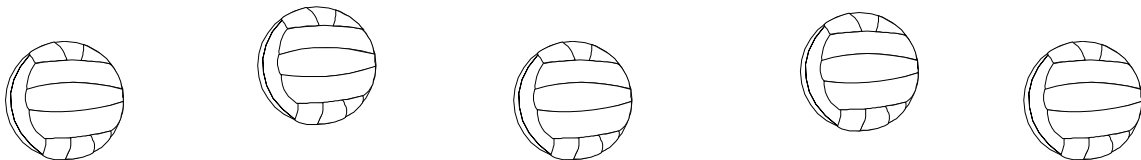


# Minnesota Sports Federation

## 2008 Volleyball Playing Rules

All play shall be governed by Minnesota State High School League playing rules with the following modifications:

1. **Format:**
  - a. **Pool play** is a two (or three) game set and championship bracket play is 2 of 3 match play. (**Note:** Two game sets are played in four or five team pools and three game sets are played in three team pools). A team which has scored 25 points and is at least two points ahead is declared the winner of the game. If the team which is ahead does not have a two point advantage the game shall continue until one team has gained a two point advantage or the 27 point cap (utilized in pool and match play) is reached (i.e. in pool play and match play games, a 27-26 game score results in a victory). A match shall be awarded to the first team which wins two games.
  - b. In **championship series bracket play**, the third game (if necessary) will be played to 15 points with a 17 point cap.
  - c. In **“rally point” play**, a new point is initiated each time the official signals for service to begin. If due to a lack of a two point advantage, the score reaches 27 points in pool or match play, or 17 points in the 3rd game of match play, only a one point advantage is required for victory (i.e. 17-16 game score results in victory).
2. **Timing Regulations:**
  - a. **Grace Period:** A ten minute grace period shall be allowed on the team’s first scheduled game in pool play before a forfeit/tournament disqualification is declared. Game time is forfeit time for succeeding games. Any team that forfeits a game is considered to have forfeited the match and shall be immediately disqualified from the tournament. Teams that have five players ready to play may **not** utilize the grace period to wait for another player to arrive.
  - b. **Warm-up Procedures:** Ten minutes shall be allowed for warm-up prior to a team’s first scheduled game in pool play. Thereafter a minimum of three minutes warm-up time shall be allowed for each set/match. **NOTE:** Court warm-up time on a team’s first pool game is 4 + 4 + 2 and (no net sharing) and thereafter, 2 + 1 (teams share net for hitting).
  - c. **Pool and Match Play:** There are no time limits in pool or match play.
  - d. **Time-outs:** Charged time-outs shall not exceed 45 seconds and each team is limited to two time-outs per game. **The time between games of a match shall be two minutes, which begins immediately after the winning point has been scored.**
3. Line judges will not be used. If necessary, honor calls are expected.
4. Net height shall be 7 feet for 12-Under. **Note:** 12-Under players are allowed one step on the court when serving. Net height shall be 7 feet 4 1/8" inches for 13-, 14-, 15-, 16-, 17- and 18-Under.
5. Teams must be accompanied by a responsible adult (18 years of age or older).
6. A team bench is limited to the eligible players listed on the official roster plus three non players (coach, water person, scorekeeper, etc.)
7. **Line-Up Slip:** Once a player is listed on the MSF official line-up slip (that is given to the MSF manager, supervisor of officials or game official) as a starter, they are considered officially in the game and are subject to all MSF eligibility rules including subjecting their team to tournament disqualification if their name is not found on the tournament roster. Once an eligibility check has been completed and/or line-up slip presented to the game official, no names can be added.
8. A coin toss will determine serve/side.
9. A team may start, continue or finish a game with 5 players. If a sixth player arrives or returns they may not enter or reenter until the next game. When a team uses five players, three players shall be considered front row and two back row. When serving, five player teams are not penalized for the missing sixth player in the rotation.



