



## **THE CINCINNATI PREMIER YOUTH VOLLEYBALL LEAGUE**

### **GENERAL LEAGUE and GAME RULES**

Set forth below are the General League and Game Rules for the Cincinnati Premier Youth Volleyball League (CPYVL). Communities, by entering teams, agree to follow the rules and codes of conduct, accept the penalties for noncompliance, and enforce them within their community.

#### **GENERAL LEAGUE RULES**

1. NO OHSAA TEAM MEMBERS (OHSAA ELIGIBILITY)
2. Players can play on only one **CPYVL** team
3. Players that live outside the school district of the member community team they wish to play for must have a signed waiver from the community the player resides in, AND, approval of the League. Any team that does not have signed waivers by the start of the regular season will not be permitted to use the affected players.
4. Players must play in at least 50% of regular season games to be eligible for the end-of-season tournament. Exceptions to this rule due to special circumstances such as injury may be granted by the League
5. League has the right to reject any player for any reason.
6. Each player must have a signed Liability Wavier submitted to the League before he or she is eligible to play in a CPYVL game. There are no exceptions to this rule. Players who are caught playing without a Liability Wavier will be removed from the team and not be allowed to play for the remainder of the season and the Post Season Tournament.

#### **TEAMS**

1. All teams will ideally be formed from one School District, Private School, or community area. The League will accept teams from its member community programs or teams from communities without an organized external program. Any independent teams wishing to play in the League may do so with approval from the League.
2. League has the right to reject any team for any reason.
3. Teams in small areas may use player(s) from surrounding area to fill their rosters with permission of both coordinators and the league
4. All teams must have 75% or more of its players from one Private School, School District, or community area. Exception to this rule may be made with approval of the League and community effected.
5. Team Rosters must be completed and submitted with all required information one week before the first league game.



6. League reserves the right to move teams from one level of competition to another.
7. Teams will be placed based on the grade of the players comprising the team. If a team has players from different grades, they will play in the appropriate division of the oldest player/s. Exception to this rule may be made with approval of the League.
8. No player may be added to the roster of a team for any after the second week of league play has concluded. Exception to this rule may be made with approval of the League.
9. No team may use “guest” players or any player not listed on their roster. Any game where a non-rostered player participates will be a forfeit. Any team violates this rule more than once will not be eligible for the Post Season Tournament.
10. Boys in grades 3-5 can play on a girls’ team but that team cannot have more than 2 boys on their roster. Both boys can be on the court at the same time, but not next to each other. Boys must play up a grade unless approved by the league. An email will be sent to all coaches in that grade upon approval. The coach of the team the boy is on should keep a copy of the email to show to officials if questions arise. **(updated v1.2)**
11. In a mixed grade division, organizations that have more than one team registered in that division must distribute players equitably between teams and not create one team with older kids and one team with younger kids. **(added v1.2)**
12. Each member organization agrees to reimburse the League for all legal expenses incurred related to their teams. **(added v1.3)**

## JERSEYS

The CPYVL follows OHSAA guidelines regarding team uniforms. These points are provided as reminders to our league members. **(added v1.2)**

1. The player number must appear on the front and back of the jersey.
2. If a name is included on the front of a jersey, it must be the name of the community or organization only.
3. If a name is included on the back of a jersey, it must be the first or last name of the player OR the name or nickname of the community organization.

## DIVISIONS

The Cincinnati Premier Youth Volleyball League is comprised of two main divisions:

1. Competitive
2. Recreational

All leagues will play by the National Federation Volleyball Rules with CPYVL modification

## NET HEIGHT

The net height from the floor to the top of the net is as follows:



Division	Net Height
3 <sup>rd</sup> & 4 <sup>th</sup>	6 feet
5 <sup>th</sup> & 6 <sup>th</sup>	7 feet
7 <sup>th</sup> & 8 <sup>th</sup>	7 feet 4 1/8 in

## GAME BALLS

**Game ball will be the referee's choice** (color ball may be used) – best ball available. 3rd -6th grade will use Volley Lite balls or any similar lightweight ball designed for 12 and under play.

No jewelry may be worn – including earrings (band aids may not cover them). No face paint, hair paint or glitter. No hard beads or plastic headbands will be permitted. Bobby pins and flat hair clips are permitted as well as any soft headband. Jersey may only be tied back to compensate for size of shirt.

A hard cast may not be worn including a plaster cast, a cast made of plastic, fabric brace with metal, or any other type of cast with a hard surface or hard inserts. **(added v1.3)**

## PLAYING TIME

All 3<sup>rd</sup>-8<sup>th</sup> grade recreational division teams must play each player one full set from start to finish. Coaches should strive for roughly even playing time or what is determined by your community. Exception is if a player is injured or sick. You must play all your players regardless of the number of players on the opposing team.

