

LVISSAA Jr Boys Volleyball League Format & Rules 2025

League Commissioner: Chris Ball, Mt. Doug

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1. Playdays

League games are on Thursdays.

When three teams are at one site on one court, the first-listed team on the schedule will play the first two matches, the second-listed will play the 2nd and 3rd matches, and the host will play the 1st and 3rd matches.

Games start at 4pm. Play 2 sets to 25 (no cap).

Warm up starts at 3:45. 10 minutes between matches

2. BCSS Registration

On-line Team Registration forms to BCSS by October 1st. Rosters due by October 15th.

Only eligible players may play EVEN DURING EXHIBITION, this includes appeals.

Consult LVISSAA/BCSS rules regarding eligibility and codes of conduct.

3. League Rules

Schools can expect to play a full round robin for league play. Once the schedule is finalized no games may be changed. All change requests must be made 48 hours in advance and the school must notify the commissioner, host school and athletic coordinator. Jr Players may play up the Sr team during league play. Once a Jr player plays in a Sr playoff game, the jr athlete will be ineligible for any future Jr games.

New 2024: All matches will use the 12 sub unlimited rule with 1 or 2 liberos

- A team may designate different players as their liberos each set. The liberos do not serve.

Boys teams may play the ball off the ceiling (including overhead obstructions) provided that the contact with the ceiling takes place above the floor within the court and free zone (head official to confirm free zone designation with host) and the ball does not cross into the opponents playing space immediately after contacting the ceiling or obstruction.

TIE-BREAKER FORMAT

- A) Head-to-head competition
- B) Set differential between tied teams
- C) Point differential between tied teams
- D) Overall set differential
- E) Overall point differential

After a team is eliminated, the remaining tied teams start again at step A.

PLEASE REFER TO LVISSAA CONSTITUTION (in school) FOR OTHER GENERAL LEAGUE RULES.

4. Playoff Format

The top 8 teams will qualify for playoffs. Teams will be divided into 2 pools. Pool play will be 2 sets only with no cap. Semis and Finals will be best of 2/3 format with CVA tie breaker. The remaining teams will play in a consolation play day.

Pool A: 1st, 4th, 5th, 8th

Pool B: 2nd, 3rd, 6th, 7th

Thursday	Court 1 (high school)			Minor Officials	Court 2 (high school)			Minor Officials
2:45 PM	1 v 8	2 sets		4	2 v 7	2 sets		3
3:45 PM	4 v 8	2 sets		5	3 v 7	2 sets		6
4:45 PM	1 v 5	2 sets		8	2 v 6	2 sets		7
5:45 PM	4 v 5	2 sets		1	3 v 6	2 sets		2
6:45 PM	1 v 4	2 sets		5	2 v 3	2 sets		6
7:45 PM	5 v 8	2 sets		4	6 v 7	2 sets		3

Friday	Court 1 (high school)		Court 2 (high school)
3:15 PM	(1) 2nd A v. 3rd B	2/3	(2) 2nd B v 3rd A
4:30 PM	(3) 1st A v W G2	2/3	(4) 1st B v W G1
5:45 PM	(5) Bronze L3 v L4	2/3	(7) L1 vs L2
7:00 PM	(6) Gold W3 v W4	2/3	

Consolation Play Day

Site 1: Teams 9-12

Site 2: Teams 13-15

Site 3: Teams 16-17

Playoff Dates:

City Champs - Thurs/Fri Oct 30-31

Teams 9-17 - Thurs Oct 30

5. Reporting Scores

The host school is responsible to report scores for **ALL** games on the evening of game day to the commissioner.

6. Officials

Mark Lindal will be allocating officials. Please let the Commissioner know if officials don't show up and leave the name of the person who filled in (if appropriate).

7. Island Championships

Friday/Saturday November 7-8 @ Mark Isfeld

The south will receive 3 berths

*Note Jr Islands will be an 8 team tournament

VOLLEYBALL RULES

GAME CHARACTERISTICS

1. Volleyball is a team sport played by two teams on a playing court divided by a net. The ball is played by hitting it with hands, arms, feet and head.
2. A team is allowed to hit the ball three times, in addition to the block contact, to return it to the opponent's court.
3. The rally continues until the ball touches the ground, goes out or a team fails to return it properly. In volleyball, both the serving and receiving teams can score points. In other words, serve possession does not affect your scoring chances.
4. A team wins a set by scoring twenty-five (25) points with a two (2) point lead. Each match will consist of 2 games.

