



GIRLS VOLLEYBALL

2009 RULES

09/03/09

Team Requirements

- There will be one age group: School Years 7, 8 & 9
- Each team shall consist of 4 players with 3 playing at any one time.
- A Local Authority area can enter one or two volleyball teams.
- Each team member must wear their Devon Youth Games T-Shirt.

Team Eligibility

- All team members must be in School Years 7, 8 & 9
- Players must not have competed at County, Regional or National level in the 12 months prior to 31st March 2009.

Competition Format

- The competition will take the form of a round robin tournament, i.e. all teams will play each other.
- Points will be awarded as follows: 5 points for a win, 3 points for a draw, and 2 point if scoring more than 50% of the winning score and 1 point for a loss.
- The winning team will be the one with the highest number of points scored. In the event of a tie, teams will be split by point's difference.
- If still equal the result of the match between the tied teams will be looked at.

Sports Rules

The competition will be played to EVA rules with the following exceptions:

- The court size will be: 12m x 6m
- The height of the net will be approximately 2.15m
- The type of ball used will be: Lightweight Ball (size 5)
- The event will be run using a timed game format, the length of each game will be determined by the number of teams entered.
- Teams will be expected, and must be encouraged to play as many points as possible within the time span.
- If teams are in the middle of playing a point when the game ends, they will be allowed to finish playing that point.

Serving

- The referee must blow the whistle to start the serve and indicate with a movement of the arm to serve the ball.
- If the referee has not blown their whistle to start play when the ball was served and the other team was not ready, then a let can be played.
- The serve must take place from behind the back court line.
- The serve is made by an underarm serve. There is no over-arm/ over-head serving allowed.
- Only one attempt to serve is allowed

Scoring System

- If a team wins a rally they score a point and serves again.
- A player continues to serve until the team fails to win a point on their serve.
- Every time a team wins the serve from the other team, all players rotate their position on court - clockwise.
- If a team lose the serve the team does not rotate.
- If a team keeps the serve the team does not rotate.
- The winning captain (both in case of a draw) must take the result slip to the scorer's table at the end of the match.

Ball in play

- The ball must be kept off the floor at all times.
- The ball must be played to one of your team for the second touch before it can be played over the net.
- A team has a minimum of two touches and a maximum of three touches before the ball must be played over the net. Any more is a fault.
- The defending team can block all balls at the net, apart from the serve.
- The ball may touch any part of the body except the feet.
- The ball must NOT be caught and/or thrown.
- The ball is "in" if it touches the floor of the playing court including the boundary lines.
- The ball is "out" when:
 - i) the part of the ball which contacts the floor is completely outside the boundary lines
 - ii) it touches an object outside the court, or a person out of play (non-player)
 - iii) it crosses completely under the lower space of the net
- Once the ball has landed on the floor the rally is over.
- If a ball is touched or caught and dropped by a player, before it lands on the floor then the ball goes to the other side.
- If a ball is going out then the ball must be left so the referee can make a decision when they see the ball bounce.

Net touches

- The ball may touch the net when the ball goes over the net at any time, even from a serve, play continues. If the ball goes under the net then it is a fault serve.
- A person may not touch the net with any part of their body.

Scoring a point

- A team scores a point:
 - i) by successfully grounding the ball on the opponent's court
 - ii) when the opponent team commits a fault
 - iii) when the opponent team receives a penalty

Faults

- A fault is made by making a playing action contrary to the rules (or violating) them in some other way). The referee judges all faults and determines the consequence according to the rules.
- A fault could be:
 - i) a service fault
 - ii) a player playing the ball twice in succession
 - iii) The team touch the ball more than 3 times before playing the ball across the net.
(The block is excluded as counting as a touch)
 - iv) a player touches or comes in contact with the net.

Official's Decision

- In all matters relating to the competition the Event Co-ordinators decision shall be final and binding.