

Wisconsin Independent Volleyball League

RULES FOR SPRING 2010 SEASON

A) General Administrative

- 1) **League Objective.** The purpose of this league is to find a means to introduce the game of volleyball to girls at an age where they can become interested in the game, develop gradually and are more productive as players by the time they get to high school. We want to do this in a way that doesn't force athletes to choose between volleyball and basketball, and, where possible, softball, soccer or another sport. Communities who participate will be encouraged to put the focus on learning the game in a practice or clinic context. This will be coupled with matches to give the players an opportunity to apply the skills they've learned in competitive situations. While we are interested in some day establishing a boys volleyball league if interest exists, play in the WIVL is currently open only to girls.
- 2) **Regular Meet Fees.** For the 2010 Spring season, each team will be assessed meet fees of \$24 per match, but will also receive a hosting credit of \$14 per match for each team hosted (including the host team). 2010 meet fees are identical to those in 2009. Each team can play as many matches as they like at each meet, provided that they play at least three. For example:
 - If team A chooses to play three matches on April 24, that team's meet fees for the day will be \$72 (3 matches x \$24 per match) and the host will receive a hosting credit of \$42 (3 matches x \$14 per match) for hosting that team.
 - If team B chooses to play four matches on April 17, that team's meet fees for the day will be \$96 (4 matches x \$24 per match) and the host will receive a hosting credit of \$56 (4 matches x \$14) for hosting that team.
 - If team C chooses to play five matches on May 8, that team's meet fees for the day will be \$120 (5 matches x \$24 per match) and the host will receive a hosting credit of \$70 (5 matches x \$14 per match) for hosting that team.
- 3) **Directions.** By March 17, 2010, each hosting association (or team) must designate the gyms at which meets will be played, with detailed narrative directions on how to get to each gym from all four directions. These will be posted on the League's website for access by all coaches, parents and players.
- 4) **Consent for Medical Treatment and Voluntary Release Form.** All players playing in the League must have one parent execute and return to the League the Consent for Medical Treatment and Voluntary Release Form. Players who had their parents complete this form for the Spring 2009 League, must still have them execute an updated version of this form for the Spring 2010 season.
- 5) **Website.** The League maintains a website which includes the following items:
 - **Rules:** League rules are posted for all coaches, parents and players to access.
 - **Consent for Medical Treatment and Voluntary Release Form:** Copies can be printed directly from the website.

- **Schedules:** Meet schedules will be posted and updated continuously as changes occur. By April 4, 2010, a detailed meet schedule will be posted on the website for all teams playing on April 10. By April 9, “skeletal” meet schedules will be posted on the website for the April 17, April 24, May 1, May 8, May 15 and May 22 meets (i.e., by April 9 we’ll post who plays where and how many matches on these remaining six dates, but not the exact opponent and time of each match). On April 11, the detailed meet schedule will be posted on the website for the next Saturday’s meet (April 17), showing each meet match-up, court assignments and start times. This process will be repeated every Sunday by 11:00 p.m. for the next Saturday’s meets.
 - **News Update:** There will be a section allowing for the posting of news items, rule interpretation issues, scheduling questions, etc., on a League bulletin board. These will be posted on an as-needed basis.
 - **Scores:** Host teams will be required to submit scores within 48 hours of the completion of each meet. Scores will be posted on the website on a weekly basis.
- 6) **Communication with League.** Each season we receive over 100 phone calls or e-mails from parents of players who have questions, complaints or suggestions. While we know those contacting us would like us to respond to all of those overtures, it is simply not possible for us to do so. We do not have the staff time and, more importantly, the views of a parent often conflict with the position of the coach or team manager. There are thousands of players participating in the WIVL and twice as many parents. As a result, if a team has a question, complaint or suggestion, it must come to us from one of that team's coaches or the team manager. In that way, we know the point raised represents the view of that team and not an individual. We will respond only to those phone calls and e-mails from those individuals whose names are submitted to us when each team registers (or subsequently) and are, therefore, listed in the League's official contact list. Questions, complaints and suggestions from parents should be voiced to the team's coach or team manager and if he/she concurs, the coach/manger should contact Tracie Tilton at 715-749-9048, email tracie@gnbl.org.

