

**BIG WEST VOLLEYBALL LEAGUE  
GENERAL RULES 2023-2024**

1. All League volleyball matches will consist of the best 2 out of 3 games. Games will be scheduled in 45 minute time slots. Games 1 and 2 will be played rally score to 25 points with a 27 point cap. The 3<sup>rd</sup> game will be played rally score to 15 points with a 17 point cap. Teams must win each game by 2 points. If the 17 or 27 point cap rule comes into effect, you do not have to win by two points. If a third game is NOT necessary it will not be played. **EXCEPTION: The 7<sup>th</sup> and 8<sup>th</sup> grade division tournament matches will be played best 2 out of 3 games. Games 1 and 2 will be played rally score to 25 points with a 27 point cap. The 3<sup>rd</sup> game will be played rally score to 15 points with no point cap. The CHAMPIONSHIP MATCH and 3<sup>rd</sup> PLACE MATCH in each division will play games 1 and 2 rally score to 25 points with a 27 point cap. The 3<sup>rd</sup> game of all championship games will be played rally score to 25 points with no point cap.**
2. All players that suit for a match MUST play in the match. Failure to comply will result in a forfeit of the game and a 3 game suspension of the head coach. If the infraction occurs at the end of the season, the suspension will be carried forward to the next volleyball season.
3. **Each team should arrive and be ready for warmups 15 minutes prior to the scheduled starting time of their match. If your match is the first match of the day, you should arrive no earlier than 20 minutes before your scheduled starting time. Gym facilities need time to set up and will not open their doors until 20 minutes before the start of the first match of the day.** If the previous match finishes more than 10 minutes early, the home gym will have the discretion to start the next match early if each team has at least 6 rostered players present. If a team is not ready for their match with at least 5 rostered players 5 minutes after the scheduled starting time of their match, that team shall forfeit the match.
4. Each team is allowed two (2), 60-second time outs per game.
5. Warmup times will be 5 minutes full court for the home team followed by 5 minutes full court for the visiting team.
6. Players may substitute for the same player only, A for B and B for A. 18 substitutions per team per game are allowed. A 19<sup>th</sup> substitution results in a point for the other team. Teams with 12 or more players may substitute in groups of 3 per slot. For example, player A starts the game and player B subs for A, then player C may sub for B and either A or B may sub for C. In any case, substitutions are to be conducted in the following manner: The coach signals the official verbally while using the proper hand signal. The official will then recognize the coach and allow the substitution. The changing players will then go to the sideline between the net and the 10 foot line. The incoming players should stand outside the court and the outgoing players should stand inside the court until the official and score keeper have recorded the change. When the official beckons, the players may then leave or enter the court. The incoming player must play in the outgoing player's position in the rotation.
7. Foot faults will be called at the 7<sup>th</sup>/8<sup>th</sup>-grade level from the regular service line. The 5<sup>th</sup>/6<sup>th</sup>-grade level will be allowed to move up to a closer serving line, located and marked 5 feet closer from the regular service line and extending 10 feet over from the

right sideline. If a player chooses to serve from the closer line, foot faults will be called from that line. Also, any player who chooses to serve from the closer line may not serve overhand.

8. A ball that hits the ceiling and falls on the opponent's side will result in a side out and point. If the ball falls on your side, it is considered in play, provided that you have not used up your 3 hits.
9. Players may not touch the net or cross the plane of the net while the ball is in play.
10. The league will play the basic 6 player, three hit volleyball. Back row players may not jump to spike a ball in front of the 10-foot line.
11. **SERVING:** All forms of a legal hit or pass can be used to return a serve. However, a serve cannot be blocked or attacked. **LET SERVES** are allowed in all divisions and from all serving lines.
12. The Libero will not be used.
13. Double hits are allowed on all **FIRST** hits each time the ball crosses the net during a point.
14. Teams will **not** switch sides after games 1 and 2. The only exception will be at St. Matthew. Teams will switch sides after each game at St. Matthew because one side of the court has a distinct advantage over the other. Game 3 side will be determined by coin flip at all gyms.
15. Wristbands and headbands may be worn provided they are white, black, grey or match the color of the uniform top or short. All wristbands must be worn below the elbow. Camo or other multicolor wristbands or headbands will not be allowed.
16. **NO jewelry, hair ornaments, temporary tattoos, hair glitter/paint or face glitter/paint is allowed. NO EXCEPTIONS.**
17. **All players on the same team who participate in a game must have the same uniform (jersey and short) in order to play.** All jerseys must have legible front and back numbers (Current uniforms will be allowed with back numbers only. All new uniforms must be ordered with front and back numbers). T-shirts may be worn under the team jersey provided they are the same color as the predominate color of the jersey, white, black or grey. All t-shirts must have a finished edge... no cutoffs. **NO VISIBLE MARKINGS ARE ALLOWED ON THE T-SHIRTS.** Camo or other multicolor shirts will not be allowed under the jersey. **If a player is not wearing a proper uniform, they will not be allowed to participate in the game.**
18. Compression shorts may be worn under a players shorts provided they match the predominate color of the shorts, are black, white, beige or grey. Camo or other multicolor compression shorts will not be allowed. Compression arm and leg sleeves may be worn provided they are black, white, beige, grey or the predominant color of the uniform jersey. Camo or other multicolor compression sleeves will not be allowed.

19. It shall be the home court responsibility to:
  - A) Supply a good, game quality, white volleyball.
  - B) Pay the official.
  - C) Supply an official scorekeeper with a score sheet and time clock.
  - D) Provide a properly marked court including a 10 foot line. The court shall include the closer serving line for 5<sup>th</sup> and 6<sup>th</sup> graders.
  
20. A school must start a team of at least five (5) players, or forfeit. When a team starts or is playing with fewer than 6 players, a side out shall be awarded to the opponent each time the vacant position is in the serving position. **A team cannot fill the vacant position for that game after their lineup has been submitted to the official scorer. This applies to the game in question, not the match.**
  
21. All nets will be set at a height of 7 feet, unless the facilities equipment does not allow it.
  
22. All rosters will have a minimum of 6 players and a maximum of 15 players.
  
23. The referee and gym management shall have COMPLETE charge of and authority over the game. EVERY HOST GYM MUST HAVE A DESIGNATED “PERSON IN CHARGE” IN CASE OF EMERGENCY.
  
24. IHSA Rules, except as modified above, shall be adhered to.