



# Official Rules & Policies

Big Sioux Youth Volleyball League  
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[www.bsyvl.com](http://www.bsyvl.com)

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## A. GENERAL POLICIES

1. **Acknowledgement.** By registering with the Big Sioux Youth Volleyball League, (the “League”) or attending any League game or other event, all parents, coaches, players, and other persons agree to comply with all of the policies and rules set forth herein, and as the same may be modified from time to time (collectively, the “Rules”), and with decisions of the League’s Board of Directors (the “Board”), Board committees, and officers.

2. **Divisions.** The League will consist of the following basic Girls Divisions:

Girls
2 <sup>nd</sup> Grade
3 <sup>rd</sup> Grade
4 <sup>th</sup> Grade
5 <sup>th</sup> Grade
6 <sup>th</sup> Grade

3. **Coaches.** The League **does not** provide coaches to teams; rather, the League relies upon parents/volunteers to coach the teams. Players who register individually will be assigned to a team by the League’s Placement Committee. Additionally, the Placement Committee will assign coaches from the pool of volunteers to teams that are created with the athletes that register as an individual.

4. **Player Eligibility.** Grade levels are based upon the grade the players will be in at the start of League play. In order to be eligible to play in the League, the athlete must be **at least** in the 2nd Grade. Eligible players may “play up” a grade level (*e.g.*, a 2nd Grade girl may register to play in a 3rd Grade division), but may not “play down” (*e.g.*, a 5th Grade girl may not register to play in the 4th Grade division).

Any of the Divisions listed above, in the Board’s discretion, may be further divided into multiple subdivisions (*e.g.*, 6th Grade Girls A and 6th Grade Girls B). The Board’s decision on subdividing may be based on (among other elements) the number of teams in a given Division and teams’ self-ranking (described below).

The Board reserves the right to move any team into a different Division if, in the Board’s judgment, doing so would likely improve competitive balance.

5. **Registration.** *Registration will close August 1, 2023 at midnight.* In all 2<sup>nd</sup> Grade and 3<sup>rd</sup> Grade Divisions, players may register individually only (*i.e.*, not as part of a team). In all 4<sup>th</sup> Grade, 5<sup>th</sup> Grade and 6<sup>th</sup> Grade Divisions, players may register as a team or individually, in

which case the team coach, at the time of registration, will be asked to rank his or her team. The Board will consider such self-ranking (and other factors) in deciding whether to divide a Division into multiple Divisions and, if so, team placement.

Players who register individually will be assigned to teams by the League's Player and Coach Placement Committee (the "Placement Committee"). The Placement Committee will also assign coaches to each of those teams from the pool of volunteers. The League may cancel one or more player registrations if: (a) there is no suitable adult volunteer to coach the team to which he or she is assigned, or (b) there are not enough unassigned players in his or her Division to make up a team roster. If a player's registration is canceled for either of the above reasons, the League will refund his or her registration fee.

Except as otherwise stated, all rules and policies set forth in these Rules apply to all Divisions.

**6. Medical Waivers.** At least one parent or legal guardian of each player must sign the League's medical waiver and release form. The signed form must be turned into the League (either individually or as a team) **before** the team's first scheduled game. Any player who does not turn in the forms will be ineligible to participate in League games until medical waiver and release form is turned in. The required form may be obtained through coaches or on the League's website ([www.bsyvl.com](http://www.bsyvl.com)).

- 7. Players and Rosters.** With respect to regular League play (including the regular season and the post-season tournament):
- (a) Each player may play for only **one** team during any League year,
  - (b) No player may be added to any team after the registration deadline without prior approval of the Board,
  - (c) Maximum of 10 players on a roster at a time is recommended; however, a team that is created with individual registrations may exceed 10 players to ensure all players participate on a team.

**8. Uniforms.** Big Sioux Youth Volleyball will provide each player a league-issued jersey and shorts/spandex that must be worn during each game. The League-issued jersey and shorts belong to and will be kept by the player. Jerseys and shorts/spandex are the responsibility of the players. If a player's jersey and/or shorts are lost, stolen or unsuitable for use, the player's parents/guardian will be solely responsible for the cost of replacing the item. No player may change her number during the season. At games, the determination of whether an item worn by a player is inappropriate or unsafe shall be made by any official.

**Forgotten Uniforms:** In the event that a player forgets her uniform, she is not allowed to play.

**Practice:** During practices and games, no player may wear any item that is inappropriate or presents a safety risk to that or any other player.

**Shoes:** Each player must wear non-marking court shoes during all practices and games.

**Knee Pads:** Knee pads are mandatory, provided by parents, and in the colors of either black or white.

**Jewelry - May wear stud earrings (small, nothing dangles or goes below the earlobe). May not wear necklaces or bracelets of any kind.**

Players and parents are responsible for securing all of their personal belongings at all practices, games, and other League or team activities.

