

Youth Volleyball League Rules 14U Spring 2025

Carrollton & The Colony Youth Volleyball League Rules

The City of Carrollton and The Colony follows the Texas Amateur Athletic Federation (T.A.A.F) rules as they follow the NFHS Middle School Rules with the exceptions listed in this handbook.

Mission: To teach, develop, organize, and offer youth athletes the opportunity to learn the fundamental skills of volleyball in a safe and fun environment while instilling life-lessons and values such as character, teamwork, discipline, respect, and sportsmanship.

PLAYING RULES

- A coin toss will be conducted between a representative from each team and the official to determine serve/receive for the first game
- The home team will call the toss
- The second game will be opposite of the first.
- If a third game is necessary, another coin toss will be held.
- The visiting team will call the toss.
- Each match will consist of the best 2 of 3 games or a 55-minute time limit. **Exception:** There will be no time limit during playoff games.
 - All divisions will play rally point scoring.
 - All division will play to 25 points, must win by 2 points, and games will be capped at 30 points. **Exception:** When time has expired; the team ahead will be awarded the point.
 - The third game will be played to 15 points for all division, must win by 2 points, and will be capped at 20 points.
 - A forfeit game will be scored 15-0 in favor of the team that does not forfeit.
- Teams will switch courts after each game.
- Both coaches are required to sign the official score card at the end of the match.

OUT OF BOUNDS

- **Ceiling Rule:** If the ball touches the ceiling and does not cross the net, it is still in play.
- If the ball touches the ceiling and crosses the plane of the net; it is considered out of play.
- Players will be allowed to penetrate under the net as long as they:
 - Do not interfere with the opponent's play.
 - Only the hand(s) or foot (feet) come in contact with the opponent's court.
 - Part of the penetrating body part remains in contact with or is directly over the centerline.
- A ball will be considered out of bounds if it:
 - Touches the wall, objects mounted to the wall or objects on the floor outside the court.
 - Touches the floor outside of the court's boundary lines regardless of overhanging objects.
 - Touches the net antennas.
 - Does not cross the net within the antennas.
 - Touches the bleachers, benches, official's table, etc.
- The ball is considered inbounds if it touches the line.

PLAY AT THE NET

- Players may not touch the net except for their hair.
- Players may step on or have a foot partially above the center line. Other body parts may touch, but not entirely cross, the centerline provided this action does not interfere with play of the ball.

LINESPERSON

- Each team will provide a linesperson thirteen (13) years or older. The linesperson will be positioned at the corner of the court on the left-hand back corner opposite their opponent's server. The linesperson does not change sides during match play. The referee has the right to overrule a linesperson at any time.

SERVING

- 7/8U- Serve anywhere behind the 10' line
 - If the first serve does not go over the net, the server gets a "first serve re-do"
- 9/10U- Serve anywhere behind the 23' line
 - If the first serve does not go over the net, the server gets a "first serve re-do"
- 11/12U- Serve anywhere behind the back court line.
 - If the first serve is an overhand serve and does not go over the net; the server gets a "first serve re-do."
 - This would be on the first serve only, in that server's rotation, and it would only be on serves that are into the net or do not reach the net.
 - Example: If the first serve goes over the net, but out of bounds, no "first serve re-do" would be allowed.
- 13/14U- Serve anywhere behind the back court line.
- Players in the 8U, 10U, & 12U may not serve more than 5 consecutive serves.
 - The referee will whistle, and the ball will automatically go to the opposite team for serving.
- A player must wait for the whistle before serving the ball. After one warning per server, a loss of serve will result with a point being awarded to the opposing team.
- The ball shall be contacted within eight (8) seconds after the referee's signal to serve.
- The server shall hit the ball with one hand, fist or arm from behind and without feet coming into contact with the serving line. The server may not touch the back line or enter the court until after the service hit.
- A player is allowed to toss and let the ball drop once during her/his service period which is also known as a rotation. A second occurrence during that rotation will result in a loss of serve and a side out being called therefore awarding a point to the opposing team.
- A legal serve is a serve in which the volleyball goes over the net, without touching the ceiling, and lands in the bounds of the opposing team.
- Net serves count (when the ball touches the top of the net as it goes over).
- After a play has ended, the ball shall be rolled under the net back to the server (not thrown).
- Players are not allowed to attack, hit, or block a serve if it is in the front zone or completely above the net.

SUBSTITUTIONS

- Substitutions are unlimited. The number of times a player can enter the game and the number of team substitutes are not limited.
- Substitutes must be visually signaled by the coach during a dead ball. Multiple substitutions should be requested at the same time. A coach may stand to signal a substitution.
- The player and substitute shall remain in front of the 10-foot line at the sideline until signaled by the referee to switch places. The substitutions then immediately occurs. The player and substitute are "tied" together for that game. Coaching during a substitution will be considered delay of game.
- Color wristbands will be used to determine legal player substitutions.
- Calling for a substitution and then withdrawing the request constitutes delay of game and will result in a point and/or serve being awarded to the opposing team.
- A substitute must remain in the game until the next dead ball.

ROTATION

- Teams must use the following rotation system during each match.
 - Players must rotate in the same order, in a clockwise direction.
 - The #1 position for team A will serve. Once a loss of serve occurs the opposite team will serve.

