



JEFFERSON PARISH DEPARTMENT OF PARKS AND RECREATION

VOLLEYBALL 2016

RULES AND REGULATIONS



Jefferson Parish Department of Parks & Recreation

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2016 JPRD Volleyball Rule Book



These are the official rules and regulations for the 2016 Volleyball season adopted by the Jefferson Parish Department of Parks and Recreation (JPRD), 6921 Saints Drive, Metairie, LA 70003 and 7437 Lapalco Boulevard, Marrero, LA 70072. The authorized Volleyball program conducted at our playgrounds will comply with these rules and regulations. They are intended to enhance a competitive balance between playgrounds, minimize risks to participants, and promote enjoyable participation and sportsmanship. Any activities, to include practice, clinics, and games, conducted outside the scope of these rules and regulations will not be considered as part of the authorized JPRD sports program that entitles players, coaches, and sponsors to certain rights and privileges.

JPRD has adopted the rules of various sports coordinating bodies to govern rules not covered by JPRD. The JPRD rules and regulations will supersede these rules when applicable.

The Center Supervisor is the nearest JPRD official and certainly the most informed on matters dealing with the playground athletic leagues. We strongly suggest that parents, coaches, and players contact their playground Center Supervisor in attaining help. Naturally, the administrative staff at our Parks and Recreation Headquarters stands ready to help if needed, however, the first step is your Center Supervisor.

2016 Rules Committee

Brad Roth, Eastbank Administrator

Jay Ureta, Westbank Administrator

Seth Simpson, Eastbank Athletic Area Coordinator

Gerry Constant, Westbank Athletic Area Coordinator

Tiffany Curtis, Eastbank Special Program Supervisor

Sue Amor, Westbank Special Program Supervisor

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Will Comeaux, Westbank Special Program Supervisor

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Dates To Remember

- August 1..... Last date registration may start
- August 8..... Practice may begin
- August 15..... Volleyball games may begin. Rules and schedules must be in the Office of the Area Coordinator no later than one (1) week **before** the first game
- August 22..... All Intramural league games must begin
- September 15 Waiver deadline
- September 15 No playground clinics may be held after this date without the approval of the Area Coordinator of Athletics
- September 15 All Intramural rosters and Coaches Agreements are due
- October 1 Final date for participation on a LHSAA High School team to be eligible to play in the JPRD programs
- October 10 Teen All-Star roster due in the Office of Area Coordinator (EASTBANK)
- October 12 Teen All-Star practice may begin (EASTBANK)
- October 14 Westbank All-Star rosters due in the office of the Area Coordinator
- October 15 10's and 12's All-Star practice may begin (EASTBANK)
- October 15 All-Star practice may begin for all ages (WESTBANK)
- October 17 Teen All-Star tournaments begin (EASTBANK)
- October 21 Eastbank 10s & 12s All-Star rosters due in the office of the Area Coordinator
- October 21 10s & 12s All-Star tournaments begin (EASTBANK)
- October 24 All-Star tournaments may begin (WESTBANK)

New Rules for 2016

10:10 All parks and recreation leagues must use rally scoring for intramural and inter-playground play.

RALLY SCORING FORMAT:

- **2 out of 3**
- **25-point games (no cap – must win by 2) for volleyball; 21-point games (no cap – must win by 2) for bounceball.**
- **15-point deciding game (no cap – must win by 2)**
- **Include let serve (This is when the ball that is served, hits the net without touching the net antenna and continues across the net into the opponent's court.)**
- **2 timeouts per game**

- Every service, except replay or re-serve, results in a point.**
- If the serving team wins the rally, it receives a point and continues to serve.**
- If the receiving team wins the rally, it receives a point and the ball for service.**
- If the serving team or player is assessed a penalty, the opponent is awarded a point and the ball for service.**
- It is not necessary for the winning team to be serving at the time the winning point is scored.**

Proposed Rules for 2017

None

Section

3

Mandatory Participant Insurance Program

All participants in Jefferson Parish Department of Parks and Recreation programs must pay for participant insurance. Coaches are eligible for the same plan and may voluntarily pay to enroll.

The Participant Insurance Program consists of the following:

HEALTH INSURANCE: Maximum \$15,000 coverage for all injuries arising out of participation by registrants in the activity sponsored and directly supervised by the Jefferson Parish Department of Parks and Recreation. This plan acts as a secondary insurance, which pays deductibles, as well as any remaining covered expenses, after the primary has exhausted its benefits. If, however, there is no primary insurance, it will pay the same as a primary.

