

RULES AND REGULATIONS GOVERNING YOUTH VOLLEYBALL

General Information

1. This program is conducted by the Parks and Recreation Department Sports Section.
2. The Burbank Athletic Federation (BAF) Board of Directors shall act as an advisory board and act on all disciplinary cases and eligibility cases.
3. When more than one league within a given group, classification shall be determined by team's ability, with better teams placed in a higher league.
4. League is open to youth in 3rd-8th grades.
5. All players must live or go to school in Burbank. Exception: Each team will be allowed to have 3 non-resident players provided that the player's parent/guardian is a coach or manager or participates actively in team organizational role as approved by Sports Office Staff.

Manager's and Coach's Responsibilities

1. All managers and coaches must be in good standing with the Burbank Athletic Federation.
2. Managers and coaches must appear on the official Team Roster or they will not be allowed to sit on the players' bench.
3. Managers are directly responsible to the Burbank Athletic Federation and the Parks and Recreation Department for league fees, rosters, team business and conduct of players, coaches, parents, and spectators.
4. Managers are responsible for Players' Medical Consent Forms and injury/accident forms being filled out and returned to the Sports Office in a timely manner.
5. Managers are responsible for keeping unauthorized persons off the team bench and controlling the conduct of their team at all times.
6. It is the manager's responsibility to prevent players from leaving the court and mingling with the spectators during the game.
7. Team managers will be responsible for keeping their teams off the general playing area until the conclusion of the preceding game.
8. Managers are responsible for the proper care and immediate return of all Parks and Recreation Department equipment and all sponsor's uniforms and equipment.
9. Managers are responsible for the conduct of their team's spectators and will take all necessary steps to inform them of the rules, purposes and philosophy of the Youth Volleyball Program.
10. Managers, coaches and players may not smoke in any facility furnished by the Burbank Parks and Recreation Department for practices or games.
11. Coaches will refrain from verbally coaching their players in a negative manner while they are on the court. Discretion of the referee or the Sports Office Staff will be used to handle the situation.
12. All coaches shall be required to comply with the requirements established by the Parks and Recreation Department for background checks for volunteers.
13. Managers must keep track of players' substitution and that all players are receiving adequate playing time.
14. All teams must have a responsible adult at all games and practices.
15. No team shall bear the name of, or any trade name of, any alcoholic beverage. All team names are subject to Sports Office approval. If no team name is turned in prior to the printing of the league schedule, the last name of the manager will appear on the schedule.

Rosters

1. It is advisable to limit a roster to no less than eight, or more than ten players.
2. A roster must be managed online using the Coach's Portal on CivicRec. All players and coaches must register and be listed on the team's online roster to be eligible for play.
3. In any case where a participant has deliberately falsified their record, those games in which they participated will be forfeited and the player suspended.
4. Any player who puts their signature on two different rosters shall be automatically suspended until their case is brought before the Burbank Athletic Federation Board.
5. All rosters are subject to approval by the league Supervisor with the intention of maintaining the league on an even and competitive scale.
6. Managers are responsible for the eligibility of all names on their roster.

Players

1. All players must be in good standing with the Burbank Athletic Federation.
2. All players must be shown during practice rounds and name must appear on team's roster. Penalty for using an ineligible player: **FORFEITURE** of all league games in which he/she played.
3. After league play starts, no player may be added except by waiver.
4. A player's residency will be established as of the first day of practice round for the league. Eligibility established at that date will stand for the remainder of the season.

Waivers

1. After the roster deadline, a player may be added only through use of the waiver system.
2. Waiver forms are issued by the Sports Office only at the specific request of a manager, never in advance. Each waiver form must have the signature of the supervisor before circulation for manager's signature.
3. Waivers must be signed by managers in the same classification as the team picking up the new player.
4. If a player wishes to transfer from one Burbank team to another, the player must secure a written release by his/her original team manager. Manager must sign before release can be signed by other team managers.
5. A waived player may begin to play as soon as Sports Office staff member accepts the completed waiver form prior to next league game starting time. **No** waivers will be accepted after the start of the second round.
6. **WARNING:** Any manager who is asked by another manager to sign a waiver is free to sign or not sign. The signature of a Sports Office staff member on the form does not constitute approval of waiver request.

Team Classification

1. Teams will be classified according to grade. Team grouping is determined by the highest grade represented on the team.
2. Grade divisions will be 3/4, 5/6, and 7/8.

Equipment and Players Dress

1. Volleyballs – Volley Lite for 3/4 grade, Regulation for 5/6 and 7/8 grades.
2. **All players must remove any jewelry, rings, or any potentially dangerous hair, wrist, neck or ear objects while playing.**
3. Adequate shoes (such as tennis shoes) should be worn. No bare feet allowed.
4. Uniforms should have number on the back of shirt.
5. Net height will be 7 feet (may vary according to facility used).

Protests

1. Only protests regarding player's eligibility will be accepted. Protests regarding officials' calls are not protestable and must be settled at the point they occur by the coaches, officials and Sports Office staff member according to the National Federation rules.

