



# North Georgia Volleyball League Rules

## League Agencies

**Eastern Division:** Banks County, Franklin County, Habersham County, Madison County, Oglethorpe County, Stephens County, White County, Winterville Elementary

**Western Division:** Barrow County, West Jackson County, East Jackson County, City of Jefferson, Seckinger

**\*League Rules governed by Georgia High School Association and USA Volleyball unless otherwise stated below\***

### 1. Age Requirements

- a. Registration end dates consistent across agencies.
- b. Age Control Date: on/prior to September 1, Current Year
- c. All agencies in the league must abide by the age separations for declaring teams.
- d. 8 & under (7 & 8): A player who has reached her 9<sup>th</sup> birthday on/prior to September 1 is not eligible.
- e. 10 & under (9 & 10): A player who has reached her 11<sup>th</sup> birthday on/prior to September 1 is not eligible.
- f. 12 & under (11 & 12): A player who has reached her 13<sup>th</sup> birthday on/prior to September 1 is not eligible.
- g. 14 & under (13 & 14): A player who has reached her 15<sup>th</sup> birthday on/prior to September 1 is not eligible.
- h. 17 & under (15-17): A player who has reached her 18<sup>th</sup> birthday on/prior to September 1 is not eligible.
- i. Player Eligibility- Players are allowed to play up one age group, but not allowed to play down.

### 2. Draft Regulations- ALL Agencies MUST follow the same Draft Regulations outlined below

- a. All player pools from a member park where 2+ teams may exist must be evaluated and drafted so as to produce relative parity within a park. To be eligible for NGVL sanctioned play all teams must adhere to the following evaluation draft procedure.
- b. All players will be divided into:
  - i. Group 1 – all talent deficient
  - ii. Group 2 – all below average talent
  - iii. Group 3 – all average talent
  - iv. Group 4 – all above average talent
  - v. Group 5 – all elite talent
- c. Using an alternating draft system, each team will receive a relatively equal number of players from each group listed above, in the following order: group five, group four, group three, group two and then group one.
- d. Teams are allowed to designate one child in lieu of head coach and one child in lieu of first assistant coach. Those players must be drafted first when it comes to the evaluation score group they are in.
- e. Coaches will draw numbers to determine draft order. All picks will alternate in a T1, T2, T3, T3, T2, T1 type fashion (3 team scenario).

### 3. Practice Regulations

- a. Pre-season: A minimum of 3 weeks allotted for practices prior to games beginning with a maximum of 3 practices per week allowed.
- b. Game-season:
  - i. 1 game during week: 2 practices allowed
  - ii. 2 games during week: 1 practice allowed
  - iii. 3 games during week: no practices allowed
- c. Practices are scheduled in 1 hour increments. If you choose to scrimmage prior to your normal practice, that does not cut into your 1 hour practice time. If you choose to hold a 2 hour practice, there can only be one per week.

#### 4. Age Specific Rules

##### a. Matches:

- i. 8U & 10U ONLY – Court Size: 50' x 30' w/ 10ft line
- ii. 12U, 14U & 17U – Court size: 60' x 30' w/ 10ft line
- iii. Net Height - 8U: 6ft 6in, All Other Ages: 7ft 5in
- iv. Each match will consist of two sets of 25 and a third set to 15; best of 3 sets
- v. Two time outs per set – 30 seconds each
- vi. Score by rally win or dead ball
- vii. Each team will receive a 3 minute warm up prior to first set
- viii. Only TWO non-players are allowed on the bench (this includes coaches).
- ix. Each team MUST provide a line judge; official will explain procedures to the line judges. Coaches from the playing team(s) cannot be line-judges.
- x. Each team MUST provide a score/bookkeeper (if one is not provided by host gym)
- xi. Game balls:
  1. 8U & 10U ONLY – Tachikara Volleylite volleyballs (or similar ball)
  2. 12U, 14U & 17U – Tachikara Sensi-Tec® Composite SV-5WSC volleyballs (or similar ball)

