

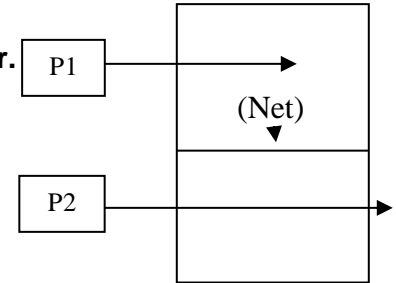
USYVL Game Rules 2018

Net Heights: Net heights indicated on the pool sheets must be followed.

Court Lines: 7-8 & 9-10 division court lines must be tied 2½ feet at each corner.

The Ball Roll (used to determine which team selects serve or side)

- One player from each team will roll the ball from one sideline to the other.
- Closest one to the line, before or after, will select the serve or the side.



Game Format: All age divisions use a four-person format.

Serving: All age divisions allow the underhand serve from inside the end line, but no further than the middle of the court, for players that may need it. All other serves must be done behind the back line.

- Let Serve is legal (serve that hits the net when the ball is put in play and lands in opponents's court).

Rotation: When the serve turns over to a team, they must rotate. The middle front player rotates out and the new player rotates in the front right position.

Hot Potato (for 7-8 age division)

- Every first ball that crosses the net (first contact) should be caught in the traditional passing stance.
- The second contact should be a set (the set cannot be caught).
- The third contact should be a spike (the spike cannot be caught).
- Each player gets two consecutive serves.
Regardless of which team won the rally from the first serve, the player gets a second serve.
- Score is not kept.
- Each team remains on their designated side until the long whistle ends the game.
- The ball may not hit the floor during play.

For example (Hot Potato): The ball is served over the net. The player catches the ball in the traditional passing stance. The player then tosses the ball to the setter, from where the ball was caught. The setter then sets it to the spiker. The spiker then spikes the ball over the net. The opposing team follows the same format.

Double Max (for 9-10, 11-12 & 13-15 age divisions)

- Traditional pass, set and spike.
- Rally score to 25, the team must win by 2 points.
A point is awarded on every rally; the team that wins the rally earns the point.
- Each player gets a maximum of two consecutive serves.
The second serve must be earned by winning the rally from the first serve.
- The ball may not hit the floor during play.
- Each team remains on their designated side until the long whistle ends the game.
If a game to 25 is complete before the whistle is blown, switch sides and begin another game until the long whistle ends the game.

For example (Double Max): A player serves over the net and his/her team wins the rally. The serving player's team earns a point and a second serve. The player serves over the net again and his/her team wins the rally. The serving player's team earns a point, but the serve automatically turns over to the opposing team's next server.

A player serves over the net and his/her team wins the rally. The serving player's team earns a point and a second serve. The player serves over the net again and the opposing team wins the rally. The opposing team earns a points and the serve.

A player serves over the net and misses his/her serve. The opposing team earns a point and the serve.

A player serves over the net and the opposing team wins the rally. The opposing team earns a point and the serve.