Teams in the competitive/athletic divisions have NO required playing time. This rule is in effect for the regular season as well as the post-season tournament. The scorekeeper must sit at the scorer's table. It is the scorekeeper's responsibility to keep track of playing time.

## WARMUPS

Each match will have a warm-up that should last no longer than 5 minutes. Court time will be shared among teams. Cooperation between teams should be emphasized to ensure a safe warm-up.

Captains and head coach shall meet for a pregame conference covering ground rules/coin toss. The home team chooses their side. Then the referee will conduct a coin toss with winner of coin toss choosing between serving or receiving for the first set. **(updated v1.2)**

For tournament games, the same procedures apply. Home team is the team listed on the top of a bracket pairing

Each team will supply 1-line judge and the home team will supply the scorekeeper. If the home team does not have a scorekeeper, the score book of the visiting team will be used. **(updated v1.2)**



No jewelry may be worn – including earrings (band aids may not cover them). No face paint, hair paint or glitter. No hard beads or plastic headbands will be permitted. Bobby pins and flat hair clips are permitted as well as any soft headband. Jersey may only be tied back to compensate for size of shirt

Please pay the Referee before the start of the match. The fee is \$26 and each team is required to pay \$13. **(updated v1.4)**

### SUBMITTING A LINE-UP

1. Have your line-up ready when you arrive
2. Turn in line-up sheet to the scorer's table (circle your 1st server)
3. Remember, at the beginning of the game, the receiving team must rotate the first time they are awarded a side out.

### GAME STRUCTURE

1. A match consists of 3 games – play all 3 games
2. Use rally scoring – every time the ball hits the floor a point is awarded
3. Play all games to 25 points, win by 2 points. 3rd game will be played to 15 win by 2 (including tournament games)
4. Play all 3 games in a match during regular season to determine league standings. However, during tournament games you may stop playing after either team wins 2 games of the match.
5. 2 time outs per team per game
6. Teams **MUST** start a set with 5 players for it to be a legal set. If a team plays a set with 5 players, the “open” position must be maintained in the serving rotation and on the point. A side out point is awarded to the opposing team when the open position rotates to service. **(updated v1.2)**
7. If a team starts a set with fewer than 5 players, the team forfeits the set (i.e. 25-0 or 15-0 if it is the last set) but the teams can continue to play for the players to get touches. **(updated v1.2)**
8. Net serves **ARE** allowed.
9. Each serve counts. Referees will be instructed not to give younger players a “mulligan” or “do over”.
10. Once the referee blows the whistle to serve, the player has 5 seconds to serve. Each team will be given one warning per match. **(updated v1.2)**
11. Legal contact is a touch of the ball by any part of a player's body that does not allow the ball to come visibly to rest or involve prolonged contact with a player's body.
12. During the serve, one dropped ball will be allowed per server per rotation. A second dropped ball will result in loss of serve. **(updated v1.2)**
13. Grades 3<sup>rd</sup>-6<sup>th</sup> can rotate up to 8 players. Teams are permitted to rotate in 1 or 2 players. These players are listed in serving order at the beginning of each set. Players waiting to rotate onto the court may **NOT** touch the ball when it is hit at them. Every effort must be made to move away from the ball, judgment will be left up to the referee. **(updated v1.3)**



14. SUBSTITUTION RULE: 3-6 rec CAN use substitution, or they can rotate. 7-8 Rec and 5-6 athletic can ONLY use substitution and not rotation. The first line-up DOES NOT count as an entry. (updated v1.3)
15. A Libero can optionally be used for the 5<sup>th</sup>/6<sup>th</sup> grade competitive division but if a team uses a libero, they must have a libero tracker at the score table.

### SERVING LINES

3rd -4th grades may move into the court 15 feet.

5th -6th may move in the court 10 feet.

Each home team MUST provide a clear marking of the serving line. If a line is not permanently painted on the floor, the home team must provide a marking on the gym floor that is easily visible to players and referees. The home team should ensure the away team and the referees know where this mark exists before the match begins. If an actual service line is not physically present on the gym floor, the service line will extend from the marking on the floor the entire length of the court. The official will use their best judgement. (updated v1.2)

### FORFEITS

- A. Game one of the match is forfeited if a team does not have 5 or more players at game time.
- B. Games 2 and 3 are forfeited if after 10 minutes, a team does not have 5 or more players.
- C. If at any point a team has less than 5 able-bodied players that game and any subsequent games are forfeited.
- D. If a forfeit occurs, the forfeiting team pays the referee fee for both teams.
- E. If a team “no shows”, which is defined as not showing up to the game and the opposing coach, or the league have no knowledge of the intent not to play, they are required to pay the referee fee and a reschedule fee of \$50.