B) Scheduling

- 1) **Play Dates.** Spring league games in 2010 will be played on seven consecutive Saturdays: April 10, April 17, April 24, May 1, May 8, May 15 and May 22.
- 2) **League Divisions.** The Spring 2010 season will have four separate playing divisions: one each for 6th, 7th and 8th grade, and a combined division for 4th and 5th grade teams.
- 3) **Meet Format.** As we did in the Spring 2009 League, for the Spring 2010 season, we will again use a “flexible” form of scheduling. By flexible, we mean that there will be no specific number of teams at a meet placed into specific pools. Instead, teams will be scheduled into a specific number of matches designed to maximize the diversity of competition, giving each team the option of how many matches they want to play at each meet. Teams can choose to play three, four, five or more matches per day as follows:
 - If a team chooses to play three matches, it will likely be scheduled in three consecutive time slots, or over no more than four time slots, so that this team is making only a half-day commitment.

- If a team chooses to play four matches a day, which was the average number of matches in the Spring 2009 League, these matches will likely be scheduled over six to seven time slots, with some back-to-back matches and some one time slot breaks between matches.
- If a team chooses to play five matches a day, it will be making a full day commitment (e.g., 8:00 a.m. or 9:00 a.m. to 4:00 p.m. or 5:00 p.m.), with five matches over a six, seven, eight or nine time slot day. The length of a team’s day, however, will depend on how many courts are being used by the host team that day, how many other teams are in attendance and how many other grades are being hosted on that day by the host team.
- If a team wants to play more than five matches per day, it won’t likely have any longer day than those teams playing five matches, but it will play more back-to-back matches.

For illustrative purposes, let’s assume that Amery is hosting a 6th grade meet on three playing surfaces. Also, assume the following:

- Five teams (Clayton, Spring Valley, Cameron, New Richmond and River Falls) attend and want to play three matches each.
- Three teams (Elk Mound, Prescott and Barron) attend and want to play four matches each.
- Four teams (Rice Lake, Altoona, St. Croix Central and Osceola) attend and want to play five matches each.
- One team (Amery) wants to play seven matches.

The resulting schedule might look something like this:

<u>Start Time</u>	<u>Court 1</u>	<u>Court 2</u>	<u>Court 3</u>
9:00 a.m.	Amery v. Clayton	New Richmond v. Barron	St. Croix Central v. Osceola
9:50 a.m.	Amery v. Barron	Clayton v. New Richmond	Rice Lake v. Altoona
10:40 a.m.	Amery v. St. Croix Central	Osceola v. Barron	Rice Lake v. New Richmond
11:30 a.m.	Prescott v. St. Croix Central	Osceola v. Altoona	Clayton v. Elk Mound
12:20 p.m.	Amery v. Rice Lake	Prescott v. Barron	River Falls v. Elk Mound
1:10 p.m.	Amery v. Osceola	Altoona v. Spring Valley	Cameron v. St. Croix Central
2:00 p.m.	Amery v. Elk Mound	Rice Lake v. Prescott	River Falls v. St. Croix Central
2:50 p.m.	Osceola v. Spring Valley	Rice Lake v. Cameron	River Falls v. Altoona
3:40 p.m.	Amery v. Prescott	Spring Valley v. Cameron	Elk Mound v. Altoona

To allow for a maximum number of teams possible at each meet, and to more easily reformat meets where teams drop a particular play date after the season commences, meet schedules will not be published until the Sunday before each meet in question. They will be posted on the website no later than 11:00 p.m. each Sunday (e.g., on April 11 for April 17 meets). By waiting until six days before each meet to do the pairings, we increase the possibility of a larger field which, in turn,

increases more diverse match-up opportunities. Hard copy of schedules will not be mailed to the head coach of each team since each coach will receive a confirmation call or e-mail from the League between nine and ten days before each meet and because all teams have access to the internet via one of their coaches or player's parents.

- 4) **Who Plays When, Where and at What Time.** Teams can play as many (up to seven) or as few meets as they want. Teams can specify on which date they are available to play and on which ones they aren't. They also can specify on which dates they want to host. Teams playing five or more matches per day need to be prepared to start as early as 8:00 a.m. and play as late as 5:30 p.m. (some teams may start at 8:30 a.m. and be done by 3:30 p.m.; others may not start until 11:00 a.m., but play their last match at 5:30 p.m.). For teams playing only three or four matches per date, coaches may request an a.m. or p.m. time slot assignment on a specific date or two, but we cannot guarantee teams playing in a significant number of meets that they will play only early (8:30 a.m. to 1:00 p.m.) or only late (1:00 to 5:30 p.m.). Also, making such a request may increase travel time if, on a given date, the closer host at a team's grade level is not hosting in the preferred time slot.
- 5) **Hosting.** When hosting, a community needs two playing surfaces for a full day for each grade (first match starting between 8:00 and 9:00 a.m., last match starting sometime between 3:00 p.m. and 5:30 p.m. depending on attendance at that meet). A community can also host a meet for one grade on three playing surfaces on the same Saturday. If a host has three, four or more playing surfaces, it can host meets for multiple grades on the same date.

