

Leyden Youth Co-Ed Volleyball League Rules

5th/6th Grade

Match Play

- **Equal playing time is required**
- Volleylites will be used for 5th/6th grade matches
- (6) players from each team allowed on the court at a time
- A team must have at least (5) players to start a game
- Each match will consist of a best of 3 series (3 game max per match)
- Rally scoring will be used
- The first (2) games of the match will be played to 25 points
- If teams split the first (2) games, game (3) will be played to 15 points
- Games to 25 points must be won by 2 points, with a cap of 27
- Games to 15 points must be won by 2 points, with a cap of 17
- Coin toss will determine who serves first for the 3rd game
- No unnecessary 3rd games will be played
- Teams are allowed (2) 45 second timeouts per game (No carry over)
- The height of the net will be 7ft 4in

Serving

- Serving line is 23 ft. (May serve **ANYWHERE** from behind the 23 ft. line)
- A team must rotate if a player has served (5) consecutive times
- Underhand serves and Overhand serves are both allowed
- Jump serves and standing serves are both allowed
- A person may not serve until after the referee has blown the whistle
- After the referee has blown their whistle, server will have 8 seconds to serve
- Any server that steps on or over the service line while serving will be whistled for a foot fault

Rotations

- Players will rotate each time they become the new serving team (sideout)
- The new player coming in must come in as the server
- A team must establish a rotation, and keep the same rotation for the entire game
- Teams may switch up their rotation after the game is completed

Leyden Youth Co-Ed Volleyball League Rules

7th/8th Grade

Match Play

- **Equal playing time is required**
- (6) players from each team allowed on the court at a time
- A team must have at least (5) players to start a game
- Each match will consist of a best of 3 series (3 game max per match)
- Rally scoring will be used
- The first (2) games of the match will be played to 25 points
- If teams split the first (2) games, game (3) will be played to 15 points
- Games to 25 points must be won by 2 points, with a cap of 27
- Games to 15 points must be won by 2 points, with a cap of 17
- Coin toss will determine who serves first for the 3rd game
- No unnecessary 3rd games will be played
- Teams are allowed (2) 45 second timeouts per game (No carry over)
- The height of the net will be 7ft 4in

Serving

- All players must serve from beyond the service line
- A team must rotate if a player has served (5) consecutive times
- Underhand serves and Overhand serves are both allowed
- Jump serves and standing serves are both allowed
- A person may not serve until after the referee has blown the whistle
- After the referee has blown their whistle, server will have 8 seconds to serve
- Any server that steps on or over the service line while serving will be whistled for a foot fault

Rotations

- Players will rotate each time they become the new serving team (sideout)
- The new player coming in must come in as the server
- A team must establish a rotation, and keep the same rotation for the entire game
- Teams may switch up their rotation after the game is completed

Playoffs

5th/6th Grade

- Based on their regular season record, teams will be seeded for a (6) team single-elimination tournament that will take place week (7)
- If there is a tie at the end of the regular season, the following tie-breaker format will be used:
 - **Head-to-Head:** The team that won more matches against the other tied team is ranked higher
 - **Head-to-Head Set Record:** If head-to-head matches are split, the team with more set wins within those specific matches is ranked higher
 - **Point Differential (for/against):** The team with the better ratio of total points scored to points allowed is ranked higher
 - **Coin Flip:** If all other criteria fail to break the tie, a coin toss will be used to determine the final ranking

7th/8th Grade

- Teams will be placed into (2) separate divisions at the start of season (Red Division / Blue Division)
- Teams will play each team in their division, plus (1) non-divisional game during the first (5) weeks
- After divisional play has concluded, the top (2) teams from each division will advance to the “Champions Division,” while the bottom (4) teams from each division will advance to the “Contenders Division”
- If there is a tie at the end of divisional play, the following tie-breaker format will be used:
 - **Head-to-Head:** The team that won more matches against the other tied team is ranked higher
 - **Head-to-Head Set Record:** If head-to-head matches are split, the team with more set wins within those specific matches is ranked higher
 - **Point Differential (for/against):** The team with the better ratio of total points scored to points allowed is ranked higher
 - **Coin Flip:** If all other criteria fail to break the tie, a coin toss will be used to determine the final ranking
- See the league game schedule for the playoff game schedule (Weeks 6 & 7)