**9. Equipment.** The League will provide nets and a match ball. Parents must provide practice and warm-up balls. **All game balls will be the following:**

2nd Grade: [Softlight Youth Volleyball](#)

3rd-5th Grade: [Volley-Lite Volleyball](#)

6th Grade: Can use either Baden [Perfection](#) (leather) or [Lexum](#) (microfiber) volleyball for practice.

Game ball: Baden Lexum

**10. Adult Coaching and Supervision.** Each team must have a head adult coach. For purposes of these Rules, “adult” means a person at least 21 years of age, unless otherwise approved by the Board. If the team’s coach is absent, some other adult must be present and generally responsible for the team during each practice, match, and other team activity. A team’s failure to have an adult present at any game will result in a forfeiture of the match.

**11. Personal Conduct and Good Sportsmanship.** Good sportsmanship is required of all players, coaches, parents and others in attendance at matches and other League activities. At the end of each match, each player and coach shall shake hands with the opposing team. Unsportsmanlike or other inappropriate conduct, which includes, without limitation, physically or verbally abusing any player, coach, official or other person; arguing with officials; using inappropriate language; or disregarding or attempting to circumvent any rule at any practice, match or other League or team activity will constitute a violation of League rules. All players, parents, coaches and other persons in attendance at any practice, match or other League activity shall be respectful of the gyms and other facilities being used, and comply with all facility rules.

**12. Game Schedules and Locations.** Match schedules will be prepared and made available after registrations are completed, all team rosters have been set and all coach assignments have been made. While the League’s schedule is subject to change, as of the effective date of these Rules:

a) League play is scheduled to begin on Saturday, September, 30, 2023

b) There will be a postseason tournament for the 2023 BSYVL Season on **Saturday, November 11.**

c) All matches will be played at gyms within the Harrisburg School District, unless determined differently by the Board. On each game day, gyms will normally open 15 minutes before the first scheduled game.

d) The League encourages teams to participate in other volleyball events, such as out-of-town tournaments. However, *the League will not make scheduling exceptions or adjustments to accommodate such outside events*. Instead, League play must be given priority.

**13. Cancellations.** All game cancellations will be posted on the League's website: [www.bsyvl.com](http://www.bsyvl.com). The League will try to reschedule all canceled games. However, no refunds will be given if canceled games are not rescheduled.

**14. Practices.** The League wishes it could provide practice facilities for all teams. However, gym space is limited. Therefore, unless the League notifies coaches otherwise it is each coach's responsibility to make practice arrangements and properly set up nets and return them to storage areas. Harrisburg teams may be able to secure Harrisburg practice facilities and times through accessing the Harrisburg facilitator, which is located on the Harrisburg District Website (Explore → Facilities → Facility Use). All other teams will be responsible for scheduling and securing their own practice facilities, equipment, and times.

**15. No Discrimination.** Discrimination against any person due to his or her race, color, sex, creed, religion, ancestry, national origin or disability will not be tolerated.

**16. Violations.** Any player, coach or parent who fails to follow any League policy or rule, in the Board's discretion, may be suspended or expelled from the League. Any person suspended under this or any other provision of these Rules may not attend any practice, game, or other team/league activity during the period of suspension. Any such suspension resulting from regular season conduct may extend into the post-season tournament. Similarly, any such suspension resulting from post-season tournament conduct may extend into the following season. Any person expelled from the League under this or any other provision of these Rules may not attend any practice, game or other team or league activity unless and until he or she is reinstated in the discretion of the Board. No refunds will be given due to any ejection, suspension or expulsion.

**17. Rule Modifications.** The Board may modify these Rules from time to time in its discretion.

## B. GAMES/MATCHES

1. **NFHS Rules.** Except as otherwise provided in these Rules, games will be played under the National Federation of High Schools' rules.

2. **Net Height.**

2nd - 5th grade matches will play with net height at 6'6.

6th Grade matches will be played with net height at 7 ft.

3. **Ball Size.**

2nd Grade: Volley-Soft

3rd-5th Grade: Volley-Lite Volleyball

6th Grade: Baden Perfection or Lexum Volleyball

4. **Minimum Number of Players.**

**Start of the Game:** Any team that does not have at least six players ready and able to play at the start of the game and for the duration of the game will forfeit. However, if both coaches agree, the teams may still play the game during the allotted time, with the forfeiting team either playing with less than six players or borrowing one or more players from the opposing team. However: (1) the forfeiting team may not add any other player or players from a non-participating team or someone not registered with the League as a player, (2) regardless of the game clock, the match must be stopped at least 10 minutes before the scheduled start time of the next match to be played on the same court, and (3) regardless of the final score, the match will remain a forfeit in favor of the opposing/non- forfeiting team. In addition, if any player on the forfeiting team shows up late, she may play, but the match shall remain a forfeit and the rules set forth above in this subsection still apply to the game.