If the League has an insufficient number of hosts to accommodate the number of meets that registered teams want to plan, the League will approach those teams associated with a given high school feeder program that is using the most playing space relative to the amount they are creating. In other words, teams/programs with the largest net fees due the League will be approached first. Those teams/programs will be given the option of hosting an additional meet, or reducing the number of meets in which they play. This process will be continued until such time as demand for playing space is reduced to match our meet capacity.

Conversely, if the League has too many hosts to the point that meet capacity exceeds the demand for play dates, the League will approach those host teams/programs that have the smallest net fees due the League (or a credit). Those teams will be given the choice of increasing the number of meets/matches they are playing or reducing their number of total host dates. This process will be repeated until such time as the total capacity of playing space is reduced to match the demand for play dates.

- 6) **Length of Matches.** Fourth/fifth and sixth grade matches will be scheduled at 50 minute intervals, with actual anticipated match time of 45 minutes and 5 minutes allotted for warm-up for the next match.

Seventh and eighth grade matches will be scheduled at 55 minute intervals, with actual anticipated match time of 50 minutes and 5 minutes allotted for warm-up for the next match.

- 7) **Season-Ending League Championship Tournament (LCT).** On May 22, the League will hold a separate League Championship Tournament (LCT) each for 8th, 7th, 6th and combined 5th/4th grade teams, provided that centrally-located communities with adequate playing surfaces agree to host on that date. Each of the LCTs will be hosted by a different community or group of communities. A team must play in at least two meets prior to May 22 to be eligible to participate in the LCT. If

more teams at a given grade level sign-up to play in the LCT than court capacity allows, we will: 1) give preferential treatment to teams playing in the most matches and 2) if after that action, we still have too many teams, preferential treatment will be given to those teams with the best match and game records as of May 9. The process to be used for determining the content of the LCT field at each grade level will be posted on the League's website by Friday, April 9, when "skeletal" schedules are posted as described above. For results at last Spring's LCTs, please see the League's website (gnbl.org) and click on "Wisconsin Independent Volleyball League" (links located on top and bottom of the GNBL home page), then click "Volleyball Archives."

At the LCT, each team will play between five and six matches. Teams will be seeded based on their season's record. Trophies will be awarded to the 1st through 5th place finishers in each grade, as well as to the Consolation Champions. Medallions will be awarded to individuals on those teams that win a trophy. Players on teams that fail to win a trophy will not receive individual awards. The cost to play in the LCT will be \$150. The slightly higher cost of the LCT relative to regular meets accounts for the increased number of matches each team will be playing (five to six matches per team times \$24 per match), the cost of the awards and added staff time to organize a large event. Hosts of the LCT will be allowed to charge \$5 per adult and \$2 per student (versus \$4 adult/\$2 child during the regular season) to also help cover the added cost of hosting a larger event of this nature. As with regular League meets, LCT host communities (not the League) retain all admission proceeds and all concession profits.

C) Meet Organization Issues

- 1) **Roster Options.** Players are allowed to play "up" a grade, but not "down". In other words, a 6th grader can play "up" with a 7th grade team, but a 7th grader cannot play "down" on a 6th grade team.

All players on a team must be from the same school district or same community, except where:

- Two Wisconsin Division 4 communities – or one Wisconsin Division 3 and one Wisconsin Division 4 community – can combine their players if one or both communities otherwise would not have enough players to field a team at that age level. No Division 1 or 2 community can field a team in the League with players from another community, nor can two Division 3 communities put forward a combined team. Teams that decide to use this rule exception must notify the League that they are doing so and include both community names in the team name (e.g., Bruce-Weyerhaeuser).
- A player attends a public school in another community, or a private school in her community of residence or another community, in which case the player in question will have the option of playing for either her school's team, or playing for the community's team, but she cannot play on both. (An example: a player living in Elk Mound, but attending school at Chippewa Falls Notre Dame, can play for Elk Mound or Chippewa Falls McDonell, but not both.)
- In a joint custody situation, a player whose mother lives in one school district and whose father lives in another, can play on a team representing either district, but cannot play on both.
- The children of a school district paid teacher who also coaches the varsity or JV volleyball team, where that varsity coach lives in a district other than the one in which he or she teaches and coaches, can play on a team representing either district, but cannot play on both.

