CATHOLIC ATHLETIC ASSOCIATION (CAA) 2024 VOLLEYBALL RULES' CLARIFICATION PAGE SEPTEMBER 16 - WEEK I - Updated September 14

COACHES/ASSISTANT COACHES, ATHLETIC DIRECTORS, and REFEREES

Answers to other Rules questions can be found by reviewing the Volleyball pages on the CAA's website. For additional Rule *CLARIFICATION* assistance, please contact **Travelle**, **Director of Volleyball Rules & Head Official** at ttjev@Yahoo.com; C-651-246-4498).

WEEK I TOPICS

1. MATCH PROTOCOLS & PROCEDURES: REMINDERS -- RULE I. a.
2. UNIFORMS -- RULE II.
3. SERVING -- RULE IV.

1. RULE I. MATCH PROTOCOLS & PROCEDURES:

CLARIFICATION Each match is scheduled for only 45 minutes. Last-minute instruction/s, dissemination of match strategy/ies, and/or team prayers, etc., should take place during the pre-match warm up period before the CAA Sportsmanship Pledge is read. After the warm-up period has concluded, the PLEDGE is read aloud by one student-athlete from each team. All players should stand on their court's sideline closest to the fans/spectators on bleachers and face forward. Two readers on either side of Referee in middle. After the PLEDGE is read, players proceed directly to their respective endline--stand facing forward anywhere on line in between the courts' two sidelines. The referee will whistle and signal for teams to greet each other at the net; match play would usually begin. However, the CAA allows for a brief period for team prayer. This is when players may briefly return to their bench.

Post-prayers, players **starting in set** should proceed to their court positions per Line-Up form or coach instruction. Other teammates, all assistant coaches must be seated in bench areas during play. The Head Coach may stand [in the coaching zone] during play. **One assistant coach may also stand during a dead/down ball and a time-out**.

2. RULE II. UNIFORMS:

CLARIFICATION a. **Jewelry:** players are allowed to wear small, secured stud or post jewelry above the chin. Fiber "<u>friendship</u>" <u>bracelets/anklets are not allowed to be worn</u>. Religious medals/fibers and 'Medic A' bracelets are not considered jewelry. Medic A bracelet may be visible; religious medal must be taped onto body and worn under uniform. Religious fiber bracelets must be taped over. Rule infractions may result in a team penalty.

Players are prohibited from wearing hoop, charm, bar, cross, etc., earrings and any other jewelry below the chin. Small stud/s or post/s jewelry worn discreetly is legal.

Large/prominent semi-to-precious stones are not considered small/discreet and not permitted to be worn. The violation is: illegal [uniform/equipment]; offending player may receive a sanction-verbal warning to a Red Card. A new chart with visuals to help explain the new JEWELRY RULES is now available to view on the CAA website's Volleyball page.

Paint/Glitter on a player's face/uniform/corps is strictly prohibited <u>AND</u> potentially injury-causing to all! Even the smallest amount of glitter on a polished wooden floor dramatically increases the surface's slippery quality and potential for slips/falls/injuries. A player whose face is painted and/or decorated with glitter should never be allowed onto the bench or court.

3. RULE IV. <u>SERVING</u>:

- b. 5th/6th grade players are allowed to serve from designated lines/areas when serving underhand. Designated lines/areas must be predetermined by Referee & teams' coaches before match play commences.
- c. 7th grade players may take one step into the court from serving line when serving underhand.
- d. 5th/6th/7th grade players may serve up to a maximum of five (5) consecutive legal serves. When a player serves the maximum number; the team retains the serve and the next player in the rotation serves.
- e. Re-Serve is called when server tosses the ball and does not attempt to contact/strike tossed ball. No fault is called if the server catches, lets drop to floor without touching or accidentally kicks or mishandles ball during a first toss attempt. However, please see e.1 below:
- e.1 One re-serve is allowed for each player for each turn-at-service.