LIABILITY INSURANCE: Offers \$1,000,000 coverage protecting the enrolled individuals, coaches and team for claims arising out of bodily injury and property damage, and litigation costs to defend such claims. There is a \$500 deductible per claim.

[It is strongly recommended that all coaches enroll in the above insurance plan. Coverage (for coaches) for the above plan is from April 1, 2016 through April 1, 2017.]

Coverage includes suits arising out of:

- Injury/death of participants
- Incidental medical malpractice
- Non-owned auto coverage (association liability only)
- Host liquor liability (non-profit)
- Ownership use or maintenance of fields
- Consumption use of food and drink
- Libel, defamation, false arrest, wrongful eviction or invasion of privacy
- Injury/death of adult volunteers
- All activities necessary or incidental to conduct of practices and games
- Liability assumed for work done by independent contractors
- Spectator injury
- Cost of investigation and defense of claims, even if groundless
- Property damage liability

Emergencies

- 4:01 In case of injury, coaches shall be prepared to seek immediate medical attention. The location of the telephone shall be located in advance. This is particularly important to know at both their playground, and if practicing off playground premises.
- 4:02 Reserved
- 4:03 All injuries, regardless of severity and site of injury, must be reported to the playground Center Supervisor. This information must be accurate and reported in a timely manner.
- 4:04 Coaches must have phone numbers of players available in order to contact parents in emergency situations. Copies of the registration form are provided at the start of the season for this purpose. Registration forms have home phone numbers as well as an alternate emergency number. Parents must be immediately advised of all injuries.
- 4:05 Each JPRD playground has first aid supplies located in a designated area. Coaches must know where these supplies are located at their playground.

Safety

5:01 JPRD employees, league commissioners and volunteer coaches are to be aware and monitor situations, during practice and games, when there is an injury that results in blood being present. They must be cognizant that anytime there are blood and body fluids present, it must be treated with respect, regarding its ability to transmit infectious disease. Under circumstances in which differentiation between body fluid types is difficult or impossible, all body fluids are considered potentially infectious.

Before being allowed to compete, all athletes must cover wounds on their body.

Practice or competitive play must be stopped and any injured player must be immediately attended to.

In the event of injury or sickness involving blood or bodily fluids, the following procedures must be followed:

- ◆ If at all possible, injured person shall render first aid to himself and cover his own wound.
- ◆ When rendering first aid, protective gloves must be worn when it is anticipated blood or bodily fluids are involved. Clean gloves must be worn for each individual treated. Do not wear the same gloves for multiple injured parties.
- ◆ An individual, who has treated an injury where blood is present or has cleaned a potentially contaminated surface, should wash their hands with soap and hot water, whether or not protective gloves have been worn.

5:02 Good hygiene shall be practiced. Towels, uniforms, cups and water bottles will not be shared

5:03 **FIRST AID:**

5:03:01 Each playground is equipped with a first-aid cabinet located in the Assistant Supervisor's office.

5:03:02 BRUISES – Raising the injured part and/or applying ice helps reduce the swelling and helps control the pain, however, be sure there is a thin layer of material between the ice and the skin.

5:03:03 FRACTURES:

- ◆ Symptoms may include swelling and redness or bruising; contorted limbs; abnormal lumps, ridges or hollows; numbness or tingling. Player may hear a snap or pop when injured or feel bone grating.
- ◆ Life threatening fractures generally involve breaks in large bones (thigh, etc.), or those which sever an artery or affect breathing.
- ◆ Make the player comfortable – placing a rolled towel or pillow under the injury to support it may help.
- ◆ Apply ice to reduce swelling.
- ◆ Immobilize the injured part -
For a bone - be sure to include the joints above and below the fractures.
For a joint – be sure to include the bones above and below the injured joint
Apply ice and raise injured part.
- ◆ Keep player from getting chilled or overheated
- ◆ Get medical attention

Section

6

Organizational (For Intramural and Inter-playground League Play only)

