



## YOUTH VOLLEYBALL LEAGUE BYLAWS

### A. PLAYERS, DIVISIONS, AND ELIGIBILITY

1. **Division 1 12U-16U (Competitive League)** – Consists of hand selected, pre-formed teams with a higher level of competition. All teams in Division 1 have the option of using their own jerseys or having the City provide it form them. Division 1 rosters are limited to a maximum of twelve (12) players.
2. **Division 2 8U-14U (Recreation League)** – Consists of teams that are formed through a “draft” system by zip code. Teams registered as Division 2 may not return more than four (4) players from the previous season’s roster. Division 2 youth rosters are limited to a maximum of twelve (12) players.
3. **8U** - consist of girls and boys who are at least 7 years of age and no more than 8 years of age as of September 1st of the current school year.
4. **10U** - consist of girls and boys at least 9 years of age and no more than 10 years of age as of September 1st of the current school year.
5. **12U** - consist of girls and boys at least 10 years of age and no more than 12 years of age as of September 1st of the current school year.
6. **14U** - consist of girls and boys at least 13 years of age and no more than 14 years of age as of September 1st of the current school year.
7. **16U** - consist of girls and boys at least 15 years of age and no more than 16 years of age as of September 1st of the current school year.
  - *Players may play up one age division, if both the parent/guardian and coach approve it.*
  - *Please note the 8U and 10U league will be a co-ed league. 12U and older age groups will separate into a boys and girls league.*
8. Teams will have until the **Friday before the first practice** to add players. After this time, all rosters will be frozen. The only exception to this rule would be to replace an injured player or if your roster drops below the minimum amount to start a game. Any additions must be approved by the athletic department.
9. Participants may not play on more than one team in the same division.
10. Late registrants are not guaranteed placement on a team within their zip code.

### B. PRE-GAME

1. Player Cards – Participants are required to obtain a player card prior to the start of the season. Players must have their player card by the first game of the season or they will not be eligible to play.
2. Parks & Recreation will provide each team a maximum of two fifty minute practices per week that can be divided up or used back-to-back.
3. Any participant who misses a practice, without a satisfactory excuse, may be held out of the next game with Mesquite Parks & Recreation approval. In order to be able to exercise this option, the coach must notify the athletics office, in writing, at the time of each missed practice, and give the name of the absent players.
4. Coaches must submit documentation to Mesquite Parks & Recreation regarding disciplinary problems with players.

### C. REQUIRED EQUIPMENT

1. Jerseys
  - a. **D2** - All players must wear a Mesquite Parks & Recreation issued jersey. If t-shirts are worn underneath, they must be identical in color to the rest of the team. **Teams who do not wear Parks and Recreation jerseys will not be allowed to play.** Coaches will be notified once the jerseys are ready for pick-up. Any jerseys not picked up will be available at the gym.
  - b. **D1** – D1 can purchase their own uniforms or wear the uniforms provided by Parks and Recreation. Each player on the team must wear jerseys that are identical in the base color. T-shirts worn underneath jersey must also be identical in color to the rest of the team. Jerseys must have a six-inch number on the back and a four-inch number on the front. Numbers must be permanently affixed to the jersey, not taped or pinned to the jersey. Numbers that are hand written in pencil, marker or any type of ink pen are not allowed.
2. Shorts must also be identical in color to the rest of the team.
3. Although knee pads are not required they are highly recommended.
4. Athletic type shoes with non-marking soles are required.
5. Players must observe the following:
  - a. No hard or soft casts are allowed.
  - b. Knee and ankle braces are permitted but all exposed hinges must be covered.
  - c. Rubber, cloth or elastic bands may be used to control hair. Hard items including, but not limited to, beads, barrettes and bobby pins, are prohibited.
  - d. Jewelry is prohibited. Jewelry that is taped down will not be allowed. Religious and medical-alert medals are not considered jewelry. These items may be worn but must be taped down.
  - e. Anything on the wrist other than wrist bands is prohibited.

