

# YMCA Jr. Bronco Volleyball Rules

## YMCA Facility Policies

Please observe that all YMCA grounds & facilities are SMOKE FREE, TOBACCO FREE, and ALCOHOL FREE zones.

## Gym Rules

Please advise parents to supervise their children while within the facilities to minimize accidents from happening. If players own their own volleyball, advise players to bring them to practice in case teams are short of volleyballs. Different facilities may have different equipment. Teams may be required to set up/take down nets.

## Equipment

Practice balls will be available but please share if there is another team. Nets and other necessary set up equipment will be available at practice facilities. Different facilities may need different equipment. Teams may be required to set up and/or take down at some sites. Gym shoes are permitted. Knee pads are recommended. No jewelry, watches, rings, caps, bandanas, etc.

## Schedule

Teams are guaranteed 6 games/matches in 6 weeks.

## Uniforms

Team jerseys will be given to each player prior to the first game.

## Practice Reservations

Each team can reserve one (FREE) practice at our YMCA locations per week.  
Please sign up for a practice at the coach's meeting and please be consistent.

## Court Size

Grades 1st – 2nd: 15' x 30' (may vary slightly).  
Grades 3rd – 6th: 30' x 60' (Regulation size).

## Ball Size

All grades will use Volley Lite volleyballs (lighter weight, same regulation size).

## Net Height

Grades 1st – 2nd: 6' 0" approximately  
Grades 3rd – 4th: 6' 6" approximately  
Grades 5th – 6th: 7' 0" approximately

## Number of Players

Grades 1st – 2nd: 4 on each side (4 v 4).  
Grades 3rd – 6th: 6 players on the court on each side. (May play with 5 players).

## **Time Limit**

Grades 1st – 2nd: Twenty-five minute time limit. Teams will switch sides after 12 minutes and a 1 minute break.

Grades 3rd – 4th: Two sets of 22 minutes. Teams will switch sides at half. 1 minute break. Teams are given one, 30 second timeout per half.

Grades 5th – 6th: Matches are limited to 50 total minutes. Teams can play as many games as the 50 minutes allow. Each game consists of 25 points (a team needs to win by 2 points if the game is tied at 24). Teams will switch sides after every game. At the end of 50 minutes, whether the game is tied or a team is ahead by 1 point, the game will end as is. Each team has two, 30 second timeouts per game.

## **Scoring**

Grades 1st – 2nd: Score will not be kept at this grade level.

Grades 3rd – 4th: Score will not be kept at this grade level.

Grades 5th – 6th: Rally scoring is used – Any team can score a point when it wins the rally or the opposing team commits a fault. 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 right to serve.

## **Rotation of Players**

All players present at the game should play in each game. Players sit along the side line in a team rotation order. Players rotate into the game at the right/left front position and rotate out.

Rotation occurs after a side out and only the serving team rotates. The team losing the serve does not rotate.

## **Officials**

Grades 1st – 2nd: There will be no official for this age group. Coaches/parents are to officiate and will be given a whistle at the beginning of the season.

Grades 3rd – 6th: One YMCA official will officiate all games for this age group.

## **Serving Limits**

Grades 1st – 2nd: Each player has the chance to serve up to a maximum of 3 times per rotation. If a player does successfully serve 3 times in a row, the ball will be awarded to the opposing team. Coaches, please keep track of the 3 serves in a row.

Grades 3rd – 4th: After a team has scored 3 straight points while serving, the ball will be awarded to the opposing team.

NOTE: No points will be awarded, only the team serving will change.

## **Serving**

Play/rally begins with a serve by the serving team. Players may serve underhand or overhand at all grade levels. Players may serve anywhere behind and along the end line.

Grades 1st – 2nd: The server will be given 2 chances on his/her first serve on every rotation to serve a legal serve. There will be no foot faults. Serving line to be determined by players/coaches preference.

Grades 3rd – 4th: The server will be given 2 chances on the first serve of every rotation. Server may serve from the basketball free throw line to get the ball over the net. Officials will be slightly relaxed with serves.

Grades 5th – 6th: The server will be given 2 chances on the first serve of every rotation. Officials will be stricter on serves at this grade level.

## **Serve Receive**

Grades 1st – 2nd: The receiving team can either catch the serve or pass it to a teammate. If a player catches the serve (this is considered 1st contact), he/she must then make a two-handed underhand toss to a teammate. The teammate must then contact the ball (considered 2nd contact) with a forearm pass, a set, or spike. If the receiving team elects to pass the serve it must then be contacted by a teammate before going over the net. The receiving team must have a minimum of 2 contacts, maximum of 3 contacts, before the ball can legally go over the net, if the first ball is caught. If first ball is passed, the ball may be played over the net on the first ball; however encourage your team to have more than one contact.

Grades 3<sup>rd</sup> – 6<sup>th</sup>: The ball may be played over the net on the first ball, however encourage your team to have more than one contact. The maximum is 3 contacts before the ball goes over the net. No catching allowed.

## **During Rally / Play**

Grades 1st – 2nd: As the ball crosses the net it may or may not be caught. If caught, the player has 3 seconds to toss the ball to a teammate who may then play the ball over (again minimum of 2, and maximum of 3 contacts). Ball must be caught below the shoulders. If the first ball is passed it may go over the net on one hit with a maximum of 3 hits.

## **Attacking / Spiking / Blocking**

Attacking, spiking, and blocking are allowed in all grade levels.

However, it is illegal to attack or block a serve.

Blocking does NOT count as the teams 1st contact.

## **Violations**

Net Fouls: Will be called at all grade levels.

Illegal Hits: Two hand Open hand/palm hits (underhand) or throwing hits will be called on all grade levels. One hand is legal as long as the ball doesn't come to rest (see exception below).

Grades 1st – 2nd: A serve may NOT touch the net on a serve. The ball CAN touch the net during play. Judgment of ball handling skills is loosened to promote the development of skills. The attempt to do the skill right is more important than if the ball was cleanly handled. Illegal double contacts are still not permitted. However, the regular rule which does not permit the ball to "visibly come to rest" is loosened.

Grades 3<sup>rd</sup> – 6<sup>th</sup>: Illegal hits will be called more liberally.