



Novi Parks, Recreation and Cultural Services

Youth Volleyball League

Grades 3-8

PHILOSOPHY

The goal of the Novi Parks Youth Sports Program is to promote fun, fundamentals, and sportsmanship. We aim to build confidence, encourage teamwork, and support skill development in a positive environment.

REGISTRATION AND PLACEMENT OF PLAYERS

- Teams practice once per week. All practice start times begin after 6:00 PM.
- Games are played on Saturdays. Game times vary based on registration numbers.
- Novi Parks and partner facilities follow all safety, cleaning, and distancing protocols required by local and state agencies. Program schedules may be adjusted if needed for public safety.

SPORTSMANSHIP

- All spectators, coaches, and players must follow the rules of Novi Parks, Novi Community Schools, and game officials.
- Trash talking, taunting, or any unsportsmanlike behavior is not allowed. Referees or supervisors may remove any individual involved in such behavior.
- We enforce a Zero Tolerance Policy for arguing with officials, dangerous behavior, or any conduct that compromises safety. Questions or concerns about calls must be raised respectfully and at appropriate times.

UNIFORM

- Players must wear the Novi Parks-issued jersey for all matches.
- Uniforms may not be altered or personalized, including adding names.
- Players must wear clean athletic shoes with non-marking soles for matches and practices.
- Jewelry, hats, and bandanas are not allowed. Medical alert tags are permitted.
- Casts or protective devices may be allowed only with adequate padding and approval from the on-site supervisor before the game

COURT DIMENSIONS

- Standard courts are 30 ft × 60 ft. Grades 3-5 may use a shorter court based on facility availability.

Net Height:

Heights may vary based on the net system available at the facility.

- Grade 3-5: 6 ft.
- Grade 6-8: 6 ft. 6 in.

Ball:

- Grades 3-5: Volley-Lite Volleyballs

- Grade 6-8: Official Volleyballs

Minimum Service Line:

- Grades 3-5: 20 ft.
- Grades 6-8: 25 ft.

GAME TIME

- Each match has a 60-minute time limit.
- Each team receives one 1-minute timeout per game.

GAME FORMAT AND SCORING

- The first two sets are played to 25 points using rally scoring. A team must win by 2 points
 - Side-outs result in a point for the non-serving team, except as noted in service Rules for maximum points per server.
- The team that wins 2 out of 3 sets wins the match. If the first two sets are split, the third set is played to 15 using rally scoring to determine the winner.
- If one team wins the first two sets and extra time remains before the hour, a third set may be played to 25. The final 10 points of this extra set will not have an assigned official. Adequate remaining time is required to start this set.
- *Warm-up time is 10 minutes, beginning at the scheduled match start time.*
- Matches are timed (50 minutes of play). When the time limit is reached, the team that first reaches a 2-point lead in the current set is declared the winner.

PLAYER POSITIONS

- A maximum of 6 players participate in each rally. Teams may play with 4 or 5 players if needed. Fewer than 4 players results in a forfeit.
- To ensure equal playing time, all players must rotate in using a consistent order. Entry into the rotation may occur in:
 - the left front position
 - the serving position
 - or another position agreed upon by the coach and official

SERVING

- **Service Error Forgiveness:**
- *Officials and coaches may adjust based on skill level and fairness.*
 - **Grade 3-5:** The server receives one replay on their first serve attempt of each rotation. If the serve is successful, no replay is provided.
 - **Grade 6-8:** The server is allowed one forgiven service error per rotation, but only on their first serve attempt of the first set each week. If a player did not have the opportunity to serve during the first set, they may use their one forgiven service error the first time they serve in the second set.
 - *Players in Grades 6–8 are encouraged to use an overhand serve whenever possible.*
- Servers have 5 seconds to serve following the referee's whistle.
- If a server tosses the ball but does not attempt to hit it, the toss must fall untouched. If the server touches the toss, it counts as a serve attempt. One re-toss is allowed per point.
- Each server may earn a maximum of 5 consecutive points during one rotation.

- After earning 5 points:
 - **Grade 3-5:** The opposing team will take service
 - **Grade 6-8:** The serving team rotates, and the same team continues serving with the next player
 - Service rotation continues into the next set beginning with the next server in the lineup

GENERAL RULES

- Teams may use up to 3 hits to return the ball.
- If two teammates contact the ball simultaneously, it counts as one hit.
- A block does not count as one of the three hits.
- Players may hit the ball with any part of the body.
- Holding the ball (momentarily stopping its movement) is a foul.
- Double contacts are allowed only on a team's first hit. They are a foul on all subsequent hits unless the first touch was a block.
- A replay is issued if:
 - The ball is held between opposing players
 - Both teams commit simultaneous fouls
 - A ball hits fixtures (basketball hoop) or rolls onto the court
- The ball remains playable if it touches the net, except on a serve.
- Players may not touch the net while the ball is in play, unless the ball's momentum causes the contact. Hair contacting the net is legal.
- A player may not touch the net while the ball is in play, except as a result of the force of the ball. The players' hair is allowed to touch the net.
- Feet may cross the centerline only if some part of the foot remains in contact with the centerline.
- Only front-row players may jump to block or spike inside the 10-ft line. Back-row players must jump from behind the 10-ft line or attack flat-footed when in front of it.
- Players may leave the court to play a ball but may not cross the imaginary extension of the centerline off the court.
- A serve may touch the net and is legal if it crosses over without touching poles or landing out of bounds.

ATTACKING & BLOCKING

- Blockers may reach over the net only if the opponents have hit the ball and it is clearly heading over the net.
- Serves may not be blocked.
- A player may cross the vertical plane of the net if there is no interference.
- A player may spike the ball only when part of the ball is on their side of the net. Two-hand "tomahawk" attacks are illegal.
- Hands may follow through over the net after a spike.