



Austin Inter-Parochial League Athletics

2017 AIPL Volleyball Rules

The AIPL will follow the National Federation of High Schools (NFHS) Volleyball Rule Book with the following exceptions listed below. NFHS rule references are noted in parenthesis as (Rule # - Article # - Section #):

- Games are scheduled for one hour, which allows for a 10 minute warm-up. Both coaches CAN decide they do not want to warm-up for the entire 10 minutes. (4 min hit, 4 min off, 2 min serve). If games are running late, warm-ups will be shortened.
- Line judges will not be used. (Modifies 5-1-1)
- A match will consist of the best two of three sets. The first team to win two sets will be the winner of the match. The third set will not be played unless it is necessary to determine the winner of the match. (Modifies 1-2-1)
- The first and second sets will be 25 points and a team must win by at least two points with a cap of 30 points. The third set will be 15 points and a team must win by at least two points with a cap of 20 points. (Modifies 1-4-1 thru 2; 1-5)
- Forfeited matches will be scored as 0 set wins and 2 set losses for the offending team (Modifies f1-7-3)
- Teams must have 6 players to begin a match. Once a match has begun with all six players, a team that loses a player will receive a side out for each vacant position. (Modifies 1-7-4)
- If a team does not have 6 players to begin a match due to extenuating circumstances such as traffic accidents (not heavy traffic) the first set will be a provisional forfeit five minutes after the start time. The match will be a provisional forfeit fifteen minutes after the start time. The provisional forfeit will be overturned if the match is able to be rescheduled.
- The net height for 7/8 is 7'4". The net height for 5/6 is 7'0" (Modifies 3-4-0)
- The service line for 5/6 is the same as 7/8, however 5/6 graders will use Volley-Lites.
- All jerseys should have numbers on both sides and all players on the same team will wear the same color pair of shorts by the 2018 fall season (If black spandex, keep logos to a minimum).

NFHS Points of Emphasis – these are in the rule book but are major points

- A match shall entitle each team a maximum of two time-outs per set (1-2-3)
- All games will be rally scoring (1-3-1 thru 3)

- The ball can be played off the ceiling or overhead obstruction if the ball comes down on the side that hit it. (2-2-1 thru 2)
- At the start of the game, the team not serving shall rotate one position clockwise on the first (and all) side out. Note. Position "2" on line-up will be first server if team starts in serve receive.
- The serving area shall be behind the end line and from sideline to sideline.
- At the end of each set, the teams go back across their end line to await the referee to signal switching courts.
- A team can have a total of 18 subs during a game.
- All games will be rally scoring. The first and second games will be to 25 points (cap at 30). The third game, if needed, will be to 15 points (cap at 20).
- One ball drop and re-serve allowed per rotation (however many times athlete serves)
- Liberos shall wear a solid colored uniform top that is clearly in contrast from the predominant color of her teammates.
- A Libero can serve, but only once per 6 rotations (only serve for 1 player, not multiple). If a school uses a libero, that school must provide a trained libero tracker at the score table. If a trained libero tracker is unavailable, the team will not be able to utilize the libero position.
- A player's feet may touch the floor across the center line provided that a full foot does not cross the centerline.
- A net fault occurs while the ball is in play and a player contacts any part of the net; it is not considered a fault if the force of a ball hit by an opponent pushes the net into the player or the player's hair touches the net.
- Home Team should provide warm-up volleyballs for the Visiting Team.
- A third game that is not necessary can be played if both coaches want more court time. Please stop this game without completion if completing the game would cause the next game to start late.