

# 2025 4-H VOLLEYBALL RULES

Sunday, April 6, 2025  
Neillsville High School

## ELIGIBILITY AND REGISTRATION

- A League:** Players must be 12\* or older as of January 1 (current year).  
\*Coaches discretion to allow younger youth to play in the A league. Please be mindful of safety concerns.
- B League:** Players must be 13 or younger as of January 1 (current year).
- C League:** Players must be 5 – 10 years old as of January 1 (current year).

**Registrations must be received by March 14<sup>th</sup>.**  
There is a charge of \$20.00 per team (**no refunds**).

**NO ADDITIONS TO THE ROSTERS ARE ALLOWED ONE WEEK PRIOR TO TOURNAMENT.**

Only enrolled Clark County 4-H members will be allowed to participate.

## VOLLEYBALL ITINERARY

### Sunday, April 6th

12:00 p.m. Teams stretch/warm-up

12:05 p.m. Referee Meeting  
Fieldhouse South Court

12:15 p.m. Coaches Meeting  
Fieldhouse South Court

12:25 p.m. Pledges  
Announcements  
4-H Pledge  
(all people present)

12:30 p.m. Tournament Begins

Courts will be assigned. Each league will have their own court.

**B League Championship Game**  
Follows League B  
(1<sup>st</sup> and 2<sup>nd</sup> place)

**A League Championship Game**  
Follows A league  
(1<sup>st</sup> and 2<sup>nd</sup> place)

**C League Championship Game**  
Follows C league  
(1<sup>st</sup> and 2<sup>nd</sup> place)

## All championship teams assist in cleanup of fieldhouse and surrounding areas.

*Teams will be assigned to a court.*

*Teams on that court will follow the "Number of Games" Played (Appendix A).*

If more than one club is making up a team, we need a roster for each league that they are playing in. Please identify which players are from which club.

### CLEAN-UP EXPECTATIONS (applies to all teams)

- Clean up around your area throughout the day.
- When leaving the bleacher area pick up your trash and your neighbors' trash if they have left it.
- The winning team on identified courts **MUST stay and help clean up.**
- Both days - bleacher areas must be cleared of trash, lost and found items taken to concession stands - garbage bags will be available.

## RULES AND REGULATIONS

1. Rally Scoring
  - a. Must win by 2 points
  - b. **C Teams** play to 15 points
  - c. **A and B Teams** play to 25 points
2. At least 5 players must be present to start a game for all leagues.
  - a. **A and B Teams:** 5 to 9 players will comprise a team. **No more than six (6) players on the court at a time.**
  - b. **C Teams** can have as many players as they want on their roster and on a court at a time.
3. All participants must wear tennis shoes.
4. **B Teams** open palm hits are legal, but no catches/lifts are allowed.
  - a. Sports purpose is to emphasize sportsmanship.
  - b. There will be members age 13 and under participating in this league, all players are asked to take into consideration the age of the individuals playing.
5. Spiking
  - a. **B Teams:** NO SPIKING ALLOWED. Persons in the front may hit open handed (drive the ball) but both feet must not leave the floor – no jumping.
  - b. **A Teams:** Spiking is allowed. However, no spiking from behind the 10-foot line.
6. To start the game and to determine serve, a coin will be flipped and either captains or coaches will call the coin toss.
7. No jewelry of any kind or metal hair accessories.
  - a. Medical alert items are exempt from this rule.
  - b. For accommodation requests, please ask the chairs of the tournament or call the Extension Office
8. Everyone at the tournament must follow the Wisconsin 4-H Policy

- a. <https://4h.extension.wisc.edu/resources/wisconsin-4-h-policies/>
9. 11. Coach and/or audience can assist the players on the court by letting them know if a ball is “in play” or “out of play.”

### **Tie Breakers / Playoff for all Leagues**

- A. In the case of a 2-way tie on a court, teams play one game to become the court winner.
- B. In the case of a 3-way tie on a court; teams draw for a “bye game”:
  1. The team that receives a bye automatically gets to play in the play-off game.
  2. The other two teams play for 3<sup>rd</sup> place.
  3. The winner of that game then plays the team that received the bye for 1<sup>st</sup> and 2<sup>nd</sup> place.
- C. In the case of a team with a 7-0 win/loss record playing against a team with a 6-1 win/loss record:
  1. If the 7-0 team loses to the 6-1 team and their records become tied at 7-1; the two teams will then play another game for the championship.
  2. If the 7-0 team wins against the 6-1 team, the now 8-0 team would win the championship, and no extra game would be needed.

### ***The following rules apply to A and B Teams:***

1. Substituting can be made only before the team substituting is about to serve.
  - a. Once the ball is served there will be no changing of positions or substitutions.
2. A player will rotate in on the serve and rotate out on the front row. A player will play all positions on the court.
  - a. There are times that all girls or all boys will be on the court.
  - b. Teams with only 6 players are allowed to always remain on the court.
3. In the event of an injury, a team may substitute a player in for the injured player without having the advantage of serving.
  - a. All rotations should be in a clockwise direction and be consistent with rotating in extra players.
4. If a player touches the ball, he/she is considered as having played the ball. If two players hit the ball at the same time, it is considered one hit and either of those two players may hit the ball a second time.
5. The ball may be hit no more than three times on one side of the net before passing over to the opponent's side of the net.
6. At least one girl or one boy must be on the team and follow the identified rotation pattern.
7. When a ball touches one of the boundary lines, it is considered in bounds.
  - a. A player may play a ball outside the boundary lines but must return to their place on the court immediately.
8. A ball that is knocked out of bounds by an opponent must be allowed to hit the floor or walls outside the lines before being touched.
  - a. If touched and not returned successfully, it counts against the player touching it.
9. One player may hit the ball twice during the set but not two times in succession.

