

AMERICAN LEGION PREMIER ILLINOIS BOYS STATE

VOLLEYBALL-RULES

National Federation (IHSA) Rules apply except as follows:

PLAYERS – 6 per team. May start with 5. Maximum: 9 per roster.

NET HEIGHT – 8 feet

MATCHES – A match consists of best 2 out of 3 rally-score to 20 points and third game to fifteen points (no time will be kept).

SUBSTITUTIONS - May be made any time while ball is not in play. A player may enter a game three times but only in his original line-up position (starting a game counts as one entry).

TIME OUTS – 2 per team per match (one-half minute duration).

CONDUCT

Penalty for unsportsmanlike conduct:

- 1st offense - point or sideout
- 2nd offense - removal from game and area

CLARIFICATION OF SELECT RULES

- Ball hitting on line is in-bounds.
- Ball hitting overhead obstacle or basket support is out-of-bounds.
- Server must be behind line and in right 1/3 of court.
- Contact with ball must be a “clear” hit. No palming, lifting, pushing or carrying of ball allowed.
- Teams change courts and serve at end of each game. In game 3, teams change courts when one team reaches 8 points.
- Ball hitting net on serve is loss of serve, unless it results in going into the opponent’s side of the court.
- When ball is served, players must be in their rotation order and within their respective playing areas. Players may switch position after the ball is put in play, but regular shifts in position can only be made between games.
- Ball may be contacted by any part of the body above the waist. Heading or fisting the ball is permissible but kneeing or kicking the ball is a foul.
- Ball cannot be contacted twice in succession by same player; however simultaneous contacts by more than one player on same team are allowed and considered as one play. Players participating in such simultaneous contact may participate in the next play.
- Simultaneous contacts by players on opposing teams also permit players involved to participate in next play: however, if this results in ball being momentarily held it is a double fault and played over.
- When players on opposing teams commit fouls simultaneously, it is a double foul and played over. Points are not scored on a double foul.
- Touching net at any time is a foul, except when hard driven spike forces net into a player while he is on his side of the court.
- A player may reach over net while blocking or in follow-through of a hit ball, but cannot reach over net in attempt to intercept ball until opponent has completed attack. Thus, a spike ball cannot be blocked until it has been hit.
- A player may step on the centerline but not on the floor in opponent’s court. Any part of a player’s body may be in the air below the net and beyond centerline if he does not interfere with opponent’s play by either touching ball or opponent.
- Backfield players are not permitted to spike or block the ball at the net, however they may spike a ball behind the 10-ft. restraining line.
- Three hits maximum per side; except when ball touches blockers hand(s); 3 or more hits are legal.

PLAYOFF SYSTEM

2 team tie – play 1 game to 20 points with rally scoring.

3 team tie - Flip coins, odd man gets bye. The other two teams play one 20 point game with rally scoring. Winner plays bye team using the same above rules.