### D. GAME FORMAT

1. A coin toss at the beginning of match will determine which team receives the choice of first serve or choice of side of the court for the first game. The loser of the toss receives the remaining option. In the event of a third game of the match, a second coin toss will determine the choice of the first serve or side.
2. **Pregame:** Each team will be allowed at least five minutes to warm up. The last minute of warm-ups will be to practice serving on both sides of the court.
3. **A Game:** Consists of twenty-five points. Rally scoring will be used. If a score is tied at twenty-five, then a team must have an advantage of two points to win. If it goes to a third game, it will be played to twenty-five. A team must have an advantage of two points to win. (All three games will be capped at thirty points.)
4. **A Match:** Consists of the best 2 out of 3 games.
5. **Game Time:** All games will be scheduled for fifty minutes each. If a game is tied when the clock runs out, the team who scores the next point will win. If one team is ahead by only one point, that team will receive the win. If the first two games are won by the same team, the third game can still be played as a practice game. The game clock will run until 50 minutes is up.
6. **Timeouts:** Each team will be permitted one thirty second timeout per game. The clock will stop on timeouts. Timeouts do not carry over from one game to the next. Timeouts will only be granted during a dead ball or before the referee's whistle for the serve. Only players on the court and the head coach can request a timeout. Any team requesting additional timeouts will be charged with unnecessary delay of game and be penalized a point to the opposing team.

7. **Game time is forfeit time.** A team must have a minimum of five players to start a game.  
FORFEIT RULE: Only the first game of the match will be forfeited at game time. The second game will be forfeited fifteen minutes after game time. The third game will be forfeited thirty minutes after said game time.

Example is as follows: If game time is at 7:10 PM

FIRST MATCH	FORFEIT TIME
Game 1	7:10 PM
Game 2	7:25 PM
Game 3	7:40 PM

***A double forfeit will occur when neither team has five players. If a team forfeits, they will receive a score of 10-25.***

#### E. GAME PLAY

1. Players may make a substitution when play is stopped or the ball is dead. A substitute must report to the scorekeeper and be recognized by the referee before entering the playing area.
2. Participation  
Division 1: No participation requirements  
Division 2: Teams must abide by the following minimum player requirements:  
**8U - 12U**  
Substitution Rule:
  - a. When a team rotates to serve, the player who served the previous turn must come out of the game, and a sub will enter at the middle position of the back row.
  - b. A team has unlimited substitutions.
  - c. Once a player is substituted off the floor, coaches must use all players on the bench before that player is allowed to go back into the game.
3. **14U**  
Substitution Rule:
  - a. Each player must play one full game in either game 1 or 2. Coach may play any rotation if game 3 is needed.
  - b. Once a player subs in for another player during a game, the player that came out of the game can only return to replace the same player who came in for her.
  - c. A team is limited to eighteen substitutions per game.

#### F. SERVING & PLAYING THE BALL

1. The ball must be served behind the end line and may be hit in any manner with the server's hand.  
Exception
  - a. 8U Division can serve from the 10' foot line
  - b. 10U Division can serve from the 15' foot line
2. **8U and 10U Division** - A player can only score 5 points in a row on their serve. After five consecutive points, the serve then goes over to the other team. ***(Exception: game point; the same server can continue to serve a 6<sup>th</sup> time if its game point ONLY)***
3. **12U and 14U** - The server shall have eight seconds after the official's whistle is sounded.
4. Overhand, underhand, and sidearm serves are allowed as long as contact is legal.
5. The server will have one attempt to serve the ball. A second attempt will be allowed if the ball is caught before it hits the ground or if it falls to the ground without being touched.
6. The ball cannot be served until the official has blown the ready for play whistle and indicated the signal.

7. Teams that have less than six to start a game shall use “ghost rotation”. During the rotation of services, the “ghost server” will serve as a point for the opponent. When or if the 6th player shows up to the game, she can sub into the “ghost” position during the next dead ball situation.
8. A served ball is a service fault when:
  - a. The ball does not legally cross the net. If the ball touches the net, and then goes over, the serve is good.
  - b. The ball touches one of the server’s teammate.
  - c. The ball touches the floor on the server’s side of the net.
  - d. The ball does not cross the net entirely between the net antennas or lands out of bounds.
  - e. The ball touches the ceiling or any obstruction.
9. When the team’s first contact is simultaneous contact by opponents or an action to block, the next contact is considered the team’s first hit.
10. It is illegal to block or spike a serve.
11. Each team is limited to a maximum of three hits on its side of the net to get the ball successfully over the net. Lifting, carrying the ball, and underhand slapping of the ball are illegal hits and shall result in a point to the opposing team.
12. If any part of the ball contacts the boundary lines, it is considered in.
13. The ball will be considered out-of-bounds if:
  - a. Touches any part of the walls
  - b. Strikes the ceiling on the opponent’s side
  - c. Strikes an overhead obstruction above a playable area of the opponent side
  - d. Strikes a basketball goal or the divider curtain
14. **12UD2– Two Hit Rule:** The ball must be hit twice before returning to the opponent’s side of the net.

