Richland Center Church League Volleyball
2026-27 Rules

On the Web: www.rcchurchleague.com
e-mail: rcchurchleague@yahoo.com

2026-27 Rules

Commissioners: Jeremiah Hassell 608-320-2157
Dave Turk 608-604-0846

******Team managers are expected to share and review the rules with all players on their team.******

1. All participants and spectators at Church League Sports events are taking part at their own risk.
2. All players on each team are to be attendees of or affiliated with the church in accordance with the spirit of Church League Sports. **The Church Pastor must sign submitted rosters.** Players from other churches may play on a team if their church does not have a league team. **Team rosters will be posted on the league's website.**
3. An entry fee of **$100.00** per team (payable to Richland Center Church League) and signed rosters must be submitted by November 17. Please mail to David Turk, 144 W. 7th St, Richland Center, WI, 53581 or submit in person to commissioner Jeremiah Hassell. Teams not meeting the deadline will forfeit subsequent games until the roster and fee are submitted.
4. Roster additions must be approved by the league commissioner(s). A player may only be listed on one team's roster. Players must play a minimum of ***three*** matches to be eligible for tournament play.
5. Minimum age to play Church League Volleyball is 13. Players must at least turn 13 during the season. A player who is 12 and will turn 13 during the season may play. If a player will not turn 13 until after the season ends, s/he cannot play until the following season.
6. Please carry your shoes in to the gym.
7. **Both teams** are to help put up and take down the nets each night
8. Last two teams to play at the Community Center must ensure that everyone is out of the building and doors are locked when leaving.
9. Please ensure that children attending the games are behaving and not disrupting play.
10. Both teams are to pray together before and after the match.
11. Practice good sportsmanship. No arguing and no profane language.
12. ***Any disputed call will be discussed by the managers of the two teams involved to settle the matter. If they cannot agree, or uncertainty persists, the point will be replayed.***
13. No hats/caps or necklaces shall be worn during games.
14. Only volleyball warmups are allowed before and between games. Playing basketball is not allowed.
15. A team may have no more than 4 youth (grades 7-10) playing on the court at one time during the game.
16. All players who are present and able to play are expected to play. **If players are rotating in, they should rotate evenly unless females are needed to stay on the court**
17. Games must start and conclude on time. A team that does not have the minimum 4 players present to start within 10 minutes of the scheduled start time will forfeit the first game. If there are not enough players within 15 minutes of the start time, the entire match is forfeited.

18. Both Division A and Division B will generally follow WIAA volleyball rules.

    - Division A teams may serve overhand and serves can be played off the net. Division B teams will serve underhand only. No sidearm serving is allowed. Servers must have at least one foot out of bounds.
    - **Scoring for both divisions is Rally Scoring to 25 for the first two games and 15 in the third game. Teams must win by at least two points. (see more details on page 3)**
    - There is no open-handed bumping allowed in Division A. All carries (the ball coming to a rest in the player's hand or rolling across the player's open hand) are illegal in both divisions.
    - Teams can play with 4-9 players on the court.
        - When playing with 9, at least 3 must be female. (A male over 50 or age 12-14 may be counted as an equivalent to one of the female players.)
        - If playing with 5-8 players, at least two must be female. (A male over 50 or age 12-14 may be counted as an equivalent to one of the female players.)
        - If playing with 4 players, at least one must be female (no exception).
19. Balls may not be intentionally kicked to keep the play alive. A ball that inadvertently bounces off a players foot counts as a hit and is still considered live.
20. A team may hit the ball only three times to get it across the net. A block is not counted as a hit. No player may touch the net while the ball is in play, but a ball may be played off the net.
21. Any serve that comes into contact with the net (except on the serve in Division A), ceiling, objects hanging from the ceiling, or the standard is considered out of bounds.
22. There is no spiking or blocking of a serve from the front row (feet cannot leave the floor).
23. Any hit ball that contacts the ceiling structure or hanging objects on the offensive side of the net and remains on that side may continue in play. If the ball bounces off the ceiling and comes down on the defensive side or if it contacts the ceiling or any related objects on the defensive side, it is a dead ball.
24. Closed-hand spiking is not allowed. If the fingers are folded in, it is considered to be a closed-hand spike. Palming of the ball is not allowed. To protect players from injury, a team captain who feels that spikes of the opposing team are too severe may approach the opposing team captain and request that s/he instruct the offending player(s) to ease up.
25. Blocking a hit can happen as soon as the ball starts to cross the net line. A block does not count as a hit. A set of the ball to another player is not a block.
26. A follow-through over the net (without touching the net) on blocks is legal. A follow-through by the offensive player on the second or third hit is legal as long as the hit or spike contact is made on the offensive side and there is no hand/body contact with the net.
27. When playing at the net, a player's foot (or other body parts) may have contact with the net line, but cannot be completely over.
28. No second or third row player may spike, block or dink from a first row position (in front of the 10 foot line).
29. Winning captains must text their match result (2-0, 2-1, 3-0) to Dave Turk at 608-604-0846. The schedule, scores and standings will be published on the Church League Sports website: www.rcchurchleague.com

Rally Scoring:

- **Every rally results in a point**: Whether the rally ends with a service ace, a hitting error, or a successful attack, a point is awarded to the winning team.
- **Teams can score whether serving or receiving**: This is the main difference from side-out scoring. In rally scoring, the receiving team has just as much chance to score as the serving team.
- **Faster, more predictable matches**: Rally scoring generally results in shorter matches, as points are added constantly. The system is designed to keep the game moving. In international play and most organized leagues today, indoor volleyball matches are played to **25 points** using rally scoring.

Church League Volleyball Rally Scoring Rules

1. **Games to 25 Points**: Matches consist of either two or three sets. The first two sets are played to **25 points**, while the third and deciding set (if necessary) is played to **15 points**.
2. **Winning by Two**: A team must win by at least **2 points**. For example, if the score is tied at 24-24, the game continues until one team wins by two points (26-24, 27-25, etc.).
3. **Rally Point Scoring**: Every rally ends with one team scoring a point, regardless of which team served.