

## GAME REPORT CARD – SBMSA VOLLEYBALL - 7<sup>th</sup>/8<sup>th</sup> 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 - 7<sup>th</sup>/8<sup>th</sup> Grade League

#### Equipment / Net Height

- Leather ball SV5W Gold, or similar
- 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 4-4-2. Four minutes passing warm-up on each team's side, and 2 minutes serving warmup.

#### Serving

- All players encouraged to serve overhand, but underhand serves are permitted
- After 3 successful underhand serves in the same rotation, a player must serve overhand for the remainder of that rotation. To clarify, at the next rotation, server can again serve up to 3 successful underhand serves.
- Only one tossing error permitted for each service
- 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 3<sup>rd</sup> 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. However, coaches may adjust/alter lineups before each new game/set.
- 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/set 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.