##### b. Rotations & Substitutions

- i. 8U ONLY – snake rotation substitutions (rotates in at serve position). When a team is receiving, their first server must be on the sideline to rotate in once team receives service. Just like in regular volleyball teams rotate once they receive service. Teams MUST rotate in on the side in which the server is located
- ii. 10U, 12U, 14U & 17U – GHSA Substitutions
- iii. All substitutions MUST occur within 10ft line & net; except libero switches in/out back row.
- iv. 3-Way Substitutions- teams may have up to 3 players per position, per set (one starting player & 2 substitutes). The starting player does not have to sub back in before a second substitute can be used in that position. Ex: #10 is your starter, you sub in #20, then you can sub in #30, then go back to #10 or #20, etc)
- v. Max of 2 subs at a time (libero not included); max of 18 substitutions during a set
- vi. The server can be subbed mid-service
- vii. Injury Substitutions
  1. 8U ONLY – Remove the injured player from the game and shift all players over one position. The injured player may not reenter the set once taken out. They can participate in the next set.
  2. 10U, 12U, 14U & 17U – Remove the injured player from the game. If you have an unused substitution player on the bench you link the two players; if you do not have an available substitution player you may take another player who is already linked and link to the injured player. This will unlock the first substituted player. The injured player may not reenter the set once taken out. They can participate in the next set.

##### c. Liberos (Not Applicable for 8U):

- i. Any team can utilize one Libero.
- ii. Liberos must wear a contrasting color jersey and their number must be different than any other member of the team.
- iii. Any team utilizing a Libero must provide a Libero Tracker who maintains the Libero Tracking Sheet. Host agencies are not required to provide a Libero Tracker & the scorekeeper cannot be used as a Libero Tracker. The Libero Tracker must be prepared to communicate with the score table if any rotation, substitution, etc questions arise.
- iv. Liberos are allowed to replace any player in the back-row, however they can only serve for one player per set.
- v. Liberos substitutions must occur behind the 10' line. A Libero never rotates to front row.
- vi. Libero substitution can only occur on a dead ball.
- vii. Libero substitutions are unlimited & DO NOT count toward your 18 subs per set limit.

- viii. Liberos do not have to indicate to the official their intent to sub in/ out. The only time a libero has to be indicated for a swap to the official is at the beginning of the set if immediately going in for someone on back row
- ix. If a team only has 6 or fewer players, including their Libero, then a Libero cannot be utilized and they must wear a jersey matching their team.
- x. One play must occur between your Libero coming out for one player & going back in for another (unless you are subbing the Libero out for one backrow player & subbing them in for your server)

d. Players & Uniforms:

- i. Max 10 players per team
- ii. NGVL Minimum Playing Time Requirements (10u & older):
  - All players must start in a minimum of 1 set per match.
  - If not starting in a set a player must be subbed-in at least once in that set.
  - Minimum playing time requirements do not apply to a player who has not been attending practices regularly, or is late to a match (late is defined as arriving after the first whistle is blown).
  - There is no maximum playing time restriction. A player can play the entire match, as long as all other players are meeting the minimum playing time requirements.
  - **Minimum playing time requirements do not apply to any needed 3<sup>rd</sup> sets, as all requirements must have been met in sets 1 & 2.**
- iii. Must have 5 players to play; game will be ruled a forfeit if less than 5 players are present. There are no penalties for playing with 5 players.
- iv. **TEAMS CANNOT BORROW PLAYERS IN REGULATION OR TOURNAMENT PLAY**
- v. Uniform: Center numbered jersey front and back; solid color compression shorts/ pants; all players must match (libero wears a contrasting jersey to rest of team or penny); any undergarments that show must match the primary uniform color.

e. Team Captain:

- i. Must be on the court at all times or reassign a captain
- ii. Libero can be a team captain on/off the court

f. Serving:

- i. 8U ONLY –Maximum of 5 serves per player per service. After 5th serve, players rotate, team retains the serve.
- ii. 12U, 14U & 17U – GHSA rules.
- iii. 8U & 10U ONLY- Can serve from the 10ft line (if needed); any overhand serving must be done behind baseline. If the player chooses to serve underhand from the base line and they step over the line there is no penalty. There is only a penalty if the server is serving overhand.
- iv. 8 seconds to serve after official whistle blown
- v. One serving toss error per rotation
- vi. 8U– Each player must serve at least once per match. If they are adamant about not serving, please convey that to all agencies and the opposing coach at the coach meeting prior to each match.  
EXCEPTION: This is based upon game play (i.e. your team getting the opportunity to serve).
- vii. 10U, 12U, 14U & 17U- No Serving Requirement – While it is recommended that all players be given the opportunity to serve at least once during a match, it is not required.

