



## RVB HOUSE RULES 2/22/26

	4/5 Grade Coed	6th Grade Coed	7/8 (MS) House
<b>Base Rules</b>	Follow the official United States Volleyball (USAV) rulebook with variances to encourage learning and foster more equitable play		
<b>Scoring</b>	<b>MATCH PLAY:</b> 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		
<b>Match Duration</b>	60 Minutes		
<b>Net Height + Ball</b>	7" / U12 / Volley Lite	7"	7' 4.25" / Regular
<b>Service Line / Location</b>	25' or referee discretion up to 20' Anywhere behind the end line Once moved, stay entire set; Reset at next set	30' or referee discretion up to 25' Anywhere behind the end line Once moved, stay entire set; Reset at next set	30' Anywhere behind the end line
<b>Warm-up</b>	10 mins	10 mins	10 mins
<b>Extra Point Incentive/2 point conversion</b>	<u>Legal 2-3 multi-touch combo</u> 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.	<u>Legal 3-multi-touch combo</u> 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.	<u>Legal 3-multi-touch combo</u> -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
<b>Line Up and Substitution</b>	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.		
<b>Ceiling Hit</b>	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.		



## RVB HOUSE RULES 2/22/26

	<b>4/5 Grade Coed</b>	<b>6th Grade Coed</b>	<b>7/8 (MS) House</b>
<b>Re-Serve</b>	Yes - re-serve allowed if first service attempt in player's rotation, is missed (error)		No re-serve.
<b>2nd Chance Toss</b>	The server may drop their serving toss, once per serve.		
<b>Net Touch on Serve</b>	Serves that hit the net and go over are legal and will be played out.		
<b>Foot Faults</b>	Foot faults called after 1st week.		Foot faults called.
<b>Net Faults</b>	Incidental bodily contact (i.e. hair) with the net is allowed but any other bodily contact with the net is a fault		
<b>Center Line Fault</b>	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		
<b>Consecutive Service Wins</b>	<b>3-point</b> 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.	<b>3-point</b> 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.	<b>5-point</b> 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.
<b>Time-Outs</b>	2 per set - 30 seconds		
<b>Playing Time</b>	Equal in first two sets		
<b>Playoffs</b>	Seeding determined by matches won then sets won/loss % in case of a tie.		
<b>Forfeiture</b>	<p>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.</p>		