

Youth Recreational Volleyball Rules—New Territory Sports**Subbing in, rotation, positions and playing time:**

1. *You may not rotate into the serving position. After each rotation*, sub in after the serve, into one position the entire game. For example, after each rotation, sub in for the middle back position. The position doesn't have to be the middle back position but whichever position it is, must remain consistent, and cannot change during a game.
2. Sub in after every rotation so that all girls get equivalent playing time.
3. Players on the floor must be in proper standard position up until the service begins. Only after the ball is in the air, may players change position on the floor. In other words, you may not start a rally with all your players in the back for example.
4. It is *not* allowed, even in a tournament championship game, to play 6 girls on the floor continuously and keep X number on the bench, without any substitutions in and out.

Rally Scoring will be used:

1. Best 2 out of 3, played to 25 points
2. Must win by 2 pts (cap at 30)
3. If the 3rd game is necessary, it will also be played to 25 (cap at 30)
4. The let serve shall be allowed (A ball contacting and crossing the net shall
5. remain in play provided the ball is entirely within the net antennas.)
6. Each team shall be allowed two time-outs per game
7. Every service, except a replay or re-serve, results in a point. If the serving team wins the rally, it receives a point and continues to serve. If the receiving team wins the rally, it receives a point and the ball for service. If the serving team or player is assessed a penalty, the opponent is awarded a point and the ball for service. It is not necessary for the winning team to be serving at the time the winning point is scored.

5-point serve rule: A player who has served 5 times consecutively, may only continue to serve until his/her team is leading by 5pts.

Examples: If your team is winning by 2 pts. Once your server has served 5 times with success, you are now winning by 7 pts. Since you are already leading by more than 5 pts, the serve is ended and the opposing team will now serve.

If your team is losing by 3 pts. Once your server has served 5 times with success, you are now winning by 2 pts. Your server can continue serving until you are winning by 5

The easiest way to keep up with this: Before the service begins, add 5 pts to the highest score (doesn't matter which team has that score). Your server can continue to serve until your team has that many pts.

The score is 12 to 3. $12 + 5 = 17$. Your server can serve until your team has 17 pts. Of course, this is assuming that your team wins each rally.

Number of players: The minimum number of players required without risking forfeiture is three (10 minute grace period, beginning at game time). If fewer than three players are present, the remaining game time will be used to scrimmage. When playing with fewer than six players, the team will not lose the serve when the sixth player "hole" goes to serve. The next player in the rotation will serve.