FACILITIES AND EQUIPMENT

1. The playing surface must be flat, horizontal and uniform.
2. The playing surface must not present a danger to the players.
3. The service zone is a 9m wide area behind the end line. The server is always exempted from the positional fault at the moment of the service hit.
4. The height of the net shall be: for Jr. Boys 2.35, Jr. Girls 2.15 , Sr. Boys 2.43 and Sr. Girls 2.24 meters.

TEAMS

1. A team is made up of a maximum of twelve players.
2. Only the players indicated on the score sheet may take part in the game.
3. Each team shall designate a team captain on the score sheet.
4. The players' equipment consists of a jersey, shorts and sports shoes.
5. Players' uniforms shall be numbered from one to eighteen and the numbers must be clear on the front and back of the uniform.
6. Teams should know the volleyball rules and abide by them.

POINT, SET AND MATCH WINNER (SCORING SYSTEM)

1. All matches will consist of two games.
2. To win a game a team must score twenty-five points with a minimum lead of two points (mentioned above).
3. The rally point system is used in all sets to accelerate play. This system is more commonly known as ping-pong. If the serving team scores a point, they keep serving and also keep possession of their serve. If the receiving team wins the rally, they score a point and gain the right to serve. In other words, a point is scored on every rally regardless of who had the serve.

POSITIONS

1. At the moment the ball is hit by the server, each team must be within its own court except the server, in two rows of three players.
2. The three players along the net are front row players, the other three are back row players. Each player in the front row must be nearer the center line or net than the player immediately behind. A player on the right hand side of the court must have the player on his left on his left and nowhere else.
3. If a team is not in the proper position at the moment of the serve, they are committing a positional fault. A positional fault leads to a loss of rally and the players are returned to their position.
4. A rotation fault is committed when the service is not made in the proper rotation order. This also leads to loss of rally and a proper repositioning of the players.

SUBSTITUTIONS

1. Six (6) substitutions are the maximum permitted per set. A player of the starting line up is allowed to leave and return to the play during the set but only to return to his previous position.
2. A substitute player may enter the play only once in the set and can only be replaced by the same player.
3. An injured player who cannot continue playing should be legally substituted. If this is not possible, an exceptional substitution can be made.

PLAYING ACTIONS

1. The ball is in play as soon as the ball has been hit by the server. Nevertheless, the referee must have blown his whistle to allow the server to proceed.
2. The rally ends with the referee's whistle. However, if it results from a fault made in play, the ball is out of play from the moment the fault was committed.
3. The ball is "in" when it touches the floor of the court inside the boundary lines and including the boundary lines.
4. The ball is "out" when the part of the ball which contacts the floor is completely outside the boundary lines. The ball is also out when it touches an object outside the court (ceiling, person, or basket).

FAULTS IN PLAYING THE BALL

1. A team hitting the ball four (4) times consecutively commits a foul and loses the rally.
2. If a player takes support from a teammate or object in order to hit the ball he/she is committing a fault. This is also sanctioned by a loss of rally. Nevertheless, a player can be held by a teammate if he/she is about to touch the net or touch the center line.
3. A ball driven into the net can be picked up within the three touch limit without any penalty. If the ball rips the mesh of the net or tears it down, the play shall be cancelled and replayed.

BLOCKING

1. While blocking, the player is allowed to touch the ball on the opposite side of the net, provided that he does not interfere before or during the other players attempt to hit the ball.
2. A player's hand is allowed to cross the net after the moment of contact with the ball. Obviously, contact with the ball must have been made on his respective side of the net.
3. Physical contact with the net is a fault that leads to loss of rally. It is not a fault when a player not attempting to play the ball accidentally touches the net.

SERVICE

1. The first service is done by the team that won the coin toss. The other sets will be started by a serve of the team that lost the coin toss.
2. The server must hit the ball all within eight (8) seconds of the referee's whistle. Failure to do so will result in loss of rally.

ATTACK-HITS AND BLOCKING

1. All actions which consist of directing the ball towards the opponents' court are considered attack-hits. Serving and blocking are not.
2. An attack is completed when the ball completely crosses the plane of the net or is touched by an opponent.
3. Front row players are allowed to attack at any moment.
4. Back row players are not allowed to attack inside the three meter line of the court. They can nevertheless attack from the back row. To do so, the player must jump from behind the three meter line without touching the line with his feet. He is permitted to land inside the three meter line.
5. A back row player is allowed to complete an attack from the front row only if the ball is lower than the top of the net.

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