10. Each player is allowed unlimited entries within the 12 sub team limit per game. As in the past the re-entering player shall assume their original position in the serving order in relation to their other teammates. A substitution is illegal when the substitute re-enters or attempts to re-enter as a 13th substitute. Starting the game counts as one entry. The re-entering player must assume their original position in relation to other teammates in the serving order. A team is allowed a maximum of 12 substitutions per game. Starting the game is not considered a substitution.
11. Use of the libero position is permitted.
12. A game which is suspended due to electrical interruption or for any other reason shall be resumed from the exact point of suspension.
13. Teams are asked to form a line at the conclusion of the game and shake hands.
14. Following the completion of the first round of tournament play, the official tournament schedule becomes the bracket board posted at **tournament headquarters**. Coaches are responsible for checking the board at the time of team check-in and regularly thereafter before and after each game they play. Teams not showing up at the proper time or site, forfeit.
15. The tournament management reserves the right to switch officials during a two game set or match in an effort to keep the tournament running smoothly and on time. This is sometimes necessary due to a court which is running behind schedule. If possible, switches will be made **between** games of a set or match.
16. In case of an injury to a player the game official shall allow an individual(s) identifying themselves as a coach, relative or qualified medical person on the playing area to help provide medical assistance. The game official shall record the name of the individual(s) allowed on the playing area on the line-up slip. **Note:** If a qualified medical person has been provided by the MSF or tournament host, this shall be the only medical person allowed on the playing area unless the medical person provided requests or authorizes the assistance of another medically qualified person. (Coaches or relative(s) shall always be permitted on).

#### AWARDS:

<b>One Pool</b>	<b>Two Pools</b>	<b>Three Pools or More</b>
Champion Plaque	Champion Plaque	Champion Plaque
Medals - 1st, 2nd	Finalist Plaque	Finalist Plaque
	Medals - 1st, 2nd	Medals - 1st, 2nd, 3rd, 3rd
	Consy Champ and runnerup	Consy Champ and runnerup

17. **Infectious Disease Control Rule:** A player, coach or official who is bleeding or who has blood on their uniform shall be prohibited from participating further in the game until appropriate treatment has been administered.
  - Appropriate treatment is:
    1. Bleeding has stopped
    2. Injury is covered
    3. Uniform changed (color difference will be allowed) or disinfected with acceptable disinfectant\*
    4. Competition area/equipment disinfected with acceptable disinfectant

If treatment can be administered within three minutes, the individual would not have to leave the game. Otherwise, substitution of the individual must take place.

\*Acceptable disinfectants are:
 
  1. A solution of 1/4 cup of sodium hypochlorite and one gallon of water
  2. A solution of 1/4 cup of 70% isopropyl alcohol one gallon of water
  3. A commercially produced infectious disease spray
18. We are strongly recommending at least one adult chaperone to be present and responsible for each six (6) athletes at the tournament (e.g. 6 athletes = 1 chaperone; 7-12 athletes = 2 chaperones). Coaches may not act as a chaperone for any team.
19. Teams are asked to keep the playing facility clean by removing all trash (i.e. drink containers, food wrappers, etc) from the team bench area at the conclusion of each game. The MSF greatly appreciates your interest, presence and cooperation in making these tournaments a successful and meaningful experience for our young athletes. The normal participant in the tournaments is well-mannered, well-disciplined and very cooperative. Our greatest concern is that there will be no incidents during the tournaments, which reflect poorly upon any individuals, teams or organizations. We ask for your cooperation toward meeting these goals.