Forfeited Games

1. Forfeited games will count as a loss to a team. A team refusing to play after having received instructions from the referee to do so, shall be declared to have forfeited the game (score 21-0, 21-0, 15-0, 3-0 per match) except in the case in which a team has been made incomplete by reason of injury (team shall lose the current game, but will keep the benefit of points which have been won).
2. There will be no grace period past match time. If a team fails to field a team, the first game of the match will be forfeited. After 10 minutes, if the team is still unable to field a team, the entire match will be forfeited.
- 3. Teams must be ready to start 5 minutes before game time.**
4. Forfeiting teams should contact the Sports Office before game time as a courtesy to the other teams and staff, if possible.
5. The forfeiting team is responsible for paying an administrative fee of \$10 for each forfeit. The fees must be paid prior to the team's next scheduled game.

Special Rules

1. The number of players on a team will be six (6). A team may compete with four (4) players. However, if the number of rostered players present exceeds four (4), they must all play (up to the maximum of six (6) players on the court).
2. Teams are allowed up to three male players on the court at one time for 5/6 & 7/8 divisions.
 - a. 5 to 6 players - no more than 3 males on the court at a time
 - b. 4 players - 2 males, 2 females or 1 male, 3 females or 4 females
3. All rostered players present must play. If a player does not compete in the first game of a match, he/she must start the second game.
4. Substitution Rules for 5/6 & 7/8 Divisions
 - a. Rotation-in substitution option will be allowed on a side-out as the players rotate. The previous server goes out and the new player goes into the center back position. Players must rotate in the same order that is listed on the official line-up card. If rotation-in is used, regular substitution cannot be used.
 - b. The team who serves second will not rotate before their first serve. Rotation will start after both teams have had their initial serve.**
 - c. Teams with three or less boys in their line-up present for a match may utilize rotation-in or conventional substitution.
 - d. Teams with more than three males present in their line-up for a match shall use conventional substitution. Line-up should alternate girls and boys. Subs/Starters are tied to each other for the remainder of the game. Example Sub #1 goes into the game for starter #5. Sub #1 cannot enter the game for another player.**
5. Substitution Rules for 3/4 Division
 - a. 3/4 division teams can only use rotation-in substitution. Only in the 3/4 division teams do not have to worry about how many boys or girls are allowed on the court at one time. Line-up should alternate girls and boys.

Serving Rules

1. Service line for 3/4 grade divisions will be moved back 10 feet from the net. Under hand or overhand serve will be allowed.
2. Service line for 5/6 grade divisions will be moved in 5 feet from end line. However, if server serves 3 consecutive points from the inner service line, they must move back to the standard line to continue service until side-out.
3. Service line for 7/8 grade divisions will be at the end line. However, if the server serves overhand, they may move in 5 feet from the end line. If the server serves 3 consecutive points overhand from the inner line, they must move back to the end line to continue the service until side-out.
4. The ball will be allowed to touch the net on the serve.
5. Both the first serving team and the second serving team in a set (game) will start their service without rotating. When a team serves second at the beginning of a set (game) (after a side out) players will not rotate and first server of that team will be the person in the right back position.
6. The server can throw the ball up once and catch it before their initial serve. If the server does it a second time during their serve, the team will lose the serve and the other team will score a point.

Scoring

1. Match - 2 out of 3 games
2. A point shall be scored by the opponent each time a team commits a fault.
3. If the serving team wins the rally, it scores a point and continues to serve. If the receiving team wins the rally, it scores a point and gains the serve. Each time a team gains the serve, it must rotate one position clockwise before serving.

The Game

1. The first two games shall be 21 points (cap of 23), and a team must win by two points.
2. The third and deciding game shall be 15 points (cap of 17), and a team must win by two points.
3. (2) Timeouts allowed per match.
4. Teams will change playing area
 - a. After each game of a match
 - b. During a third game, when one of the teams reaches eight (8) points. After change of areas, the serving will continue by the player whose turn it is to serve. In case the change is not made at the proper time, it will take place as soon as it is brought to the attention of the referee (the score remains unchanged).

Division	Serving	Serving Line/Requirements
3/4 Grade	10 Ft. from net	No change
5/6 Grade	5 Ft. from the end line	3+ Points/move back
7/8 Grade	End line 5 Ft. from net End line	Underhand Overhand 3+ Points

Pre-Game Meeting

1. At the start of the game, each team shall designate their Head Coach.
2. The Head Coach shall meet with the Referee prior to the start of the game to discuss ground rules, official start time, and any special rules that are pertinent to the game.
3. Line-up/scorecard needs to be complete by this time.
4. The Head Coach who attended the pre-game meeting will be the only individual to enter the court for the purpose of necessary time-outs, rule interpretations by the Referee, or to attend an injured player.

Ground Rules- **NEW**

1. Should the ball during play contact any basketball hoop, net, or backboard, will be called out of play and a point awarded.
2. Should the ball during play contact the air conditioning ducts on the ceiling, it will be called a replay unless it's the 3rd hit.
3. During live ball play, if the ball contacts the ceiling, it is playable, the **exception** would be if the ball hits the ceiling and goes onto the other side of the court, that would be a side out and point scored for the team who did not hit the ball.

The rules of High School Federation (CIF), shall be enforced unless amended below. Situations not specifically covered in these league rules will be left to the discretion of the Sports Office Staff.