- 2) **Uniforms, Colors and Numbers.** All players on a team must wear the same colored jersey, shirt or top, with a number on the back. A number on the front is strongly recommended, but not absolutely required.

- 3) **Officials and Scorekeepers.** Hosts must provide only one official per match. While WIAA certified officials are preferred, there is no absolute requirement that game officials be certified. They are, however, expected to be fully knowledgeable of all WIAA and League rules, as well as experienced, mature and patient. The official in each game will act as the time-keeper. Hosts must also provide two volunteers for each match to keep and post scores.
- 4) **Line Judges.** Each participant team will provide one of two line judges in all regular season matches and most LCT matches. Teams who refuse to provide a line judge will forfeit the match in question for purposes of win/loss records in the standings, but the match will be played for “fun.” A player from a team competing in a given match can be used as a line judge, but must do so for a full game (not necessarily for the full match). Hosts of the League Championship Tournament must provide two independent line judges to work the Championship Bracket Quarterfinals, Semi-finals and Championship game (a total of seven matches).
- 5) **Admission.** Each host community is allowed to charge admission for entrance to each meet, but is not required to do so. If a host community decides to charge an admission fee, it cannot be more than \$4 for an adult and \$2 for a student (high school or under). All admission proceeds go to the host community.

If a host community decides to charge admission, it must use some form of ink stamp to designate who has already paid. Since most attendees will leave the gym area from time to time during the meet, this will avoid disagreements about who has and hasn't paid. All players, and up to two coaches per team, will be admitted without paying an admission fee.

- 6) **Practice Balls.** Each team participating in a meet must bring their own warm up balls.
- 7) **Game Balls.** The host team will provide game balls at each court.
- 8) **Concessions.** Hosts at all meets need to provide full concessions. All costs associated with the running of the concession stand, as well as all proceeds, will be retained by the host community.
- 9) **Cancellation.** Teams that drop out of League meets will be charged as follows:
 - Teams that drop out of a particular meet after the skeletal schedule has been posted, but before the detailed schedule has been prepared (about ten days before each meet), will not be required to pay for that meet.
 - Teams dropping out of a particular meet on less than ten days notice, after having their attendance confirmed by League staff via phone or e-mail, will be required to pay 100% of the cost of the meet from which they are canceling. Coaches who intentionally and repeatedly wait to drop out of a meet on eight or fewer days notice, after having confirmed their attendance by League staff, or who don't communicate the fact that they will be a “no show” to the League on a timely basis before each meet commences, will not be invited back the next season and may be removed from subsequent meets this season.
 - Teams that leave a meet early for reasons other than legitimate concerns about inclement weather, or a lack of players due to illness or injury, also risk expulsion from the League. For such an early departure to be “excused” and not subject to sanctions, the departing team coach must first meet with the host's meet director and persuade him/her that the reason(s) for their early departure are legitimate.

- 10) **Re-formatting -- If a Team Fails to Show.** If a team fails to show at a particular meet, the host and those teams whose schedules are affected by the no-show team, can seek to make minor adjustments in the schedule to make up for the lost match. For instance, if team A was to have played the no-show team at 10:00 a.m., and team B the no-show team at 10:55 a.m., these two teams can approach the host and seek to move another match to an adjacent time slot to allow A and B to play each other at either 10:00 a.m. or 10:55 a.m. This, however, will not always be possible. Hosts will not entirely re-do the schedule to cover for a no-show team and will make only those modest efforts that do not materially impact other attendees.
- 11) **Reporting Meet Results.** Each host team must report the exact score of each game of each match played at its meet to the League no later than 10:00 a.m. on the Monday after Saturday's meet. Hosts who fail to report scores on a timely basis will have their hosting credit reduced by \$100 for each week, or portion of a week, that they are late in reporting. For the Spring 2010 season, all scores will again be directed to Tracie Tilton.

