**Coquille Volleyball League Rules Age 11-12**

Youth volleyball will adhere to the rules stated in the current USA Volleyball (USAV) rule book available here: <https://www.teamusa.org/usa-volleyball/officials/rules-books>. If a question or issue isn’t addressed below, refer to the rule book. The following modifications and definitions are provided for clarity:

I. Court and Equipment

* Dimensions
* 60’x30’ for ages 11/12 (yellow lines are out lines)
* Net Height
* 7’0” for ages 11/12
* Ball Sizes
* Volley Lite ball for ages 11/12

II. Uniforms

* Jewelry – No jewelry that poses a danger to an athlete or their teammates is allowed. Small stud earrings, close fitting necklaces, and soft non-metal bracelets are acceptable for play. It will be the sole responsibility of the assigned referee to determine acceptability. Their decision is final.
* It is recommended that hair devices to control the hair be soft.
* A cast or protective brace on the lower extremity is permissible provided there are no exposed metal or hard abrasive parts.

III. Match Play

* Match play is best 2 out of 3 games.
* A match consists of two games to 25 points and a third game to 15 points. A team must win by two points.
* Match play is 60 minutes in length.
* The first two games of the match are to 25 points or a 20-minute time limit, whichever comes first.
* If a game reaches the 20-minute time limit, the Win by 2, Cap at 27 rules will apply:

Win by 2, Cap at 27 Rule

* If a team is ahead by at least 2 points at the end of the time, they will be declared the winner.
* If a team is not ahead by two points at the end of the time, the game will continue until a team builds a 2-point lead or reaches 27 points, whichever is sooner.
* If a third game of a match is necessary, it will be for the remaining time allotted in the 60-minute match. At the end of the time allotted for the 3rd game, the Win by 2, Cap at 27 Rule will apply.

Win by 2, Cap at 27 Rule

* If a team is ahead by at least 2 points at the end of the time, they will be declared the winner.
* If a team is not ahead by two points at the end of the time, the game will continue until a team builds a 2-point lead or reaches 17 points, whichever is sooner.
* The clock is a running clock except for time-outs and injuries. After a timeout or stopping of the clock by the official, the clock will restart when the ball is served.
* All coaches must remain in the bench area during match play.

IV. Forfeiture

* If a minimum of 4 players from YOUR team are not present at game time, game 1 is forfeited 25-0. At the end of 10 minutes after game time, game 2 is forfeited 25-0. At the end of 20 minutes after game time, game 3 is forfeited 15-0.
* If both teams decide to mutually forfeit a match, then both teams will receive a loss.
* You are allowed a MAX of 2 pickup players to complete your 6-player team. Players may be picked up from same age group or younger.
* If you have 4 of your own players at game time, you are allowed to pick up 2 players from a different team to complete your court.
* If you have 5 of your own players at game time, you are allowed to pick up 1 player from a different team to complete your court.
* If you have 6 of your own players at game time, you are NOT allowed to pick up any players.

V. Service

* All overhand serves will be administered from the true service line (yellow line).
* If the serve contacts the net, it is a fault, and the point and service is awarded to the opposing team. If the serve contacts the net and goes over, it is a live ball.

VI. Scoring System, Match-Game Miscellaneous

* Scoring method utilized is rally scoring.
* A point will be awarded to the team each time its opponent violates a rule (e.g., failure to return a volley).
* A side out shall be declared each time the serving team violates a rule (e.g., failure to return a volley).
* For age groups 7/8 and 9/10, after one server earns 5 consecutive points, there will be an automatic side out. No point will be given with the side out in this situation.
* For age group 11/12, after one server earns 7 consecutive points, there will be an automatic side out. No point will be given with the side out in this situation.
* There will be no bounce allowed in any age group.
* There are 2 – 30 second timeouts per game, per team.
* The match will begin with a coin flip by the referee to determine which side has first serve. The away team (2nd listed team on schedule) will call the first coin toss. The winner of the flip may choose to serve or side. The team that serves first during the first game will receive the first serve in the second game. Before the beginning of the third game, there will be another coin toss to determine the serving team. Whichever team did not call the toss before the first game will call it before the third game.
* Teams will switch sides after each game.
* Each team must provide a line judge before the match. There must be one line judge for each side. Line persons must not coach, talk with the players, nor call out directions to their team. The line judge must be on the opponent’s side of the court.
* Rotation order, as determined at the beginning of the game, must be maintained throughout each game.
* Even at the beginning of the game, when the receiving team has gained the right to serve, its players must rotate one position clockwise.