- 6:01 It is the responsibility of the Supervisor to inform, encourage and recruit as many boys and girls as possible in his/her area to participate in his/her volleyball program.
- 6:02 The National Federation of State High Schools Rules, with the exception of those altered by JPRD, will be used for this program.
- 6:03 Intramural rules **and** schedules must be in the office of the Area Coordinator of Athletics **no later** than one (1) week **before** the first game.
- 6:04 All players must wear non-scuffing basketball/tennis/volleyball type shoes.
- 6:05 All participants must participate in all intramural volleyball games for which they are present.
- 6:06 Depending on participation numbers, Center Supervisors may play boys and girls separate or together. For ALL JPRD All-Star Tournaments, there will be separate tournaments for boys and girls.
- 6:07 No participant can move up more than one age group. [Example: A 10-year-old could participate in the 11-12 year-old group, but NOT in the 13-14 year-old group. The later age participant can only move into an older age group, NOT into a younger group.]
- 6:08 **No four (4) year olds will be allowed to participate.**

Please note that these are minimal acceptable requirements. Supervisors may choose to require additional participation rules. Also, remember that all players must participate in every intramural match for which they are present. NO MATCH THE BENCH RULES!

Section

7

Clinics

No playground coach, supervisor, All-Star coach, official, League Director, etc. may conduct any type of sports clinic for participants, instructional session, etc. after September 15, 2016. Any clinic held after this date would be considered All-Star tryouts/practice and the following penalties will be applied to the violating coaches, players, and/or supervisors:

- ◆ Removal of coach/coaches, player (s), etc.
- ◆ Team may be removed.

Eligibility

The competitive balance and integrity of our program are maintained by strict adherence to the following eligibility criteria. Coaches and supervisory personnel must make every effort to assure that players and their parents are aware and are in compliance with these criteria. Failure to do so may result in innocent teammates being exposed to games lost due to forfeiture.

8:01 RESIDENCY:

- 8:01:01 All participants must reside in Jefferson Parish or boundaries deemed legal by JPRD.
- 8:01:02 Participants legal residence must be recorded on the official JPRD registration form and the valid JPRD I.D. card.
- 8:01:03 Some playground districts share geographical areas and in accordance with this, the initial or original selection by the participant of a playground for participation in the youth athletic programs will become their designated or proper playground.
- 8:01:04 **WAIVERS** - Participants are allowed to participate outside of their playground district or change participation eligibility at playgrounds within a neutral zone with an approved JPRD Waiver Form. A player who moves to another district during regular season will be allowed to finish the season, to include playoffs, at his/her original playground.

8:02 DUAL PARTICIPATION:

- 8:02:01 Participants may not simultaneously play JPRD and LHSAA Senior High School varsity or junior varsity programs.
- 8:02:02 Any player, who is a member of an LHSAA affiliated team after October 1, 2016 is ineligible to participate in the 2016 JPRD Volleyball Program.
- 8:02:03 In order to increase participation, dual participation in the intramural programs is permissible.
 - ◆ Players who dual participate in the same sport will only be required to pay one (1) insurance fee per person.
 - ◆ Participant will be required to play All-Stars in their correct age group provided their playground has an All-Star team in that age group. However, if the playground does not have an All-Star team in his/her correct age group, then the player will be allowed to play All-Stars in the older age group.
- 8:02:04 There will be no dual participation in the All-Star program.

8:03 **ENFORCEMENT OF ABOVE ELIGIBILITY RULES FOR RESIDENCY AND DUAL PARTICIPATION:**

- 8:03:01 Verified violators, identified by means of protest as outlined in these regulations, or any other means of identification, will result in immediate expulsion from the volleyball program.
- 8:03:02 Additionally, violators are subject to suspension for a calendar year plus one sport of the youth athletic program administered by JPRD.
- 8:03:03 Any challenges of the eligibility credentials of a participant will be fully investigated by JPRD prior to assessment of penalties. Participants will be required to produce certified affidavits with backup documentation to support their eligibility status.

8:04 **AGE PARTICIPATION**

- 8:04:01 Participants must play in their correct age classification as specified within these rules and regulations.
- 8:04:02 The age determining date for the JPRD Volleyball Program is August 1, 2016.
- 8:04:03 Participants correct age and birth date must be recorded on the JPRD registration form and the valid JPRD I.D. card.

8:05 **ENFORCEMENT OF ELIGIBILITY RULES FOR AGE PARTICIPATION**

- 8:05:01 Verification of a violator(s) (identified by protest or other means) of the age classification requirements of JPRD leagues or tournaments will result in immediate expulsion from the volleyball program. The protested game will be a forfeit for the offending team (tournament of league play) and other games may be forfeited or further sanctions imposed pending a JPRD review of infractions.
- 8:05:02 Violators of the age classification requirement are subject to suspension for a calendar year plus one sport of the youth athletic program administered by JPRD.