**During the Game:** If, during the game, a player is removed from the game due to injury or any other reason, causing her team to have less than six players ready and able to continue playing, that team may play with less than six players, in which case: (1) unless the match is stopped because the team runs out of players, the game will not be considered a forfeit, (2) the opposing team may continue to play with six players throughout the game/match.

5. **Player Safety.** Player health and safety come first. Therefore, as an exception to the mandatory substitution rule, any player may, at any time, be taken or kept out of the game in case of her injury, illness, or extreme exhaustion, or in any emergency situation. However, if a player is taken or held out of the game for any such reason:

a) The coach must inform the person keeping the official scorebook why the player is coming or staying out of the game,

b) If the player becomes able to play during that same game, she may rotate back at the next dead ball.

If any parent believes that his or her child's coach fails to follow the mandatory substitution rule, the parent is encouraged to talk to his or her child's coach about the situation. If the parent and coach are unable to resolve the issue, the parent may file a complaint with the League. Any opposing team's coach may also file a complaint with the League, if he or she believes that a coach has failed to follow the mandatory substitution rule. If the League receives one or more such complaints and determines, in its discretion, that a team has intentionally or continually failed to follow the mandatory substitution rule, the League may impose such sanctions as it deems appropriate (including, without limitation, declaring one or more games forfeited and/or suspending the team's coach).

**6. Game Rules.**

**a)** Rally scoring will be used to score all matches.

**b)** Each team will play for the designated 50 minutes.

**c)** The match will consist of the best out of three games. If time allows, a third set will be played, regardless of the outcome of the first 2 games: Games 1 and 2 will be played to 25 points; Game 3 will be played to 15 points. If time runs out during Game 3 before a team reaches 15 points, a winner is determined by the team who is ahead by 2 or more points.

**\*Note:** The official will officiate a 3rd set and the scoreboard will be used to track score. Set will be played until time runs out or one team gets to 15. In this instance, the team does not have to win by 2 since the set is not recorded in Sports Engine.

**\*Note:** The only reason the 3rd set will not be played, is if one of the teams does not want to play the 3rd set, or there is not enough time left on the clock.

**\*Game Reporting to Sports Engine:** If Team A wins set 1 and 2, the 3rd set is played, but not recorded in Sports Engine, no matter the score. If Team A wins set 1 and Team B wins set 2, the 3rd set will be played, regardless of the time left on the clock, and results recorded in Sports Engine. In this case, the 3rd set CANNOT end in a tie, even if time runs out on the clock. If the 50 minutes is expired, the teams keep playing until one team is ahead by 2 or the cap of 18 is reached.

**d)** Each set must be won by 2 points with a cap of 30 points for Games 1 and 2 and 18 points for Game 3.

**e)** The referee will conduct a coin toss to determine the first serving team.

**f)** Each team will be allowed up to 3 contacts to play the ball over the net.

**g)** If the ball contacts a wall, ceiling, backboard, etc., it will be considered out of bounds, and a side out point will be awarded.

**h)** If the ball contacts the ceiling, it may still be played if the following occurs:

- 1) the ball comes down to the side of team that hit it into the ceiling, and
- 2) that team still has one or more contacts remaining.



i) Teams in Grades 2nd - 5th are not allowed to use a libero. Teams in 6th Grade are allowed to use a libero, but this individual must wear a different color jersey (provided by League).

j) Per the coach's discretion, each team may choose their offense and defense.

m) Prolonged contact is considered a lift, as called by the referee, and results in a side-out point.

n) Season win and loss records will determine brackets for the End of Season Tournament.

o) Any net faults or center line faults will result in a point for the other team. A net fault occurs while the ball is in play and a player contacts any part of the net including net cables or net antennas. It is not a fault when a player's loose hair touches the net, or the force of a ball hit by an opponent pushes the net or net cables into the player. A player may touch the floor across the center line with one or both feet/hands provided a part of the foot/feet or hand(s) remains on or above the center line. Contacting the floor across the center line with any other part of the body is illegal.

p) No player can block the serve. Doing so will result in a point for the other team.

#### **7. Time and Timeouts (Regulation Play).**

a) A running playing clock of 50 minutes dictates all courts.

b) One timeout per set is allowed to each team. Referees will time 1-minute timeouts.

**8. Game Clock Operators and Official Game Scorers.** Each team must provide one adult to sit and work at the scorer's table during the match. One such adult will run the match scoreboard, and the other adult will keep the official scorebook. Official scorebooks must be turned into the on-site League representative as soon as the match has ended.

