

Revised May 12, 2014	RULES SUMMARY FOR FPYC VOLLEYBALL	MATCH FORMAT	
	ELEMENTARY SCHOOL DIVISION	MIDDLE SCHOOL DIVISION	HIGH SCHOOL DIVISION
PRE-GAME WARM UP	5 minutes shared time; 5 minutes Serving Team; 5 minutes Receiving Team	5 minutes shared time; 5 minutes Serving Team; 5 minutes Receiving Team	5 minutes shared time; 5 minutes Serving Team; 5 minutes Receiving Team
SCORING	Rally scoring to 25, must win by 2 with no cap. Best of three but play all three even if one team wins first two. Play first two sets to 25 points. Third set is played to 15 points.	Rally scoring to 25, must win by 2 with no cap. Best of three but play all three even if one team wins first two. Play first two sets to 25 points. Third set is played to 15 points.	Rally scoring to 25, must win by 2 with no cap. Best of three but play all three even if one team wins first two. Play first two sets to 25 points. Third set is played to 15 points.
NUMBER OF SERVES	5 consecutive serves maximum. Rotate to next server after 5 consecutive serves for a point.	5 consecutive serves maximum. Rotate to next server after 5 consecutive serves for a point.	5 consecutive serves maximum. Rotate to next server after 5 consecutive serves for a point.
SERVE LOCATION	Six feet closer to the net for fourth graders, four feet for fifth and sixth graders is allowed for the entire of season (underhand or overhand). Encourage mastering the back line.	Four feet closer to the net is allowed for the first half of season then from the end line for the 2nd half of the season. Underhand allowed for the first half of the season and then overhand only.	Service from back line only, overhand only.
ROTATION	Players must continuously rotate through each position on the court. Each player must stay in their rotation. A "revolving door" method is suggested at the # 6 position. All players must play an equal amount of time for the match. Every player must play front and back row and EVERY PLAYER MUST SERVE. Substitutions are not allowed.	Players must continuously rotate through each position on the court. Each player must stay in their rotation. A "revolving door" method is suggested at the # 6 position. All players must play an equal amount of time for the match. Every player must play front and back row and EVERY PLAYER MUST SERVE. Substitutions are not allowed.	Players must continuously rotate through each position on the court. Each player must stay in their rotation. A "revolving door" method is suggested at the # 6 position. All players must play an equal amount of time for the match. Every player must play front and back row and EVERY PLAYER MUST SERVE. Substitutions are not allowed.
TIME OUTS	A time is allowed TWO 30-second timeouts per 25 point set and ONE 30-second timeout per 15 point set.	A time is allowed TWO 30-second timeouts per 25 point set and ONE 30-second timeout per 15 point set.	A time is allowed TWO 30-second timeouts per 25 point set and ONE 30-second timeout per 15 point set.
CEILING HIT	A ball may be played off the ceiling provided the team has one of it's 3 hits left to play it. However, a ball is not allowed to hit the ceiling and continue to the other team's side of the net.	A ball may be played off the ceiling provided the team has one of it's 3 hits left to play it. However, a ball is not allowed to hit the ceiling and continue to the other team's side of the net.	A ball may be played off the ceiling provided the team has one of it's 3 hits left to play it. However, a ball is not allowed to hit the ceiling and continue to the other team's side of the net.
NET HEIGHT	7' 0"	7' 4 1/4"	7' 4 1/4"
VOLLEYBALL	Volley Lite	Normal Regulation	Normal Regulation
REFEREES	Paid Officials or Coaches/volunteer	Paid Officials or Coaches/volunteer	Paid Officials or Coaches/volunteer
LINE JUDGES	Coaches and volunteer	Coaches and volunteer	Coaches and volunteer
SERVE TYPE	Underhand or Overhand serve allowed but encourage the development of an overhand serve. <u>Only one toss and drop allowed per rotation, only one toss and catch allowed per rotation.</u>	Underhand allowed for the first half of the season then overhand only. <u>Only one toss and drop allowed per rotation, only one toss and catch allowed per rotation.</u>	Only overhand is allowed. <u>Only one toss and drop allowed per rotation, only one toss and catch allowed per rotation.</u>
FOOT FAULT	Foot faults are called if the foot is over the line, but not for inadvertant touching any part of the back line during the serve. Call may be made by official or line judge.	Foot faults are called if the foot touches any part of the back line during the serve. Call may be made by official or line judge.	Foot faults are called if the foot touches any part of the back line during the serve. Call may be made by official or line judge.
NET FAULT	FPYC will adopt USAV rules. A Player may touch the net provided it is not the top tape of the net and they do not interfere with the opposing team.	FPYC will adopt USAV rules. A Player may touch the net provided it is not the top tape of the net and they do not interfere with the opposing team.	FPYC will adopt USAV rules. A Player may touch the net provided it is not the top tape of the net and they do not interfere with the opposing team.