

Centerline Youth Leagues will play by USA Volleyball rules, but some of them have been modified to adapt to this league

Centerline will not tolerate any disrespect toward the scorekeepers or refs. If a problem occurs approach the ref stand and talk to the ref instead of yelling across the court. Please see management if there is a problem between parents and/or coaches.

Game Play

- Each set the score will start 4-4 and will go until one team reaches 25, you must win each game by minimum lead of 2 points, capped at 30.
- 2 sets played per match

Warm-up Session

- 10 minutes prior to each match, the team captains will be called to a captains meeting where the first team serving will be decided upon by a game of rock, paper, scissors
 - Expect the start of the second match to start as soon as the first match is over, not necessarily at the time listed on the game schedule sheet
- Each team will be given a 4 minute time to warm-up before their first match of the night
 - No warm-up will be given before the start of a team's second match if they just played
 - If a team had to sit out a match before playing their second match of the night they would be given an option to another warm-up
- The team serving will have the entire court to themselves for the first 4 minutes while the receiving team will follow

Team Composition

- The minimum amount of players is 4.
- The Ghost Player Rule will be in effect for the Comp leagues only

Serving

10&Under

- Can serve from any distance behind the 10 ft. line for first serve
- After each successful serve the player must take one step back until the player reaches the blue tape line or the rotation ends
- May have a reserve if the ball is tossed and dropped to the floor without hitting the player
- Only one reserve is allowed per service
- May serve underhand or overhand
- There is a 5 serve limit, after a 5th successful serve, the opposing team will serve

11/12 Divisions

- Must stay behind the blue taped line until after contact has been made with the ball.
- May have a reserve if the ball is tossed and dropped to the floor without hitting the player
- Only one reserve is allowed per service
- May serve underhand or overhand

13-15 Divisions

- Must stay behind the black line until after contact has been made with the ball.
- May have a reserve if the ball is tossed and dropped to the floor without hitting the player
- Only one reserve is allowed per service

15-17 Division

- Must stay behind the black line until after contact has been made with the ball.
- No reserve is allowed
- Must serve the ball within 8 seconds from the time the referee whistles for service.

Ball "Out"

- The ball will be called out when:
 - Ball touches outside of the black boundary lines
 - Ball touches the ceiling and drops into the opponents side of the court
 - Ball touches walls/rafters/protection pads behind court
 - Player may take one step into neighboring court before ball is called out
 - Ball touches antennae, ropes, posts, net outside of sidebands, or ref stand
 - Ball touches bleachers and benches.

Ball "In/Playable"

- The ball will be called in when:
 - Ball makes contact with the floor inside the black boundary lines
 - A ball that touches a player then goes outside the boundary lines
 - If the first or second hit causes the ball to hit the ceiling and comes back down into the same team's side
 - One step into a neighboring court

Ball Play Calls

- A team is allowed no more than 3 hits before returning it to other side
 - A block does not count as a hit
- Double hit: a player hits the ball twice in succession
 - If a player blocks then comes down and contacts the ball again it does not count as a double
- Catch: ball is caught/ thrown

Under the Net

- Player must remain on or behind the black line under the net in order not to be called under
 - Going under the net is only permitted when there is no interference with the opponent's play.

Contact With The Net

- Contact with the net by a player between the antennae, during the action of playing the ball is a fault.
- When the ball is driven into the net causing it to touch an opponent, no fault is committed

Rotation/Substitution of players

- No lineup sheet will be available to a ref for the tracking of a team's rotation
- Coaches and players are responsible for knowing their rotation and following it throughout the entire match
 - If a noticeable rotation error does occur the ref will be allowed to call a fault such as a player serving out of order.
- Substitutions can occur in one of two ways:
 - You may sub a player in for another player at any time as long as you signal the ref and before the ref calls for the next serve.
 - One at a time players may sub in for the same spot whenever the players rotate throughout the entire match. In all divisions, if players sub before or after the server, it is allowed as long as they keep this same order.

Other Rules

- Blocking the serve is not allowed
- Each team is allowed 2 timeouts per match, (30-40 seconds). For example, if a team doesn't use a timeout in game 1, they can use 2 timeouts in the 2nd game.