#### G. PLAY AT THE NET

1. Contact with the net by a player is a fault.
2. A ball may be played out of the net provided that a team still has at least one of its three hits remaining.
3. Only front-row players are permitted to complete a block. Blocks do not count as team hits.
4. Only front row players may attack the ball in the front row.
5. Back row attackers who attack the ball must jump from behind the 10-foot line.

#### H. COACHES

1. Before each game please present a picture ID and sign in with the staff member at the scorer’s table.
2. Turn in your line-up card to the scorer’s table.
3. Coaches will have until the **Thursday before week 2** to add an assistant coach to the roster. After this time, all rosters will be frozen. The only exception to this rule would be if neither the head coach nor assistant coach is able to be at the scheduled game. Any additions must be approved by the athletic department.
4. Each team is allowed to have a maximum of two coaches on their roster.
5. Each team must provide a volunteer lineperson.

#### I. SPORTSMANSHIP & CONDUCT DURING A GAME

1. Coaches are responsible for their team and parent’s conduct on and off of the court. Unsportsmanlike conduct by coaches, spectators, or participants will not be tolerated, regardless if it’s a practice, regular season game, or tournament games. Individuals may be suspended due to unsportsmanlike conduct at the discretion of the athletic department.

2. Any coach, player or spectator that is ejected from a facility will have one minute to leave the gym and two minutes to leave the grounds and will be suspended for one game, regardless if it's a season game or tournament game. Should a player, coach or spectator be ejected on a second occasion, the offender(s) will automatically be suspended for the remainder of the season. This includes all involvement of the team (games & practices).
3. Any assault or physical violence directed toward staff or our volunteer coaches will result in a suspension from further participation of any program sponsored by the City of Mesquite. The length of the suspension will be determined by the severity of the incident.
4. Unsportsmanlike or disruptive behavior from spectators will warrant the following actions:
  - a. Warning will be issued by the official.
  - b. If the game is stopped a second time that parent or parents will be asked to leave.
  - c. If they are noncompliant then MPD will be called and they will be escorted out.
  - d. If the staff feels that continuing the game poses a threat, the game will be called. The score at the suspension will be the final official score.
5. Any player, coach or spectator that is ejected from a tournament game will not be eligible to enter the gym for the remainder of the tournament.

**J. Player Eligibility Requirements**

1. Only a coach can protest a player's eligibility. If a coach protests a player's eligibility, then the player in questions coach will have two (2) business days to provide the birth certificate to the athletic department. If the athletic department does not receive the birth certificate within two (2) business days or if they do receive it and the player has violated the rules, the following actions will happen:
  - a. The team will forfeit all games played with the illegal player on their team.
  - b. The coach will be suspended (two) 2 games for the first offence. On the second offence, the coach will be suspended the remainder of the season, including playoffs.
  - c. The ineligible player will be suspended from the league for the remainder of the season. (*a refund will not be given*)

**K. EQUIPMENT AND COURTS**

	<b>8 &amp; Under</b>	<b>10 &amp; Under</b>	<b>12 &amp; Under</b>	<b>14 &amp; Under</b>
<b>Ball Size</b>	Volley Lite	Volley Lite	Volley Lite	Official
<b>Net Height</b>	7'4"	7'4"	7'4"	7'4"
<b>Serving Line</b>	Behind 10' line	Behind 15' line	Back Court Line	Back Court Line

**L. TIE BREAKING PROCEDURES**

Teams will be ranked according to what their records are. Teams that are tied will be grouped together and a tie breaking procedure will be conducted. The procedure for which ties will be broken for seeding/play-off purposes is in the following order if needed:

1. Head-to-Head competition
2. Compare game percentage (determined by dividing each tied team's total games won in the league by the total games played). The team with the highest percentage is first.
3. Point Differential
4. Coin Flip

**\* No additional games will be played to break ties**

**M. LEAGUE GAMES/PLAYOFFS**

A seven game season will be played to determine the seed of each team entering into a single elimination tournament to determine each Division City Champion.

**N. AWARDS**

1. Sportsmanship medals will be given to the team in each division who receives the highest sportsmanship average. Sportsmanship grades will be given by the gym monitor at each site and is on a grade scale of 1 – 5. Scores are based off of three categories: Fans, Coaches, Players.
2. 1st and 2nd place league awards
3. 1st and 2nd place tournament awards

**O. GOVERNING BODIES**

1. NFHS and TAAF rules will apply when not noted within the Mesquite Youth Volleyball League By-Laws.
2. **ANY AND ALL DISPUTES IN LEAGUE PLAY WILL BE RESOLVED BY MESQUITE PARKS AND RECREATION.**