

SGAA VOLLEYBALL GAME RULES

With exception of the following SGAA rules listed below, all games shall be played in accordance with School guidelines. Any situations that occur which are not covered by these rules will be left to the discretion of the League Commissioner.

1. Rally scoring - every time the ball hits the floor or hits out of bounds, a point is earned.
2. Best 3 out of 5 matches wins the game. Team must win by 2 points but no "cap". In the event of a tie (each team has won 2 games) the 5th match is only to 15 points also to be won by 2 points but no "cap".
3. Team rotates clockwise each time they win the serve and subs, left side subs the right front and right side subs the left front. **Penalty if caught not subbing correctly, it will be a point for the other team.**
4. Maximum of three hits per side.
5. Each team provides a line judge (parent or assist coach) to assist the ref.
6. Each team must have at least 4 players at game time. A ten-minute grace period is allowed for the first game only. If a team does not have at least 4 players, that team must forfeit the game.
7. Any player who continuously misses practice does not have to be entered in the next game by the coach. The Commissioner must approve this before game day.
8. The scorebook of the home team will be the official book.
9. All players must wear current year shirts and hats supplied by SGAA. Jewelry is not permitted. Hard, nonpliable hair accessories are not permitted.
10. At the conclusion of each game, players and coaches will shake hands as a gesture of good sportsmanship.
11. At the season's end, if two teams have the same number of losses and are tied for first place, if one of them has defeated the other team in question more times, first place is awarded to that team. For example, if teams A and B each have two losses and team A has defeated team B twice, team A is the season champion. If both teams have defeated each other an equal number of times, the tie will be broken by a playoff. Ties for other positions will be determined by a coin toss.
12. No Spiking
13. Serving: 10U will serve from Pink tape
11 & up will serve from Regular Line
14. After 5 serving points, the other team will get the ball
15. There will be a Referee keeping the score and watching rotation, this is where the penalty will come in, if you do not sub correctly... Please give the Referee your line up 10 minutes before game time.