

CHURCH CO-EDVOLLEYBALL LEAGUE RULES YOUTH LEISURE & ADVANCED YOUTH LEISURE

1. **Each player must attend at least one church service per week.** Penalty for infraction will result in the team forfeiting the illegal match played, the forfeit of the next regularly scheduled match, and loss of court use.
2. To participate in the youth league, each player must be 10 years of age before **June 1st of the current year**. Anyone 18 years or older must play in the adult league.
3. **It is recommended that each team have a team shirt if possible.** Team shirts may be sleeveless only if the shirt is a manufactured sleeveless shirt. No cutoffs or tank tops.
4. **Each team must have an adult coach, 18 or older present.** Games will not be played and will be forfeited without an adult coach present.
5. On foul weather days, if a volleyball representative calls games, representative will notify by posting to the volleyball Facebook page and website. Adults have a choice to play in foul weather/lightning, but both teams must agree to play.
6. A team consists of up to 6 players. All players shall be in correct serving order. When the serve is awarded to a team, players shall rotate 1 position clockwise. After the serve, players may move from their positions.
7. All matches shall consist of the better of two out of three games.
8. A prayer shall be said before and after each match.
9. Teams will volley to decide first to serve. Loser serves on remaining matches
10. A game is won when a team scores 15 points and has at least a two-point advantage over the opponents.
11. Two 30 second time-outs are allowed per game.
13. If a team does not have enough players, **they may only “pick-up” two players from the Youth leisure CVL roster during a season game. Youth advanced leisure may “pick-up” two players from the youth leisure or youth advanced leisure CVL roster during a season game. There is no "picking up" during the tournaments.** You must be on the roster by **July 1st of the current year** to be eligible for tournament play.
14. When the ball is played more than once by a team, a female player must make one of the contacts. Contact of the ball during a block shall not constitute playing the ball. There is no requirement for a male player to contact the ball regardless of the number of contacts by a team.
15. Each team is allowed a maximum of 3 consecutive contacts of the ball in order to return the ball to the opponent’s playing area. A player who contacts the ball, or is contacted by

the ball, shall be considered as having played the ball. The ball may be hit with any part of the body, except on a serve, which must be hit with only the hand (this means that kicking the ball or using your foot, is legal as long as the contact is clean (i.e., not a prolonged hit or lift) and follows all other rules (like not touching the floor). A player contacting the ball more than once with any part of the body, without any other player having contacted it between these contacts, will be considered as having committed a double hit. Such contacts are a fault.

16. The ball must be hit in such a manner that it rebounds cleanly after contact with a player. No scooping, lifting, pushing or carrying the ball will be allowed. Any contact made with the fingertips must be made above the shoulders.
17. If 2 players on the same team contact the ball simultaneously, this is considered as 1 contact for their team.
18. A player who places any part of the body above the height of the net is considered to have the intention to block. A block is not considered a hit. Spiking is not permitted.
19. The ball remains in play if it touches the legal portion of the net, other than on the serve.
20. A player may not touch the net while the ball is in play. If the ball is driven into the net with such force that the net contacts an opponent, this is not a net fault.
21. The feet are allowed to cross over the net into the opponent's court if there is no interference with the play.
22. A ball is dead when it has touched the playing surface, when it is ruled out-of-bounds, or when a rally has ended.
23. All players may block the ball, including serves.
24. The ball must pass from one side of the net to the other over the legal portion of the net.
25. A ball landing on a boundary line is in the court.
26. A player may go off the court to play a ball.
27. A ball coming from the opponents that is perceived to be out-of-bounds may not be caught until it legally touches an out-of-bounds area.
28. Balls striking net poles or anything outside of the boundary line will be out-of-bounds.
30. Substitutions will be made on serving side, and the substituting player will be placed in at the serving position.

31. Serves may only be underhand. The ball may not touch the net and must be over the legal portion of the net. The server may not step on or over the end line until the ball is contacted.
32. **Exception only for YL** if it is a new player that does not have the skill set to get the ball over the net from the back line they may move up 6 feet and serve from there but if they manage to get the ball over the net 2x then they must step back a foot for each over the net serve until they can stay behind the line and serve correctly. This should be monitored by the coach and discretion used for each player. And must not be used as a crutch but as a learning skill.
33. A roster must be turned in, per team, to the league committee, along with each player's signed and notarized permission slip. Only the players listed on the roster may participate. Each team should not have more than 2 prospects playing at a time, thus keeping a 60% or better member to 40% prospect ratio.
34. Any team late for their match will forfeit their first game. A team should start with the players available at game time to avoid forfeiting the first match. A waiting time of up to 15 minutes will be allowed for the team to show **to play the second game. Cancellations must be made with a minimum of 24 hours' notice otherwise it is considered a forfeited game.**
35. **No tobacco products including vaping are not allowed inside the fenced area of the facility hosting the play.** Infraction of this rule by a participating player may result in the loss of the game in progress and/or the next full game.
36. The dress code will be modest. No short shorts, or tank tops. Shorts must follow fingertip rule. Shirts must be worn at all times.

Remember that this is a Christian League representing Jesus Christ. Conduct yourselves in a manner pleasing in the eyes of our Lord. The league committee will handle any problems not addressed by the preceding rules.