RVB HOUSE RULES
2/22/26

	4/5 Grade Coed	6th Grade Coed	7/8 (MS) House
Base Rules	Follow the official United States Volleyball (USAV) rulebook with variances to encourage learning and foster more equitable play		
Scoring	**MATCH PLAY:** Rally scoring to 25, must win by 2 with no cap. Best of 3 but play all 3 even if one team wins the first 2. Third set to 15 points. Match Play. Rally Scoring to 25, win by 2, no cap. Best of 3. The 3rd set is to 15. If time is short, the winner of the last set/game is the one with the most points (win by 2 points is not required). Match win (in sets) gets reported. i.e 2-1 or 2-0 or 1-2 or 0-2		
Match Duration	60 Minutes		
Net Height + Ball	7” / U12 / Volley Lite	7”	7’ 4.25” / Regular
Service Line / Location	25’ or referee discretion up to 20’ Anywhere behind the end line Once moved, stay entire set; Reset at next set. If an overhand serving player is moved closer, the player must maintain the same serve style	30’ or referee discretion up to 25’ Anywhere behind the end line Once moved, stay entire set; Reset at next set. If an overhand serving player is moved closer, the player must maintain the same serve style	30’ Anywhere behind the end line
Warm-up	10 mins	10 mins	10 mins
Extra Point Incentive/2 point conversion	Legal 2-3 multi-touch combo leading to an immediate win. The opportunity to earn an extra point is nullified if the opposing team legally returns the ball over the net and into play.	Legal 3-multi-touch combo leading to an immediate win. The opportunity to earn an extra point is nullified if the opposing team legally returns the ball over the net and into play.	Legal 3-multi-touch combo -3rd touch is a single-hand motion (hit, tip, or roll shot) leading to an immediate win. The opportunity to earn an extra point is nullified if the opposing team legally returns the ball over the net and into play
Line Up and Substitution	If there are more than 6 players, continuous substitutions are required. All players must play for an equal amount of time for the match. Every player must play front and back row and EVERY PLAYER MUST SERVE. The starting line up for the second set is the position the players were in at the end of the first set. If there is a third set, coaches may have a new line-up as long as continuous substitution rules are followed.		
Ceiling Hit	A ball remains in play when it hits the ceiling provided the team has one of its 3 touches left to play it. However, a ball is considered dead if it hits the ceiling and continues to the other team's side of the net.		

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Re-Serve	Yes - re-serve allowed if first service attempt in player's rotation is missed (error)		No re-serve.
2nd Chance Toss	The server may drop their serving toss, once per serve.		
Net Touch on Serve	Serves that hit the net and go over are legal and will be played out.		
Foot Faults	Foot faults called after 1st week.		Foot faults called.
Net Faults	Incidental bodily contact (i.e. hair) with the net is allowed. Any other bodily contact with the net is a fault		
Center Line Fault	Crossing the court centerline with any part of the body is a violation. A foot touching the center line but not crossing is not a fault		
Consecutive Service Wins	**3-point** cap on consecutive serves each time a player rotates to serve. After the cap is met, the other team is given the serve with no point awarded.	**3-point** cap on consecutive serves each time a player rotates to serve. After the cap is met, the other team is given the serve with no point awarded.	**5-point** cap on consecutive serves each time a player rotates to serve. After the cap is met, the other team is given the serve with no point awarded.
Time-Outs	2 per set - 30 seconds		
Playing Time	Equal in first two sets		
Playoffs	Seeding determined by matches won then sets won/loss % in case of a tie.		
Forfeiture	A team must have at least 5 players on the court to make a set official. If the team cannot field 5 players for the first set 10 minutes after the scheduled match start time, it is considered a forfeit. If the team cannot field 5 players for the second set 20 minutes after the scheduled match start time, the match is recorded as a forfeit. If a team, while waiting to field enough players, within the 10 minutes time frame meets the minimum number of players within the 10 minute forfeit time frame per game, the match starts immediately with no warm up for the teams. In a forfeit situation, the two teams are encouraged to share players and use the match time to scrimmage for fun.		