

# Hutchinson Recreation Commission

## Youth Volleyball Rules - Lil' Diggers



**Hutch Rec Goal:** The goal of the Hutchinson Recreation Commission youth athletic program is to provide a positive and fun learning experience for all participants in the community. Emphasis is placed on learning the fundamental skills, basic rules of the game, and good sportsmanship; while stressing equal participation for all. The Lil' Diggers program will feature 20 minutes of skills and drills lead by coaches, and 30 minutes of game time.

### Objectives:

1. Provide development of motor skills in the given activity.
2. Build character in each individual by stressing sportsmanship and fair play.
3. Build healthy minds and bodies through physical activities.

### KSHSAA rules for volleyball will be followed with the following exceptions and additions:

1. **Net Height:** 7'4" or below (Women's) **Court Size** - Regulation
2. **Number of Players:** A team will play with 6 players on the court. A team must have a minimum of 4 players to start or continue a game.
3. **Length of Game:** All matches will be 3 games to 15 points using rally scoring or a 30-minute time limit; whichever comes first. A one minute break will be allowed between sets.
4. **Time Outs:** Teams will be allowed 1 time out per set. Time outs will last 1 minute.
5. **Serves:** The server gets **two** attempts to get the ball over the net on every serve. If the server is unsuccessful after 2 total attempts, it is ruled a side out. Servers may move up to the spike line (10ft. line) to serve. A server will be limited to a total of 3 consecutive points, then a sideout will be called. This will allow more player rotation during each game in this instructional program. Net serves will be allowed.
6. **Returns:** A team will get up to 4 hits to return the ball over the net if needed. Players will be warned the first time they double hit. The second time a double hit occurs, a side out or point will be called by the referee.
7. **Rotation:** A mandatory rotation system will be used. Once the server has served, the next time you rotate, the server will come out and the new player will come in at middle back.

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