

AGSP
VOLLEYBALL GAME RULE

1. There will be a continuous rotation of players.
2. Each server will have a maximum of three (3) serves per rotation.
3. All Junior and Senior Division girls must serve behind the end line.
4. An additional serve line will be placed ahead of the end line for under hand servers at the Pony level only. Any Pony player choosing to serve from the closer line may not serve overhand. Foot fouls will be called at all levels.
5. During the match, the manager:
 - a) Sits on the team bench, but may leave it:
 - b) May give instructions to players on the court. The manager may give these instructions while standing or walking while remaining behind the 10' attack line.
6. Only managers, coaches and players are allowed to sit on the bench during games.
7. In the event a junior or senior 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.
 - d. NO PLAYERS CAN MOVE UP FOR PLAY-OFFS.
8. A team must start with at least five (5) players, or forfeit. When a team starts with or is playing with fewer than six (6) players, a side-out shall be awarded to the opponent each time the vacant position comes into the serve position. This will be enforced by Official and should not be overruled by managers because of standing impacts.
9. Any player arriving after a game has started must sit out that game. However, a player will be allowed to enter the game if the game was started with five (5) players and she becomes the sixth player.
10. 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.

11. Let serves (if the ball hits the net and continues over the net to the other side) will be allowed and play continues at the junior and senior levels, not at the pony level.
12. A ball that contacts the ceiling or obstruction and falls on the opponent's side will result in a side-out or point. If the ball falls on your side, it is considered in play, provided that you have not used up your 3 hits.
13. Players may not touch the net or penetrate into the opponent's space under the net while the ball is in play. Incidental contact?
14. All junior and senior matches will consist of the best 2 out of 3 games. 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. 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.
15. Ponytail matches will consist of the best 2 out of 3 games. Ponytail will not play rally. Each game will be played to 15 with a 17 point cap.
16. 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 winner of the coin flip will have the option of serving or receiving the serve. The servicing team will be considered as the "Home" team.
17. A ball, other than a served ball, is out of play and a playover 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 Official's judgment.
18. The players must follow the service order recorded on the line-up sheet. 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.

19. TIE BREAKER RULE FOR PLAYOFF POSITION ONLY

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 Less 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 automatic high seed. No choice.

20. TIE BREAKER RULE FOR REGULAR SEASON Champs

Best Record

Best Record in Head to Head Matches (All teams involved in tie)

If tied after 2 criteria above: CO-CHAMPS

21. Participants must accept referees' decisions with sportsmanlike conduct, without disputing them. In case of doubt, clarification may be requested only through the manager.
22. Participants must refrain from actions or attitudes aimed at influencing the decisions of the referees or covering up faults committed by their team.
23. Participants must behave respectfully and courteously in the spirit of FAIR PLAY, not only toward the referees, but also towards other officials, the opponents, teammates and spectators.
24. The first rude conduct in the match by any team member is penalized with a point and service to the opponent.

Version	Last Modified Date	Last Modified By	Board Approved Date
1.0	8/27/2010	Kevin Cooney	9/2/2010