8:06 **REGISTRATION FORM and INSURANCE FEE** - It is mandatory that all participants, upon registering, submit an official signed registration form and pay the insurance fee.

- 8:06:01 Participants cannot choose the league in which they will play.
- 8:06:02 It is the responsibility of the Supervisor to see that these procedures regarding registration are followed.
- 8:06:03 No player is to participate in practice and/or games until the registration form and insurance fee has been received by the Center Supervisor. The Center Supervisor must submit these forms and fees to the respective Main Office, prior to the deadline established for rosters.

8:07 **I.D. CARDS** - All players competing in Parish championship play and inter-playground leagues must have a valid JPRD I.D. card (purple and blue) will be the acceptable I.D. color for the 2016 season.)

Responsibility of Coach

- 9:01 Coaches must agree to allow the Parks and Recreation Department to conduct a background check. This check may include sex offender registries maintained by the Louisiana State Police and child abuse and criminal history records. The appointment of a volunteer is conditional upon receiving no inappropriate information on the background check.
- 9:02 Supervisors and coaches are responsible for knowing all the rules in these regulations and abiding by them where they apply.
- 9:03 All coaches are expected to set an example, especially in their behavior and sportsmanship, to their team. NO PROFANITY will be used at any time.
- 9:04 Ridicule or “razz” by coaches or members of his team about officials, the opposing team, or otherwise, will not be tolerated.
- 9:05 No coach can take his team from the court during a game.
VIOLATION: Coach will be subject to dismissal by JPRD.
- 9:06 No coach in the JPRD programs will be allowed to officiate in any game that is in the same class or division as his team.
- 9:07 Any player or coach ejected from an intramural or inter-playground league will have to sit out the team’s next played game.
- 9:07:01 Any coach ejected from a game/event must leave the premises before play can be resumed and that coach is not allowed on the premises for the remainder of that calendar date. That coach will also not be allowed anywhere on the premises while his/her team is playing its next **played** game and cannot participate in his/her team’s next **played** game.
- 9:07:02 This rule will be in effect for non-franchised tournament play as well as JPRD tournaments that involve only JPRD teams, Eastbank or Westbank.
- 9:07:03 Any coach ejected in his/her last played game of the season can be subjected to disciplinary action by the Area Coordinator of Athletics.
- 9:08 A coach is responsible for keeping his bench clear of persons who are not members of his coaching staff. [Remember – each team may have three (3) coaches, and their names must appear on the roster.]

League (For Intramural and Inter-playground League Only)

- 10:01 All supervisors should take extra precautions to balance the talent between all teams in their leagues.
- 10:02 Teams are to be made up of a maximum of twelve (12) players to allow coaches the opportunity to play all players during league games.
- 10:03 Supervisors are to **receive Main Office or Administrative approval** in placing over-age players in lower-age classifications because of a player's ability; however, all players so changed will be ineligible for competition in the Parish-wide tournaments in any division.
- 10:04 The following are the minimal acceptable participation rules:
- 10:04:01 All players must appear in one (1) game per match by the conclusion of the second game of a match.
 - 10:04:02 Coaches may choose to rotate players into a game. (This rotation must be continual.)
- 10:05 TOT LEAGUE - - BOYS AND GIRLS (Ages 5-6 & 7-8):
- 10:05:01 Any child making five (5) years of age before August 1, **2016** will be eligible for this program.
 - 10:05:02 This age group will play bounceball.
 - 10:05:03 There will be NO All-Star teams picked in this division.
 - 10:05:04 Teams may not leave the playground or play teams from any other area/playground at their (home) playground.
 - 10:05:05 No 5 year old may be placed in a league with any players with a league age of 8 or older.
No 6 year old may be placed in a league with any players with a league age of 9 or older.
 - 10:05:06 All games must be a minimum of fifteen (15) minutes running time.**
- 10:06 NOVICE LEAGUE - - BOYS AND GIRLS (Ages 10 and under):
- 10:06:01 This age will play bounceball.
 - 10:06:02 All-Star play will stop at the bank-wide level.
- 10:07 YOUTH LEAGUE - - BOYS AND GIRLS (Ages 11 and 12):
- 10:07:01 This will be an intramural league.
 - 10:07:02 All-Star play will stop at the bank-wide level.
- 10:08 INTERMEDIATE LEAGUE - - BOYS AND GIRLS (Ages 13 and 14):
- 10:08:01 This will be an intramural league.
 - 10:08:02 All-Star play will stop at the bank-wide level.