Scores must be reported in the order listed on the schedule page. The best way to report scores is to write or word process the scores on the schedule page that can be printed from the website for the appropriate division. Options for submitting scores are as follows (these are listed in order of League preference, although any option is acceptable as long as it's on time, complete, accurate and legible):

- Fax: 715-749-4198
- E-mail: tracie@gnbl.org
- Call: 715-749-9048 and leave a voicemail message if Tracie doesn't answer. Those calling in scores have three minutes of space per call to report, so speak quickly, but clearly.

Individuals reporting should leave a phone number at which they can be reached on Monday during business hours if Tracie has a follow-up question (those reporting should take scores with them to work Monday morning so they can clarify any issues).

- 12) **League Standings.** League standings are published on the website for the exclusive purpose of seeding the season-ending League Championship Tournament. Sixth grade and 5th/4th grade standings are complicated by the fact that "extra" third games in matches are often played. Standings on the website will be maintained as follows:
- **7th and 8th Grade Meets.** The only time a third game in a match should be played is when the two competing teams each win one of the first two games. Hosts are encouraged to get ahead of schedule, rather than play an "unneeded" third game. However, there are some times when the next scheduled match on that court can't proceed because the next two teams scheduled to play on that surface haven't arrived yet. In these situations, if both participating teams, the host and the official (who may need a break) are all willing to allow all or a portion of a third game to be played, they can proceed. However, that game will not necessarily be played to a specific score - it will be terminated whenever the teams in the next scheduled match are prepared to take the floor, even if it means that next match starts ahead of schedule. Results of complete or partial unneeded third games in the 8th and 7th grade divisions will not be posted on the website and will not be counted as part of the "game winning percentage" in the League Standings.

- **6th and 5th/4th Grade Meets.** The main difference between 6th grade and 5th/4th grade matches and those in 7th and 8th grade, is that we actually have a procedure in place to encourage (rather than discourage) the playing of the unneeded third game (see Section D-3 of League Rules). This is done to give younger players more playing experience, even if the outcome of a given match has been decided. The only difference between how we will handle 6th grade and 5th/4th grade versus 7th/8th grade meet results, is that we will post the scores of all unneeded third games in 6th and 5th/4th grade matches. However, we will not count the outcome of that third game toward the League Standings, for purposes of calculating the game win/loss percentage, when the match was decided in the first two games.

- 13) **Pre-Meet Phone Calls or E-mails.** The League each week will make all pre-meet contacts, via phone or e-mail, to assure that all meet attendees will be there and on time for their first match. Coaches who fail to respond affirmatively within 24 hours to the voicemail or e-mail messages left by the League will be removed from the meet in question.
- 14) **Complaints/Suggestions.** Participants at a meet with complaints about officials, concessions, player/coach conduct, etc., should first voice these to a representative of the host community or the coach of the host team. If the problem persists and satisfaction is not achieved by the complaining party, a written or telephonic complaint should be filed with the League, directed to Terri Green, PO Box 506, Hudson WI 54016; phone 715-749-3052 or fax 715-749-3053. The League will only accept complaints from one of the team's coaches, varsity coach or association contact; complaints from parents, players or other non-coaching individuals will not be acknowledged or processed.

D) Game Rules

- 1) **General Rules.** Except as specified below, WIAA game rules will be followed. The fact that a specific rule issue is not addressed below, doesn't mean that the League is not concerned with that rule. It simply means that, on that point, WIAA rules control. A copy of such rules can be obtained from your varsity coach or by contacting the National Federation of State High School Associations (www.nfhs.com, then click on "Volleyball").
- 2) **Conduct.** WIAA rules regarding player conduct will be strictly observed. Players, coaches, parents and others who use profanity, are demonstrative or loud in their criticism of the official, or are in any way belligerent, will be dealt with decisively. The official(s) will not confront a player, parent or other relevant party in the stands. The official will identify for the coach the offending party and the nature of the offense. There will be one warning. If there is a second incident, the offending individual or individuals will be instructed by the relevant coach to leave the playing area. That person will then be given two minutes to leave the area; failure to do so will result in the team involved forfeiting the match. If a forfeiture in a match is declared, and if the offending individual has still not left the area by the time that team's next match is scheduled to begin, that match will also be forfeited by the team associated with the offending individual.

Once the ejected individual or individuals involved leaves the area, he/she will be banned from the playing area for the rest of that play date (any of the remaining matches), even if the offending party is a player. The official(s) involved in officiating the match(es) in question will make a telephonic report to the League. The League will have the authority to determine whether the ban will apply to the affected individual or individuals for a specific number of subsequent meets or possibly the entire season.

