

Boss Frog II Volleyball League Rules

General Volleyball Rules apply with these noted exceptions

- **Each team will provide one volunteer** (parent or responsible child) to call lines
- Carrying the ball (commonly known as a “lift”) will not be allowed. Contact with the ball should be short and immediate
- Each team is allowed a one-minute timeout in Games 1 and 2. In Game 3, one 30-second timeout is allowed
- The Boss II Frog division will use the regulation volleyball
- The net shall be 7’4”
- Only clean, non-marking, athletic shoes intended for wood floors are allowed
- Spike Frog Staff will keep track of team standings.
- There will be regulation serving behind the regulation line
- There will be regulation rotation rules:
 - Server #1 shall be the first server
 - Servers must serve in order. No skipping.
 - Keep track of Rotations with numbered stickers. Assign players numbers before each set.
 - Substitutions will be allowed. Only allowable subs are for the same position. (For example, #5 can only sub for #5. #3 sticker cannot sub for #1 sticker)
 - Use of a libero is allowed. The sticker will be an “L”

Points of emphasis for Spike Frog Youth Volleyball League

- A legal serve is allowed to contact the net and continue over to the opposite side
- The first ball over the net from the opposite side (via a serve, spike, or pass, etc.) may be “double” contacted provided the contacts occur as part of one action
- Players may NOT block or spike a serve while the **ball is above the net**
- Games will be rally scoring to 25 points in games 1 and 2. Game 3 to 15 points. Must win by 2, capped at 30 points, game 3 capped at 17.
- Matches will be 3 games. **The match will end at 55 minutes** to allow time for the next teams a brief warmup before their match.