10:09 SENIOR LEAGUE - - BOYS AND GIRLS (Ages 15 - 17):

10:09:01 This will be an intramural league.

10:09:02 All-Star play will stop at the bank-wide level.

10:10 All parks and recreation leagues must use rally scoring for intramural and inter-playground play.

RALLY SCORING FORMAT:

- 2 out of 3
 - 25-point games (no cap – must win by 2) for volleyball; 21-point games (no cap – must win by 2) for bounceball.
 - 15-point deciding game (no cap – must win by 2)
 - Include let serve (This is when the ball that is served, hits the net without touching the net antenna and continues across the net into the opponent’s court.)
 - 2 timeouts per game
-
- Every service, except replay or re-serve, results in a point.
 - If the serving team wins the rally, it receives a point and continues to serve.
 - If the receiving team wins the rally, it receives a point and the ball for service.
 - If the serving team or player is assessed a penalty, the opponent is awarded a point and the ball for service.
 - It is not necessary for the winning team to be serving at the time the winning point is scored.

10:11 **NET HEIGHTS** are as follows:

League	Boys	Girls
8 & under	4' 0"	4' 0"
9-10	5' 0"	5' 0"
11-12	7'	7'
13-14	7' 4 1/8"	7' 4 1/8"
15-17	8' 0"	7' 4 1/8"

Section
11

Tournament Play

11:01 Each playground will be allowed to enter one (1) All-Star team in the Boys Novice, Youth, Intermediate and Senior Divisions; and one (1) All-Star team in the Girls Novice, Intermediate and Senior Divisions.

11:01:01 In order to qualify, a playground must have either conducted or played in leagues in the age group they wish to enter.

11:01:02 No league made up of different playgrounds may enter an All-Star team that is composed of players from various playgrounds . . . only individual playground All-Stars will be allowed, and in such cases, only if they had a minimum of two (2) teams in an organized inter-playground league.

11:01:03 Scoresheets or scorebooks will be required with All-Star rosters at credential meetings. The following information will be required on the scoresheets/scorebooks:

- ◆ Playground name
- ◆ Date of game
- ◆ Full name of player...highlighted
- ◆ Name of team

11:02 Playgrounds may combine two age groups to form a league, however, intramural concept of balancing teams with ages must be in effect to be eligible to play in the All-Stars. [Example – 13-14 may combine with 15-17, and then All-Star teams can be picked from each age group.]

- ◆ Even though a playground plays their boys and girls together in one group, they will be eligible to enter both a boys and girls All-Star team in an age group.

11:03 DUAL PARTICIPATION is permissible in the Intramural program, but NOT in the All-Star program.

- ◆ Participants who dual participate in the Intramural program will be required to play All-Stars in their correct age group. However, if their playground does not have an All-Star team in his/her correct age group, then the player will be allowed to play All-Stars in the older age group.

11:04 In order for a league to be eligible for tournament play; a league must have played a minimum of twelve (12) matches. In order for a participant to be eligible for tournament play, he/she must have played in at least six (6) league matches.

If a player selected for an All Star team is injured/ill during the intramural/regular season he/she may still qualify for post season. For JPRD Playground All Star participation, if he/she receives a letter from a physician stating that the injury/illness prevented the child from playing in three of the six required league games/matches to qualify for post season All Star competition, he/she will be allowed to compete.

Players (with a physician's statement) that are unable to meet the three game requirement due to injury/illness may apply to the JPRD Director of Recreation for All Star eligibility.

In franchised leagues, the franchise's rule for participation will be followed in addition to the JPRD rule.

11:05 No All-Star practice may start prior to: **(See Section #1 Dates to Remember)**. Teams starting earlier may be subject to forfeiture.

11:06 All-Star rosters must be in the office of the Area Coordinator of Athletics by: **(See Section #1 Dates To Remember)**. NO EXCEPTIONS!

11:07 All participants must present a valid JPRD I.D. card before each match in order to participate. [Valid I.D. colors are **purple** and blue for **2016**.]