VII. Rotation and Substitutions

* In order to ensure proper gameplay for all athletes, Coquille opts to only allow the continuous rotation method.
* Before the match, the coach will decide a rotational lineup that will include all players present for the match. Rotations in and out will be at the 6-position on the court (middle back). To clarify, a player on Team A serves the ball until it is sided out by Team B. Team B serves until the ball is sided out by Team A. Upon rotation by Team A, the player who last served will come out and the next player in rotation off the bench will go in at position 6.
* If an injured player must exit the game, that player will be removed from the rotational lineup. All players behind the injured player will rotate one position forward, until a bench player comes in to fill the designed rotation position. An injured player will not be allowed to return to the game but can return to later games in the match.

VIII. Overlapping

* At the moment the ball is contacted by the server, each team must be completely within its court (except the server) in two rows of three players. These rows may be staggered.
* The position of the players is determined and judged according to the position of their feet contacting the court at the moment the ball is served as follows:
* Each front-row player must have at least a part of a foot closer to the center than both feet of the corresponding back row player.
* Each right/left side player must have at least a part of a foot closer to the right/left sideline than both feet of the center player in the corresponding row. The server is exempt from this rule.
* After the ball is served, the players may move to any position on their playing area.
* The receiving team’s front-row players do not have to have any part of their foot touching the 10-foot line. They only have to have at least part of their foot closer to the center than both feet of their corresponding back row player.

IX. Rules in Accordance with USAV (modifications below)

* The volleyball may not come to a stop and/or rest in a player’s arms or hands. Contact should be instantaneous.
* The server may serve from anywhere behind the end line, staying within the extended extensions, full width of 30’ area.
* When overhead serving, the server has one reserve bad toss up per serve. The server may toss the ball one more time after the referee acknowledges the re-serve.
* Each server has 8 seconds to serve the ball from the time of the official signals to serve.
* There are 3 contacts per side for all ages. A block is not considered one of the 3 contacts. Therefore, a player may block an attack and then play the ball consecutively.
* In reference to the centerline, a player’s hand(s), foot (feet) or any body part may be on any part of the mid-court line provided a part of the body remains on or above the mid-court line. Contacting the floor across the mid-court line with any body part is illegal. However, any contact with an opponent will result in a side out.
* Back row players may not jump on or in front of the 10-foot line nor set or attack the ball over the net when the entire ball is above net level.
* A back row player may not attempt to successfully block a ball when on or in front of the back line.
* A player may follow through with their hand(s) over the net after a spike or block.
* A served ball may not be blocked or attacked by the receiving team.
* For Coquille gameplay, the definition of an attack is a ball that is returned on first contact with a single-handed overhand motion in front of the 10-foot line. Legal first contact returns are:
* A passed ball from any player on the receiving team.
* A set ball from any player on the receiving team.
* A two-handed, overhead, closed-fist return (a “tomahawk”) from any player on the receiving team.
* A single-handed overhead motion behind the 10-foot line.
* If any part of the served ball touches the net but goes over the net (inside the antennae, net post, or any supporting apparatus), it is a legal serve.
* A player may block the ball on the opponent’s side of the net IF the ball is on its way over after the hit.
* The ball is in bounds when any part of the ball contacts any part of the line.
* The ball must travel completely inside the net antennae to be in bounds. If the ball hits the antennae, it is out of bounds.
* A ball is dead if it hits the ceiling or any obstruction that extends off a wall (basketball goal or air duct). If the ball has crossed the plane of the net, hits an object, and returns to the opposing team, it is a dead ball. Any ball that hits a wall is out of bounds.
* A contact is any touch of the ball by a player excluding the player’s loose hair or if a ball is blocked.
* Coaches are responsible for their fans and can be penalized for their behavior. Penalties can consist of yellow cards/verbal warnings.