### RESCHEDULING GAMES

1. No team may cancel a League game without approval from their community Coordinator and the League
2. Only games cancelled due to weather or gym closures will be rescheduled after December 17th unless approved by the League
3. Games may be rescheduled no less than (7) seven days in advance of their original scheduled date; no last-minute changes will be allowed. If a game is cancelled, within 7 days, the cancelling team will be responsible for the official's fees
4. Rescheduling games should follow this process:
  - Team requesting change contacts their coordinator
  - Coordinator approves change and sends request to the other community coordinator



- Once affected teams agree on a reschedule date, requesting coordinator submits the change to the League. The League will coordinate all schedule changes with the Referee Coordinator.
5. If coaches reschedule a game without the approval of the League and their Coordinator, the game will not be rescheduled and marked cancelled. The offending coach will be responsible for the ref fees.
  6. The league will only reschedule games for sanctioned reasons:
    - School Event
    - Gym Closure
    - Illness resulting in less than five players able to participate
    - Inclement Weather
    - Failure to provide two officials
  7. The League will not reschedule games for any reason except Gym Closure, Inclement Weather, or Illness resulting in less than five players after September 14th.
  8. All schedule conflicts and school events must be listed in the Schedule Conflict Portal prior to the start of the schedule process to be considered and sanctioned.

## GYM STAFFING

1. Each member community is responsible for opening gyms for their home games a minimum of 30 minutes before the start of the first game. Each gym must also have workers assigned to monitor the gym for all games scheduled to be played in that gym. The officials will ask who gym monitor is during the pregame conference.
2. The role of the gym monitor is to manage the gym, by ensuring a clean, safe environment and to manage the crowd, by controlling the behavior of all fans and assisting the officials in this area. The gym monitor should proactively manage the fans by reminding them of the Code of Conduct at the first sign of a violation.
3. Failure to have a gym monitor may result in the removal of home games
4. Gym monitors are responsible to have a copy of the rules at the scorer's table.

## ADMISSION

1. Maximum admission charges for all CPYVL games will be:
  - \$3.00 Adult
  - \$1.00 Student
  - \$7.00 Family
2. Admission fees may be charged at the discretion of each member community.
3. Entrants to a CPYVL game who verbally abuse or refuse to pay will be subject to discipline up to a two-game suspension for the first violation and expulsion for the remainder of the season on the second violation.



## PLAYER, COACH AND PARENT/SPECTATOR CONDUCT

1. All players, coaches and parents/spectators are required to comply with the CPYVL Codes of Conduct and the CPYVL General League and Game Rules.
2. Failure to comply with the CPYVL Codes of Conduct may result in expulsion from the gym, suspension of the right to participate in the CPYVL and/or to attend CPYVL games. Additional disciplinary action will be determined by the Community who had the infracting parent, player, or coach and the League. The CPYVL reserves the right to impose discipline to any player, coach, parent, or fan, associated with a team participating in the CPYVL, in any situation the CPYVL deems appropriate.
3. All coaches, players, and fans are responsible for their own behavior. The quality of the officiating or the behavior of others is not justification for violating the CPYVL Codes of Conduct and/or the CPYVL General League and Game Rules.
4. CPYVL, when deemed appropriate by CPYVL, will conduct a third-party review of incidents requiring discipline. The League will pick a coordinator from an unaffiliated community to review the situation and the proposed discipline.
5. Any person involved in an incident resulting in police involvement will automatically be suspended for two games up to the remainder of the season and can only be reinstated upon review of the CPYVL.
6. The following conduct will result in automatic suspensions for coaches, players, and parents:

**Threatening an official:** Remainder of the Season

**Spectator Fighting (Physical altercation):** Remainder of the Season

**Spectator Ejection:** 2 games

Games are for the kids. The spectators are to be positive and support their team. A spectator ejection stops the game and is an embarrassment for players.

**Fighting:** 2 games

Fighting includes shoving, slapping, punching or any other action that an official would deem fighting, leading to the ejection.

**Disciplining or commenting to an opposing player:** 2 games

Coaches and parents need to only concern themselves with their team. It is inappropriate for a coach or parent to discipline, reprimand, or council an opposing player. If someone has an issue with an opposing player, the appropriate action is to report it to the coach or to your coordinator and allow them to handle it.

**Game ejections:** 1 game

**Illegal Players:** 1 game for player, 2 games for offending coach



An illegal player is defined as any player who participates in a game for a team and is not on their roster.

**Touching or disciplining the opposing teams players or coach:** 2 games

Coaches are prohibited to touch an opposing player in any manner other than to shake their hand after the game. Any coach is never allowed to discipline a player from the opposing team regardless of the reason.

**After game incident:** 1 game- player involved, 2 games coach or parent

All parties deemed by CPYVL to be involved will be automatically suspended. Typically we do not have a third party, unbiased witness to after game incidents.

While we gather evidence from all parties involved, we rely on the evidence and testimony of unbiased third parties. It is different in every case and sometimes there is nobody in the gym that is unbiased. The referees are an extension of the league.