11:08 All-Star teams may consist of (12) twelve members and (3) three coaches. All-star rosters must consist of a minimum of (8) eight players

11:08:01 For teams having ten or more players, at least ten (10) players MUST appear in each game in all age groups.

11:08:02 If one (or both of the teams) does not have ten (10) players present, the team with the greater amount of players is obligated to only play the matching number of their opponent's players (the lesser amount) who are present.

11:08:03 In cases where a player arrives after the start of a match . . . all such players (late) will be required to participate in all games after the one in progress.

- ◆ The coach, of the team with the player arriving late, has the prerogative to play the player in the game already in progress.
- ◆ The opposing coach does not have to match players until the beginning of the next game.

11:08:04 Penalty: Violation of the above rules will result in the team forfeiting the game.

11:09 MINIMUM PARTICIPATION REQUIREMENTS FOR ALL-STARS:

YOUTH DIVISION:

11:09:01 Seven (7) players must be present at the start of a game and appear in each game.

- A. Failure to do so will result in game being a forfeit.
- B. If due to injury or illness, a team can no longer put seven (7) players on the court after the first game of the night, they would NOT be required to forfeit the remaining games that evening. The opposing team would only be required to play six (6) players in the remaining games of that evening.
- C. NOTE: At least seven (7) players MUST play in the first game of a match. NO EXCEPTIONS!

TEENAGE DIVISION:

11:09:02 Five (5) players must be present at the start of a game and appear in each game.

- A. Failure to do so will result in game being a forfeit.
- B. If due to injury or illness, a team can no longer put five (5) players on the court after the first game of the night, they would NOT be required to forfeit the remaining games that evening. The opposing team would only be required to play five (5) players in the remaining games of that evening.
- C. NOTE: At least five (5) players MUST play in the first game of a match. NO EXCEPTIONS!

11:10 UNIFORMS:

Uniform jerseys must be of matching color. Uniform pants must be of similar color.

PENALTY: Team will be awarded a point for every violating player on the opposing team in the first game of the match. Teams then flip for serve to start the contest.

11:11 DOUBLE FORFEIT: In a situation where we experience a double forfeit (i.e., not enough players present or failure to comply with the participation rule – not playing sufficient players, etc.), we will use the following procedure:

- ◆ If it is a winner bracket game, we will flip a coin and the winner advances in the winner's bracket with a loss. The loser of the coin flip will assume their normal spot in the loser's bracket.

11:12 There will be a five- (5) minute warm-up period (half court) given to each team during tournament play.

11:13 There will be a fifteen- (15) minute grace period on the first scheduled match each night only. There will be no grace period for the remaining matches of the night.

11:14 Any player or coach ejected from an intramural or inter-playground league will have to sit out the team's next played game.

11:14:01 Any coach ejected from a game/event must leave the premises before play can be resumed and that coach is not allowed on the premises for the remainder of that calendar date. That coach will also not be allowed anywhere on the premises while his/her team is playing its next **played** game. Any player ejected from a game must sit out the remainder of that game and cannot participate in his/her team's next **played** game.

11:14:02 This rule will be in effect for non-franchised tournament play as well as JPRD franchised tournaments that involve only JPRD teams, Eastbank or Westbank.

11:14:03 Any coach ejected in his/her last played game of the season can be subjected to disciplinary Action by the Area Coordinator of Athletics.

11:15 Only protest on ineligibility and validity of I.D. will be allowed and then only when filed and ruled upon prior to start of either involved team's next played game.

11:15:01 All other rule questions/problems must be settled immediately at the site. All decisions at that time are final.

11:15:02 At any time an overage player is identified by the department, Rule 8:05 will be enforced.

11:16 All Parks and Recreation leagues will use rally scoring for tournament play.

RALLY SCORING FORMAT:

- 2 out of 3 games
 - 25-point games (no cap – must win by 2) for volleyball; 21-point games (no cap - must win by 2)) for bounceball.
 - 15-point deciding game (no cap – must win by 2)
 - Include let serve (This is when a ball that is served, hits the net without touching the net antenna and continues across the net into the opponent's court.)
 - 2 timeouts per game
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- Every service, except replay or re-serve, results in a point.
 - If the serving team wins the rally, it receives a point and continues to serve.
 - If the receiving team wins the rally, it receives a point and the ball for service.
 - If the serving team or player is assessed a penalty, the opponent is awarded a point and the ball for service.
 - It is not necessary for the winning team to be serving at the time the winning point is scored.