3) **Scoring.** All matches will use a rally scoring system. Scoring in the various divisions will work as follows:

- **4th/5th and 6th Grade Matches.** Each match will consist of three games (even if one team wins the first two games), the first two of which will be played to the score of 25 (win by 2 – no cap). If the first two games in a fourth/fifth or sixth grade match are concluded 20 or more minutes in advance of when the next scheduled match on that surface is posted to begin, then the third game will also be played to a score of 25 (win by 2 – no cap). If the first two games in a fourth/fifth or sixth grade match conclude less than twenty minutes, but more than ten minutes, in advance of when the next scheduled match on that surface is posted to begin, then the third game will be played to a score of 15 (win by 2 – no cap). If the first two games in a fourth/fifth or sixth grade match are won by the same team and conclude less than ten minutes in advance of the next scheduled match on that surface is posted to begin, then the third game will not be played. When a third game is played, the game official will notify both teams before the third game begins what score will win the third game of that match. In those situations where a meet is running more than ten minutes behind schedule, the host will inform participants that the third game in a match will either not be played (where the same team won the first two), or will be played to a winning score of 11 (where each team won one game).
- **7th and 8th Grade Matches.** Each match will be played until one team wins two games. The first two games will be played to a winning score of 25 (win by 2 – no cap). The third game, if necessary, will be played to a winning score of 15 (win by 2 – no cap). If a meet is running seriously behind schedule, the host will inform teams that the winning score in games one and two of a match will be 21 (win by 2) and in game three will be 11 (win by 2).

If a preceding match is concluded early, teams in the next match should be prepared to start their match ahead of schedule. If a match on a given playing surface at a meet concludes more than 10 minutes before the time of the next scheduled match, that next match will commence 10 minutes after the conclusion of the last game to be played on that playing surface, rather than at the originally-scheduled time. For example, in a 6th grade meet, if the 2:00 p.m. match on Court #1 concludes at 2:30 p.m., instead of taking a 20 minute intermission, the next match on that court will start at 2:40 p.m. – 10 minutes after the last game of the previous match concludes.

- 4) **Let Serve.** Consistent with WIAA rules, let serves will be counted as legal serves.
- 5) **Balls.** Regulation WIAA balls will be used at the 8th, 7th and 6th grade levels. In the 5th/4th grade division, the “lite,” “volley-lite,” “first-touch,” or “starter” ball will be used. If both teams involved in a given 5th/4th grade match want to use a regulation ball (i.e. not a “lite,” “volley-lite,” “first touch,” or “starter” ball) they can do so, but only if both coaches agree of their own free will (i.e. one coach doesn’t badger the other coach into doing so). If the opposing 5th/4th grade head coaches in a given match disagree on which ball should be used, the “lite,” “volley-lite,” “first touch” or “starter” ball will be used.
- 6) **Net Height.** The net will be set at 7' 4¹/₈" for 7th and 8th grade matches; and at 7'0" for 4th/5th and 6th grade matches. Where a host community’s nets do not adjust down to the specified height for a 4th/5th or 6th grade match, it will be set at the lowest height possible.
- 7) **Service Line.** The 7th and 8th grades will use the WIAA’s 30-foot serving line. The serving line will be set at 24 feet for 4th/5th and 6th grade meets. Foot faults will be called in all 6th, 7th and 8th

grade matches. Fourth/fifth grade teams will use the same serving line as the 6th grade teams (24 feet), except that foot faults will not be called in 4th/5th grade matches played on or before May 15, provided that the serving player starts her serving motion behind the 24 foot line and, at the point of release, in the subjective estimation of the referee, is not more than two steps over the 24 foot line. However, at the May 22 League Championship Tournament for 5th/4th grade teams, foot faults will be called as they are in 6th grade meets. Where the 24-foot service line is used, the end line remains at 30 feet. In other words, the playing surface is not shortened just because the serving line is moved up.