## 5. Officials

- a. League Official Scheduler Option – Fred Wright.
- b. Agencies can also choose to schedule their own officials.

## 6. Regular Season Game Play

- a. Protests- For any type of protest game play is paused until clarification is complete.
  - i. Roster Protests - Any roster-related protests must be made before the match starts and the match may not begin until the roster clarification is complete.

- ii. Rule Protests – For any rule related protests game play must stop immediately. Games will not be restarted until protest is sorted out. If a conclusion cannot be established for the protest and the game is restarted under protest, the hosting agency must notify the agencies involved of the protest and the league will make the final decision on the game outcome.
- b. All players, coaches and spectators must refrain from using foul-language or any unsportsmanlike conduct. The use of foul language or unsportsmanlike conduct on the court, bench or facility will result in an immediate ejection from the match and/ or facility, either by the official or hosting supervisor. Any person being directed to leave the match and/ or facility by the official or host supervisor must do so immediately & without argument.
- c. If a coach or player is ejected from a match they will also be suspended from the next match, regardless if the next match is held the same day or a future day. The hosting agency must report all ejections to the player's/ coach's home agency representative.
- d. Ejected or Disqualified Substitutions- Any player ejected or disqualified from a match can be substituted through a legal substitution. If this is not possible the team may play with 5 players without penalty. If the team has less than 5 players the team will be forfeited.
- e. Additional Specifics
  - i. Court Obstacles If a ball hits any obstacle on your side of the court and you still have hits left, you can play the ball; however, if the ball hits any obstacle and goes to the other side of the court, that is a dead ball and the opposing team's point.
  - ii. Gym Obstacles – A ball may not be played off a wall, support beam, official stand, or any other vertical obstacle. If a ball is in-play over the bleachers a player may place ONE foot on the bottom bleacher to make the pass, otherwise the ball is out of bounds.
  - iii. Piercings/ Jewelry – For recreation league purposes: no jewelry on or below the neck. Piercings above the neck must be studs- any other types must be removed. For all-star purposes, all piercings/ jewelry must be removed.

## 7. Tournaments

- a. Host sites determined at team declaration meeting. If one host site for all age group tournaments, official fees are split between participating agencies.
- b. Pre-Season Jamboree
  - i. Takes place Saturday prior to opening day.
  - ii. 2 sets to 25 per time allotment. No 3<sup>rd</sup> sets.
  - iii. Number of games determined by number of teams in each age bracket.
  - iv. Purpose of the jamboree is for coaches and officials to get a “test run” of how matches will go for the season. Offers the opportunity for coaches to ask questions and gain understanding of rules if they are not familiar with volleyball.
- c. Post-Season Tournament
  - i. Takes place the week following the last game of regular season.
  - ii. Cost of trophies and medals for the tournaments will be split among the agencies involved in the age specific tournament. Host site will be determined at team declaration meeting.
  - iii. All tournaments will be seeded. If teams are tied, head to head and then point differential will determine seed.
  - iv. Determination of whether a single or double elimination tournament will depend on the number of teams in age bracket.
- d. GRPA Tournaments (Fall only)
  - i. Per GRPA Rules, players rostered to a 9<sup>th</sup> Grade, JV, or Varsity team cannot participate in a GRPA District or State Tournament.
  - ii. Two options:
    - 1. Send teams as is from regular season
    - 2. Send teams as “All Stars” from each age group in each agency
  - iii. GRPA District Tournament – (if needed) 10 days prior to State Tournament
  - iv. GRPA State Tournament – The 2<sup>nd</sup> weekend in November