Section

12

Bounceball Rules

The following is a general guide to playing the game of Bounceball. Should a more specific situation arise, the answer may be found in the **2016** Volleyball Rule Book. The National Federation Volleyball Rule Book will determine all legal or illegal hits.

12:01 EQUIPMENT:

12:01:01 A net three (3') feet wide shall be placed such that the net height is:

- ◆ Four (4') from the floor for the 8 and under league
- ◆ Five (5') from the floor for the 9-10 league.

12:01:02 Regulation volleyball will be used.

12:02 OBJECT OF THE GAME: To hit the ball back and forth over the net trying to prevent the ball from becoming dead on your side of the court and at the same time, trying to return the ball in such a manner that the opponents cannot return it.

12:03 Six (6) players compose a team.

- ◆ Three (3) players on each row (right front, right back, center front, center back, left front, and left back).

12:04 The server may hit the ball directly over the net or may hit the ball so that it bounces once inside his/her own court and is hit over the net by the **center front player only**.

12:05 The ball in play may be volleyed from a bounce or may be hit while in flight (this does not apply to the serve – See rule 12:04). Once the ball bounces outside of the volleyball court, the ball becomes dead.

12:06 The ball, after hitting a player above the waist, will be considered still in play.

12:07 Players are not permitted to catch, scoop or lift the ball. Ball may be played with both hands. The same hits legal in volleyball will be legal in bounceball.

12:08 No more than three (3) players may play the ball on one side of the net. Players may touch the ball twice before it is returned, but not twice in succession.

12:09 **Players will rotate clockwise. Rotation will occur when teams win service.**

12:10 Bounceball will use rally scoring. Rally Scoring Format follows:

RALLY SCORING FORMAT:

- 2 out of 3 games
 - 21-point games (no cap – must win by 2) for bounceball.
 - 15-point deciding game (no cap – must win by 2)
 - Include let serve (This is when a ball that is served, hits the net without touching the net antenna and continues across the net into the opponent's court.)
 - 2 timeouts per game
-
- Every service, except replay or re-serve, results in a point.
 - If the serving team wins the rally, it receives a point and continues to serve.
 - If the receiving team wins the rally, it receives a point and the ball for service.
 - If the serving team or player is assessed a penalty, the opponent is awarded a point and the ball for service.
 - It is not necessary for the winning team to be serving at the time the winning point is scored.

12:13 FOULS:

12:13:01 The penalty for the following fouls is loss of serve:

- A. Server using two hands on service.

- B. Server steps on baseline while serving.
- C. Ball touching the net on the serve.
- D. Reaching over or under the net to play the ball. (NOTE: A follow-through is legal.)
- E. Failure to rotate.
- F. Hitting the serve from a bounce (NOTE: Ball must be hit from held position.)

12:13:02 The penalty for these fouls is a “side out” or point:

- A. Four hits on one side.
- B. Player plays the ball twice in succession.
- C. Ball hits a player below the waist.
- D. Ball is caught, pushed, lifted, kicked or rolled on body (any illegal hit).
- E. Ball bounces more than once inside the court without being played.
- F. Touching the net or reaching over or under the net to play the ball (NOTE: A follow-through is legal.)

12:14 Legal hit must bounce inside of the court dimension.

12:15 Officials, due to the structural differences of our facilities, should define non-playable areas before the start of the game.

12:16 If the server hits the ball so that it bounces once inside his/her own court and is hit by center front player and the ball hits the net, it is a loss of serve.

12:17 If server directly hits the ball over the net, and the ball hits the net, it is a legal serve.

Section 13

Awards

13:01 Awards will be made to the Bank-wide Champion in the Novice, Youth, Intermediate and Senior Divisions in both Boys and Girls divisions.

13:02 Plaques shall be engraved:

- ◆ “Jefferson Parish Recreation Department West/East Bank Volleyball Champions”
- ◆ “Jefferson Parish Recreation Department West/East Bank Volleyball Runners-Up”



Jefferson Parish Government

Michael S. Yenni.....PARISH PRESIDENT

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Cynthia Lee-Sheng Councilwoman-At-Large, Division B

Ricky J. Templet..... District 1

Paul D. Johnston..... District 2

Mark D. Spears, Jr. District 3

E. “Ben” Zahn, III District 4

Jennifer Van Vrancken..... District 5

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