Each team will also need to provide one adult to be a line judge (total of two per game are needed). If no line judge is provided, said team will forfeit the match.

**9. Start Times and Pre-Match Warm-ups.** Court 1 will keep the official time clock for all courts. Games will start on the hour. Teams should be at their designated gyms 10 to 15 minutes before their game start time. Teams will be provided a warm-up period during the time one match ends and the next match begins. Such warm-up period (when provided) is to start and finish before the scheduled match start time. To avoid late starts, pre-match warm-ups may be shortened or eliminated in the Officials' discretion. Both teams must share the court for pre-game warm-ups and serving. Two minutes before match start time will be designated as simultaneous serving time for both teams.

#### **10. Serving.**

**\*\*\* If you are jump serving, ALL grades must do this from behind the END line.**

**2nd & 3rd Grade Serving Line** is at the 10 foot line. At the 2nd - 3rd Grade level, players will receive two chances to serve the ball, as long as the first serve was not in play.

**4th Grade Serving Line** is 20 feet from the net. At the 4th Grade level, players will receive two chances to serve the ball, as long as the first serve was not in play.

**5th Grade Serving Line** is 22 feet from the net. At the 5th Grade level, a missed serve is considered a side-out point.

**6th Grade Serving Line** is 24 feet from the net. At the 6th Grade level, a missed serve is considered a side-out point.

a) On a missed serve, the opposing team gains a point and rotates to serve.

b) **At the 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>, and 5<sup>th</sup> Grade Levels:** After a server earns 3 consecutive points in a row, the serving team keeps the ball and rotates servers. If the team has more than 6 players, the server should rotate out and a new server rotate in.

c) **At the 6<sup>th</sup> Grade Level:** After a server earns 3 consecutive points in a row from her designated serving line, she must move back to the regulation volleyball end line to serve up to two more serves, for a total of 5. After a server earns 5 consecutive points in a row, the serving team keeps the ball and rotates servers.

d) Foot faults will not count as a penalty at any level, as long as the server begins with both feet behind the service line and doesn't take more than two steps over the service line.

e) The server may not serve until the referee has blown the whistle.

f) The server has 10 seconds to serve the ball after the referee's whistle is blown.

g) If the serve hits the net and goes to the opposing side, it is a live ball and should be played.

h) One toss per serve attempt is allowed. If it is a bad toss, the player should wait for the ref to signal a re-serve. A re-serve shall be called when the server releases the ball for service, then catches it or it drops to the floor.

## **11. Substitutions and Rotations.**

**2nd & 3rd Grade Teams:** Six players per team can be on the court at a time with the following guidelines... a) the serving team rotates prior to serving (except for the first serve of the set). Rotations will occur in a clockwise direction with the server rotating out and a new

player rotating into the middle/back row position, b) receiving team must rotate on their first side out of the set, c) substitutions will be allowed for injuries, d) all substitutions must occur in front of the 10-foot line upon referee's signal.

**4th - 6th Grade Teams:** Six players per team can be on the court at a time with the following guidelines... a) players rotating in and out will enter and exit for the same person in a given set (player substitutions can vary from set to set), b) all substitutions must occur in front of the 10-foot line upon referee's signal, c) rotation occurs at the start of each team's serve following a side-out, d) every effort should be made by the coach to ensure all players receive equal playing time, e) all players not in the game must sit on their team bench, f) no coaches or parents are allowed on the court during games.

**12. Yellow and Red Cards, Ejections, and Suspensions.** Referees may call yellow or red cards as a result of inappropriate conduct on the part of any parent or other attendee. **Yellow Card:** (1st warning), this is a warning to coach or player. **Red Card:** (2nd Warning), Coach must remain seated for the rest of the match. Player must be removed from the gym for the remainder of the match. She will be ejected from the game and suspended for her team's next game.

However, any player red card violation called for fighting, extreme physical or verbal abuse, or any obscene gesture may result in her immediate ejection from the game and, in the Board's discretion, suspension or expulsion from the League. A player's failure to remove herself may result in her suspension or expulsion from the League, as determined by the Board.

If any adult is ejected, he or she must immediately collect his or her belongings and leave the gym. If the ejected adult is a team's coach, an assistant coach shall take over coaching duties for the remainder of the match. If the team has no assistant coach present, a parent may take over coaching duties for the remainder of the match. If, during a game, a team receives two yellow/red cards for unsportsmanlike conduct (whether called on one or more players, a coach, the bench/team, or any combination thereof), that team will forfeit the match and the match shall be stopped.

The rules set forth in this section are in addition to, and not in lieu of, any other Rules relating to good sportsmanship and personal conduct, and violations thereof.