***** (NET)
4 => 3 => 2
5 <= 6 <= 1

Libero (14U Division)

- Each game, each team may designate one specialized defensive player as libero. The player's jersey must be a contrasting color to that of the other members of the team. The libero is allowed to wear a pennie over their jersey. Contrasting sweatbands may also be used.
- The libero is allowed to replace any player in a back-row position.
- The libero is restricted to perform as a back-row player and is allowed to complete an attack hit (spike) from behind the 10-foot line and below the net. This basically means that the libero must stand and attack the ball from a reaching position (no jumping)
- The libero may not block or attempt to block.
- The libero can only be replaced by the player whom she/he replaced.
- The libero may only enter or leave the court during a dead ball.
- The libero may serve in place of one (1) position.
- Before replacing another back row player, the libero has to sit out for one play/point/rally. The exception where the libero does not have to leave the court to replace a different back row player is he/she is rotating into the service position.
- The libero may not set while in front of the 10' line to a front row player who contacts the ball above the height of the net.

TIE BREAKER

- If the score is tied when the time on the clock expires, the following procedure will be used to conclude the game.
 - Two minutes will be placed on the clock, and play will resume with team serving at the end of regulation, serving in overtime. **Exception:** There will be no time limit for games during the playoffs.
 - Each team will receive one (1) additional time-out in the 2 minute overtime.
 - If at the end of 2 minutes, teams are still tied, a coin toss will be held to determine serve. Two minutes will be place on the clock, and the first team to score wins the game.

TIME OUTS

- Two 30 seconds time outs will be given to each team per game.
 - The time outs do not carry over to the next game.
 - If a timeout is called in the final minute the clock will be stopped during the time out.
 - If a timeout is called which would result in the clock going under a minute, the clock will stop at 1 minute until play resumes.

LEAGUE RULES

- A maximum of 10 players will be on a roster, but no less than 6.
- Must have a minimum for 4 players to start the game.
- Players can only play in one age division.
- Players are allowed to play up one age division.
 - League Coordinator must approve anyone playing up more than one age division.

EQUIPMENT

Division	Net Height	Ball Size
7/8U	6'1"	Volley Lite
9/10U	7'	Volley Lite
11/12U	7'4"	Official Size
13/14U	7'4"	Official Size

- The Colony Parks and Recreation Department (TCPARD) will provide a game volleyball for all divisions. Practice balls will be provided at The Colony Recreation Center, but will not be provided at Carrollton locations.
- Uniforms:
 - The Colony or Carrollton provided jersey must be worn.
 - No jewelry may be worn at any time during a game. Officials may ban any equipment that they deem as unsafe or illegal.
 - Kneepads are strongly recommended, mouthpieces are optional.
 - Each player must wear gym shoes.

UNSPORTSMANLIKE CONDUCT

- A player, coach or spectator disqualified or ejected from a game for fighting; disrespectfully addressing an official; using profane or inappropriate language or obscene gestures; disrespectfully addressing, baiting or taunting an opponent; or other behavior deemed to be unsportsmanlike by the officials or CPARD/TCPARD staff.
- **The Head Coach is responsible for the actions of his/her Assistant Coach(es), players, and fans of his/her team.**
- Any player or coach ejected from a game will be suspended for a minimum of one game.
- Officials will report ALL ejections to the scorekeeper. The CPARD/TCPARD may take more severe action as unsportsmanlike conduct WILL NOT be tolerated from coaches, players, or fans.
- Remember, part of our mission is to provide a safe and fun learning environment for all participants in the league.

Possible Actions include but are not limited to:

- Warning to and/formal apology from coach
- Probation
- One or Multiple game suspensions
- Season Suspension
- Any Combination of the above
- Permanent revocation of coaching privileges and NAYS Certification

APPEAL PROCESS

If a coach wishes to appeal the decision regarding any disciplinary action, the coach must submit a written statement describing the situation/game in question to the CPARD office within 48 hours of the disciplinary action decision.

- CPARD staff will organize a review committee of impartial, uninvolved individuals.
- The coach will be asked to attend a meeting to address the incident and provide the committee with his/her side of the incident.
- The review committee will determine the severity of the situation and if the behavior outlined in the NAYS Coaches' Code of Ethics has been violated.

PROTESTS

- Official protests may ONLY be filed for violation of the rules and/or regulations, NOT on judgment calls made by the officials.
- Games may NOT be protested based on the quality of the officiating.
- At the time a head coach determines to protest a game, he/she must immediately notify the official, opposing head coach, and scorekeeper of the protest.
- In addition, both head coaches must sign the scorebook on the appropriate page, indicating knowledge of the protest and the final outcome recorded pending CPARD & TCPARD review.
 - Regardless of the protest, games will NOT be replayed. Within 24 hours of completed protested game, a written protest must be filed with the CPARD & TCPARD.
 - The letter must cite the rule upon which the protest is based and give a brief summary of what occurred during the game to merit the protest. Both head coaches may be required to attend the protest review.

LEAGUE PARTICIPATION

Rosters

- Team rosters shall consist of no more than ten players, but no less than seven (7) players.
- Age Requirements: Age eligibility is determined by what age a player is on 9/1/2024

If any information on the player registration form is discovered to be false, it will be dealt with in the following manner:

- If discovered before season starts, the form will be corrected.
- If discovered during the season, player will be ejected from the league and no refund will be issued.
- If the coach has knowledge of it, all games played to date by that team will be forfeited. Any coach having knowledge of the information, and not bringing such information to CPARD/TCPARD will be ejected from the league.
- If discovered during the post-season tournament, the player shall be immediately ejected from the league. If any coach of the team had knowledge of the false information, regardless of when discovered, the entire team will be immediately eliminated from further participation in the post-season tournament.