed team is unable to field at least five (5) players the game will be played with four (4) and so on. An additional player(s) from the opposing team or another Pigtailed team may be substituted at any time to bring a team up to six (6) players. There are no forfeits at the Pigtailed Level.

TIE BREAKERS & TEAM RECORDS

30. TIE BREAKER RULE FOR REGULAR SEASON CHAMPION
 - Best Record
 - Best Record in Head to Head Matches (All teams involved in tie)
 - Best Record in Head to Head Games (All teams involved in tie)

If tied after criteria above: CO-CHAMPS

31. TIE BREAKER RULE FOR PLAYOFF POSITION
 - Best Record
 - Best Record in Head to Head Matches (All teams involved in tie)
 - Best Record in Head to Head Games (All teams involved in tie)
 - Head to Head Least points allowed (All teams involved in tie)

If teams are still tied after above criteria and there were more than 2 teams tied originally, repeat for teams still tied. Example: Team A, B, C all had same record. After walking thru criteria above, Team A & C are still tied. You would then walk thru criteria above with just Team A & C.

If still tied:

Coin Flip – Winner of flip is higher seed.

32. Records will not be kept at the Pigtailed level.

CONDUCT

33. The official will determine if the ball is hit properly or not. Players, coaches and spectators must accept the official's decisions with sportsmanlike conduct. When in doubt, clarification may be requested by the Head Coach only. All official rulings are final and will not be negotiated.
34. Players, coaches and spectators must refrain from actions or attitudes aimed at influencing the decisions of the official or covering up faults committed by their team.
35. Players, coaches and spectators must demonstrate behavior adhering to the AGSP Code of Conduct.
36. Rude behavior or negative conduct in the match by any participant will be penalized with a point and service to the opposing team. Further misconduct may result in removal from the game or premises.
37. Players are expected to attend and participate in practices and games. If a player will be late or miss a practice or game the player must notify the head coach in advance. Continuous missed practices or games, or consistent failure to notify their head coach of absences may result in decreased playing time or non-participation in a match or game. Any decision impacting playing time must be discussed and agreed upon with the Commissioner in advance.

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James & Andrea Pohlad, AGSP Volleyball Commissioners