

GAME REPORT CARD – SBMSA VOLLEYBALL - 4th Grade League

LOCATION (Site / Gym / Court): _____ DATE: _____ TIME: _____

AWAY TEAM: _____ COACH: _____ Set 1: _____ Set 2: _____ Set 3: _____

HOME TEAM: _____ COACH: _____ Set 1: _____ Set 2: _____ Set 3: _____

PLAYERS ABSENT / NOT PLAYING: _____

CAUTIONS / EJECTIONS: _____ REFEREE NAME: _____

By signing this card, I affirm that each player on my team met the minimum play/rotation requirements as set forth in SBMSA's Volleyball League Rules:

AWAY COACH: X _____ HOME COACH: X _____

SBMSA RULES - 4th Grade League

Equipment / Net Height

- Volley-Lite Balls are used
- 7'4" Net Height

Home/Away

- Each team will provide a line judge prior to the match.
- Home team will provide someone to maintain the scoresheet/scorebook.
- Away team will provide someone to run the scoreboard/clock.

Pregame / Warmup

- Warm-up is 3-3-2. Three minutes passing warm-up on each team's side, and 2 minutes serving warmup.

Serving

- The serve line is 6 feet from the end line. It should be taped prior to the match starting
- Server may serve overhand or underhand, without restriction
- Server will get a re-serve if first attempt fails to put the ball in play. This will only apply on each player's first serve during each rotation of service.
- Server can toss the ball up to 3 times in an attempt to serve, point & ball awarded to opposing team after 3rd failed attempt
- Maximum of 5 consecutive serves/points. Ball is given to the other team after 5 consecutive serves.

Match Play

- All matches will be played best 2 out of 3 games
- First 2 games are played to 25 wins; teams must win by 2 points. Game capped at 30 (i.e. at 29/29, the next point wins the game).
- The 3rd game is played to 15; teams must win by 2 points. Game capped at 20 points.

Playing Time / Rotations:

- Continuous rotation Rule for all 3 games.
- Head coach from each team responsible for turning in their lineup (in serving order) to the scorekeeper before the match.
- No libero

Other Rules and Regulations:

- If not specifically addressed herein or in SBMSA's main rules, all other rules per National Federation Rules.
- Minimum of 6 players to play. If a team has fewer than 6 players within 10 minutes after scheduled start time, the match will be scored as a forfeit (0-2 game loss). To maximize league play time, in the event of forfeit, the Coaches should still attempt to play a scrimmage, or hold instruction, during their game slot time, borrowing players from the other team if necessary.
- Players may not wear rings, necklaces, earrings, or bracelets during match play. There are NO exceptions to this rule. Earrings may not be taped over. They must be removed.