

RAMMS VOLLEYBALL RULES (revised 8/2010)

1. **Purpose:** The intent of the program is to provide positive, wholesome recreation for a maximum number of youngsters. Adults who are involved have the opportunity, through their words and actions, to assist young people in learning to win, as well as lose, with good sportsmanship while preparing the youngsters for further volleyball opportunities.
2. **Participation:** It is the policy of RAMMS that all players have the opportunity to play in every game as stated in section 10 below.
3. **Rally Scoring:** The team that wins the point gets the point, regardless of which team served the ball.
4. **Match:** The match consists of up to three games with rally scoring up to 25 in the first two games. The winning team must win two games and score at least two more points than the opponent. The players are not permitted to touch the net. If a player touches the net, the other team is awarded the point. The first two games are to 25 and, if each team wins one of the first two games, there is a third game to 15. In the third game, the teams switch sides after a team scores 8 points.
5. **Serving:** The home team serves the ball to start game one of the match and then the visiting team serves the ball to start game two. If there is a third game, the home team serves to start game three. A team will continue to serve so long as it wins the point or it has earned 5 consecutive points (at which time the other team will serve.) When serving, if the ball hits the net and goes over to the opposing team, it is a good serve.
6. **Serving Line:** Serves may be over or under handed – with the hand open or closed. Ball may be served anywhere behind the serving line. There will be a forward serving line for the Junior league (4th/5th grade) to begin the season.
7. **Out of Bounds:** The ball is out of bounds if no part of it hits inside or on the boundary line. If a team hits the ball and it hits the ceiling or basketball backboard it may be hit again before it goes over the net so long as it has not already been hit three times. If it hits the ceiling or basketball backboard and goes over the net it is a dead ball and a point is awarded to the team that received the ball (not the team that hit it into the ceiling or basketball backboard). If the ball hits the gym walls, it's out of bounds.
8. **Player Rotation Lineup:** Each coach will prepare a rotation lineup that includes all the players on their team who are present for the start of the game. The coaches will exchange their rotation lineup with the other coach before the game. The rotation lineup may change from game to game. The rotation lineup must be

- followed by the coaches. The only exception is for injury. If a player is injured and has to leave the game, the player may only return when it is time, according to the lineup, for the player to rotate into the game.
9. **Out Of Rotation:** If one team notices that the other team is out of rotation, the head coach may call a “player rotation timeout”. Both head coaches will then approach the referee and discuss the situation. If the referee determines that the team is out of rotation, the team out of rotation will be warned and the players will be put in the proper rotation. The team that noticed the error will be awarded the ball, one point and play will resume. If the referee determines that a team is out of rotation twice in one game, the team out of rotation will forfeit the game.
 10. **Player Rotations:** Six (6) players play at a time, in two rows of three players. After a change in serve to your team, players rotate with a new player entering the game in the position immediately to the left of the player serving the ball and the person that last served leaves the game. Each time a rotation takes place a new player is required to enter the game unless there are no substitutes. The rotation of player must remain the same during each game. To start a new game, the order of player rotation is at each coach’s discretion. Coaches are encouraged to let each player “start” a game during a match. No substitutions are permitted, except as permitted in Section 11 below.
 11. **Minimum number of players and substitute players:** It is the intent of RAMMS to void a loss of play caused by lack of players. There must be at least 4 players on each team to commence an official game. If a team does not have 4 players within 10 minutes after the scheduled game time, that team forfeits the game. If a game is forfeited, the teams may use the net for that hour to practice or scrimmage. One substitute player may play for a team for a match if a team has less than 6 of its own players at the match, but in all events the team must have at least 4 of its own players at the match. A substitute player must be in the same or lower grade as the player being played for and a member of another team in RAMMS volleyball. A player in the 4th/5th grade division can play as a substitute in the 6th/7th/8th grade division.
 12. **Game Time Limit and Time Outs:** There is no game time limit. A time-out may only be called by the coach and only when the team calling the time-out has possession of the ball. There is a maximum of two time-outs per game, per team. A “player rotation lineup” does not count as a regular timeout.
 13. **Double Hitting:** A given player may not hit the ball two times in a row before the ball has gone over the net and a player on the opposing teams has hit it.

14. **Over the Net:** A team may hit the ball up to three times before it goes over the net to the opposing team.
15. **Teams, Gym Maintenance, Equipment and Net Height:** The Home and Visitor teams will be designated on the season schedule. The Home team is responsible for putting the nets up, taking the nets down, putting them in the storage room and making sure the gym is clean before leaving. The Home Team is also responsible for keeping score and posting line judges on each side of the court. The score keeper and line judges must be over 18 years old. Food and drinks are not allowed in the Meadows Gym. Water bottles are allowed. Each coach must have a copy of the rules at every game. The Home team will provide the referee a game ball and shall report the final score to the Commissioner within 48 hours. Subject to the discretion of the Commissioner, the Senior League will use a Tachikara SV-5WSC game ball. The Junior League will use a Tachikara SV-MNC "Volley-Lite" game ball. The post shall be set such that the top of the net is approximately 7 feet above the floor.
16. **Playoffs:** Playoffs will be conducted pursuant to RAMMS Board policy.
17. **Referee, Line Judges and Scorekeeper and Sportsmanlike Behavior:** The referee, line judges and scorekeeper shall be given proper respect. Only the head coach may communicate with the referee and line judges. The head coach may communicate with the referee and line judges, but only for the point of clarification or interpretation of rules. There is no arguing of judgment calls. The assistant coach may not communicate with either referee or the line judges. Parents and others are not allowed to argue calls made by the referee or line judges. A referee may disqualify a coach, parent, or spectator and the person be removed from the gym for behavior that is contrary to the RAMMS Code of Conduct.
18. **Coaches Shirts:** The head coach and assistant coach of each team will wear the Ramms coaches shirt to each game.
19. **RAMMS Board Policy:** A child shall only play in one league. A player may play up or down in the next higher or lower league in the Junior (4th and 5th grades) or Senior (6th, 7th and 8th grades). In order for a player to play up or down in a league (i.e., outside of the player's assigned grade group), the player must attend the evaluation for both leagues and obtain the approval of the Commissioner. Prior to the league draft, the Commissioner will decide whether the player has sufficient talent to play in the upper league safely or whether the player should play in the lower league. The Commissioner may grant an exemption to the evaluation requirement due to special circumstances.

20. Attendance. The RAMMS approved head or assistant coach for each team MUST be at every practice, game or team event. No practices, games or team events may be conducted without the presence of either the RAMMS approved head or assistant coach.