10. In the event a ball that is hit strikes the ceiling or any object above the playing floor and does not cross the net, it may be played by the team that originally hit the ball.
11. Balls may be legally retrieved from the net providing the other rules such as carrying or catching the ball, hands in the net, etc., are not violated.
12. All serves must be hit over the net by the server.
  - a. If the ball hits the net and goes over it is still playable.
  - b. If the ball does not go over the net, the serve is turned over to the other team.
13. A ball touching a player below the waist is automatically dead.
  - a. A ball touching a player above the waist is playable.
14. A timeout may be requested by the coach of a team any time the ball is dead.
  - a. Each team may use only one timeout per game.
15. The score may be called before each serve by the serving team.
  - a. The scoreboard manager will maintain appropriate scoring practices in conjunction with the referee for said court.
16. A legal serve will be one of the following:
  - a. **A Team** can be under- or over-handed
  - b. **B Team** must be under-handed
  - c. Hitting the ball directly off the holding hand
  - d. Hitting the ball after tossing it from the open hand
  - e. No spiking of serve, blocking only
  - f. Foot fouls will be called on all serves.
  - g. B team – can only serve 10 service points in a row; then the serve will go to opposing team.

Youth are allowed to serve anywhere behind the service line. **B Team** supports younger players who are unable to serve from the official serving line; captains are asked to allow younger members to serve from a distance close to the net (this should be discussed by the captains and referees before the game starts).
17. A player may not reach over the net and hit the ball.
18. No player may touch the opponent's side of the court under the net.
19. All calls will be made by the referee.
  - a. Each team must supply a line judge (to be placed at opposite corners) for each game.
  - b. Line judge must be age 16 and older.
  - c. The line judge for your team must be on the opposing side.
20. Clubs are required to have one adult present.
  - a. This individual may be your line judge, but, if at all possible, two adults are recommended.

**The following rules apply to C Teams:**

1. Games will be a maximum of 15 minutes in length or 15 points (must win by two points.)
2. **Elementary/junior size volleyball** will be used for all games.
3. The full volleyball court is used.
4. Each youth server may serve up to 3 service points; the serve will then go to opposing team.
  - a. If the server does not get the ball over the net, they continue trying until they have attempted 3 times to get the ball over the net.
  - b. If the server's ball goes over the net and **lands out of bounds** the point goes to the opposing team and the ball is turned over.
  - c. If the server's ball goes over the net and **lands in bounds** and the ball is not returned, the server continues to serve until the server has attempted 3 times and the ball is turned over.

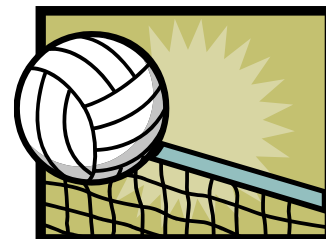
**Serving Scenarios**

	Serve 1	Serve 2	Serve 3
Bobby Ball	Not over the net	Over the net In play	Over the net Out of play, the ball goes to the other team
Vera Volley	Over the net In play	Over the net In play	Over the net In play – the ball turned over to the other team
Bambi Bump	Not over the net	Over the net Out of play, the ball goes to the other team	N/A
Suzy Sett	Over the net Out of play, the ball goes to the other team	N/A	N/A
Ruby Rotate	Over the net In play, returned lost serve, point and the ball to the other team	N/A	N/A

5. All boy/all girl teams are acceptable if a club does not have enough members for a co-ed team.



Thank you to Traci Wissel and Brittney Lowry for coordinating the Clark County 4-H Volleyball Tournament!



## NUMBER OF GAMES PLAYED

	A League	B League	C League
	<b>6 TEAMS</b>	<b>4 TEAMS</b>	<b>5 TEAMS</b>
1	2	1	1
3	4	3	3
5	6	2	5
1	3	4	2
4	6	1	3
2	5	2	4
1	4	1	2
2	6	3	4
3	5	2	3
2	4	4	5
1	5	1	2
3	6	2	3
4	5	3	4
2	3	4	2
1	6	1	3
<p><b>Teams 5 and 6 will keep score for 1<sup>st</sup> game</b></p> <p><b>Teams 3 &amp; 4 will keep score for 1<sup>st</sup> game</b></p> <p><b>Teams 4 &amp; 5 will keep score for 1<sup>st</sup> game</b></p>			
15 games		15 games	
5 games each		6 games each	
		12 games	
		6 games each	
		6 games each	
		15 games	
		6 games each	

**SCOREKEEPING:**

**At the conclusion of your game, one member from each team will be required to keep score for the following game.**

**If you are the last teams on the court, you are responsible for cleaning up the bleachers and the court area.**

## A LEAGUE

TEAM	
1	Rock Creek Rangers
2	Lucky Clovers
3	Maplewood Badgers 1
4	Maplewood Badgers 2
5	Loyal Lads and Lassies
6	Neillsville Lights

## B LEAGUE

TEAM	
1	Rock Creek Rangers
2	Lucky Clovers
3	Romadka
4	Loyal Lads and Lassies
5	

## C LEAGUE

TEAM	
1	Rock Creek Rangers 1
2	Rock Creek Rangers 2
3	Lucky Clovers
4	Romadka
5	Neillsville Lights
6	