- 8) **Serving.** In 4th/5th and 6th grade matches, each player will be limited to three successful serves when her turn to serve. On the next point (what would otherwise be the server's fourth serve), the serve will rotate to the next player on her team. The purpose of this rule is to avoid having one dominant player at the younger age levels serve out a match and limit the opportunities for rallies. Regular WIAA rules on serving apply in all 7th and 8th grade meets.
- 9) **Warm-Up Time.** All teams will be allowed up to ten minutes of warm-up time before their first match of the day (combined time, with both teams warming up at the same time, not 10 minutes per team), even if that match isn't until later in the day and the meet is running behind schedule by that time. The average warm-up time for a team's subsequent matches will be five minutes combined for the two teams. If a meet is behind schedule, and the next match does not involve a team playing their first match of the day, the tournament director or the match official has the authority to prohibit any warm-up time.
- 10) **Time-Outs.** Each team will be allowed two 30-second time-outs per game.
- 11) **Movement of Coaches.** WIAA rules regarding the movement of coaches during games will be observed in 6th, 7th and 8th grade matches. In 4th/5th grade matches, one coach (not two or more) will have unfettered movement along the sideline in front of his/her bench, as well as along the baseline behind his/her team (but not on the actual playing surface). The liberalized rule in 4th/5th grade matches is intended to give coaches at the younger age levels the opportunity to do more targeted coaching and teaching.
- 12) **Libero.** The libero will be allowed in 7th and 8th grade meets during the Spring 2010 season. WIAA and National Federation of State High School Association (NFHS) rules will apply. Use of the libero is prohibited in 6th and 5th/4th grade matches.
- 13) **Jewelry.** Players shall not wear jewelry (including during pre-match warm-ups). All jewelry must be removed, except in the following limited situations:
 - If a player (or her parent) persuades the game official that her ears were recently pierced, and that the pierce holes would close up during the duration of an average-length match, then the pierced earrings can be taped over, provided that they are small and unobtrusive. This same accommodation will not be made by officials where the pierced ears have healed, but the girl simply doesn't want to remove them (i.e., there's an aesthetic or convenience issue, rather than a medical issue).
 - Religious and medical alert medals are not considered jewelry. A religious medal must be taped and worn under the uniform. A medical-alert medal must be taped and may be visible.

- 14) **Coin Toss/Bench Selection.** WIAA rules generally apply relative to coin tosses and bench selection. Under WIAA rules, both issues are dependent on who is the home team. Since most WIVL matches involve no home team, which team will be the home team is determined as follows:
- In any match involving the host community, that team is the home team, even if a host is fielding more than one team at a given meet.
 - During meets on odd-numbered dates (i.e., April 17, May 1 and May 15), of the two teams in a given match, the community/school (as listed on the official schedule printed on the League's website), with a name whose first letter is listed highest in the alphabet ("A" before "B", "B" before "C", etc.) is the home team.
 - During meets on even-numbered dates (i.e., April 10, April 24, May 8 and May 22), of the two teams in a given match, the community/school with a name whose first letter listed is lowest in the alphabet ("T" before "S", "S" before "R", etc.) is the home team.
 - The home team has the choice of bench for the first match and the visiting captain gets to call the coin toss to see which team serves first in the first match (the winner of the toss has the choice of serving or receiving first).
 - For all third games in matches, the home captain shall call the toss. The winner of that toss shall choose between serving and receiving, or shall choose the playing area/bench preference for game 3. The loser of the toss shall be given the remaining choice.
- 15) **Number of Players.** Inconsistent with WIAA rules, if a team does not have at least six players on the surface at the start of a match (or at any time during the match), the game will continue and there will be no forfeit. If one of the teams has less than four players, either team can choose to discontinue the match and the match will be forfeited by the team with the shortage of players. Even in these situations, if both teams want to proceed, the game will be played for fun. The exception to this Rule D-15 is during the League Championship Tournament, where WIAA rules requiring at least six players be available to take the floor at the start of the first game of a match will be enforced and a forfeit declared where appropriate.
- 16) **Substitutions.** The WIVL generally tracks with the WIAA's rule on substitutions. However, we want to avoid the situation where a coach substitutes on every dead ball, or every other dead ball, as a means to get a multitude of players on the bench into a game. While we want coaches to have the flexibility to make substitutions, it does not help the flow of the game to rotate 12, 14 or 16 players onto the court in every game. This lengthens each game and stops the game from developing any flow or rhythm. As a result, the official has the authority to deny a coach the opportunity to substitute on certain dead balls, and force substitutions to be made in groups (i.e., six play stoppages to substitute three players at a time is much less disruptive to the flow of the game than 18 individual substitutions). Individual substitutions for strategic reasons, or to get a smaller number of players into a match, will not be discouraged. Teams with a large number of players should consider fielding more than one team at a given meet, rotating which girls attend which meets, or having players at a meet play every other game in matches throughout the day.