20. **Disqualification:** A player/coach/team shall be immediately disqualified from the MSF program for any of the following acts:
  1. Failure to comply with the eligibility rules set forth in this guide.
  2. Commission of fraud, such as playing under an assumed name, falsifying a roster, giving false information to tournament officials.
  3. Failure to provide a 24-hour notice when forfeiting a tournament contest. (Carries penalty of team ineligibility for tournament play the following year).
  4. Unsportsmanlike conduct.
  5. Tendering non-sufficient funds or stopping payment on checks.
  6. Causing damage to playing facilities, equipment or accommodations.
  7. Possession/use of controlled substances and/or chemicals (local law enforcement agencies will be contacted). Includes tobacco products, alcohol, drugs, etc.
21. Any player, coach or bench personnel that is ejected from a game for an act of inappropriate conduct shall be disqualified from the remainder of the tournament and must leave the team bench area.
22. MSF tournament managers and the supervisor of officials have the authority to eject belligerent players, coaches or managers prior to and after a game has been officially completed.
23. **Reinstatement:** Suspensions shall be immediate and remain in effect until such time that the suspended party appears before the MSF Sportsmanship and Eligibility Committee.
24. There shall be no tobacco or consumption of alcohol in, near or adjacent to the facility. If violations are observed, report to the tournament manager immediately.
25. When a concessions stand is in operation, coolers and picnic lunches may not be brought into a facility, **NO EXCEPTIONS**. Food and beverages are not allowed inside the gymnasiums utilized in MSF tournament play.
26. **FORFEITS:**
  - a. If, due to a no show, a pool has only four teams, then each team will play a three game set (three games to 27 point cap) against the other three teams in the pool. (If the no show occurs in the second game set of the pool, and it wasn't known in time, the two teams that played in the first two game set shall play a third game after the last scheduled set of their respective pool).
  - b. If, due to a no show, a pool has only three teams, then each team will play a three game set against the other two teams in the pool. (If the no show occurs in the second game set of the pool and it wasn't known in time, the two teams that played in the first two game set shall play a third game after the last scheduled set of their respective pool).
  - c. If, due to a no show, a pool has only two teams, then the teams shall play two three game sets against each other.
  - d. Should a forfeit occur within a pool at any time, all points awarded to previous opponents of the forfeiting team shall be canceled. The forfeiting team is out of the tournament and may not play any remaining games. Teams affected by forfeits should report to the tournament manager immediately for further instructions.
  - e. Teams which do not qualify to advance from pool play to bracket play should check with tournament management prior to leaving the site in case there is a forfeit position available that needs to be filled.
27. **PROTESTS:**
  - a. Protests - You may not protest a judgement call. Protests on the interpretation of game rules shall be decided on the court. Decisions of the supervisor of officials or their designee are final.
  - b. Eligibility Protests - You may protest a players eligibility prior to or during a contest but not after a game has been officially completed. The MSF reserves the right to investigate eligibility matters at any time, including after a game or tournament is concluded. The MSF has the right to take action deemed appropriate.
  - c. In the event a team is disqualified from tournament competition, it only affects the status of the last team the disqualified team played and then only if a protest had been filed by the team prior to the completion of the game.
  - d. Team coaches must point out any discrepancies in pool play results within 10 minutes after posting. After that time, pool results become final unless a mistake can be corrected by MSF tournament management without substantial hardship or delay of the tournament (games will not be replayed). Thus, teams should not consider the posted results final until 10 minutes after posting.

28. **EQUIPMENT:**

- a. **Game balls are supplied by the teams.** Each team shall supply one properly inflated official game volleyball in good playing condition for each game they play in. If two teams cannot mutually agree on an official game ball and the referee determines both balls meet requirements a coin toss shall determine the game ball. **Note: If a volleylite ball is available, it shall be used in the 12-Under Division.**
- b. All teams must supply and wear jerseys with at least a 4" high number (6" high is recommended) on either the front or the back of the jersey (number on front is recommended). Numbers on shorts or sleeves do not meet this requirement. Tape numbers are not acceptable. Shirt bodies must be of identical color. Illegally uniformed player(s) shall be withheld from competition by their team until they become legal. If a player(s) violates this rule by entering the game prior to becoming legal they shall be disqualified from that game.
- c. MSHSL jewelry rules will be enforced. Exception: Hard or metal hair clips. The official's judgement regarding illegal equipment is final.
- d. **Teams are responsible to supply their own first aid equipment which must include infectious disease control solution. Trainers are not provided.**

**PLEASE CAREFULLY READ ALL INFORMATION TO AVOID MISFORTUNE WHICH MAY DISQUALIFY YOUR TEAM FROM TOURNAMENT COMPETITION.**

## Insurance

Should your team, club or tournament desire excess medical or liability insurance contact [anne@msf1.org](mailto:anne@msf1.org) for more information. This is the equivalent of insurance provided by other organizations but at a much lower price.



*CHECK OUT OUR  
WEBSITE FOR ALL  
THE DETAILS AT  
WWW.MSF1.ORG*

