

High School Volleyball Rules

I. Score

1. Games are played to 25 points. All three gamers are played. There is a 27 point cap.
2. A point shall be scored by the opponent each time a team commits a fault (rally scoring).
3. If the serving team wins the rally, it scores a point and continues to serve. If the receiving team wins the rally, it scores a point and gains the serve. If time a team gains the serve, it must rotate one position clockwise before serving.

II. Time-Outs

1. Each team has two time outs per game.

III. Pre-Match

1. A coin toss shall be conducted between the captains of each team. The Winner shall choose either to serve or receive.

IV. Jewelry

1. Jewelry may not be worn at anytime. Religious and medical alert medals are not classified as jewelry and may be worn. A religious medal must be taped and worn under the uniform. A medical alert medal must be taped to the uniform and may be visible.
2. Players shall not wear body paint or glitter on their hair, face uniform or body.

-First occurrence is a warning

-Second occurrence, the team is charged time out for delay in game while removing jewelry.

-Third occurrence, team loses one point.

V. Playable Overhead Obstructions

A ball striking the ceiling or overhead obstruction above a playable area shall remain in play provided the ball contacts the ceiling or obstruction on the side of the net extended that is occupied by the team that last played the ball, and the ball is legally played next by the same team.

VI. On the serve

Players may pass any first ball over the net (serve, spike, tip, etc) with either the open hand (setting action) or with a forearm pass (bump). A double hit is legal on the first ball over as long as it is the same attempt to play the ball but lifts/carries are illegal. Double hits are illegal on the 2nd or 3rd contact per side.