## Northeast Illinois Catholic Conference Volleyball Rules (6-8)

There will be conference matches at the 6th, 7th and 8th grade levels for both boys and girls with the end of the season conference tournaments for $7^{\text {th }}$ and $8^{\text {th }}$ grade. Net height will be $7^{\prime} 4$ " for all levels as per IHSA rules, and both boys and girls will play at this height.

The NICC will use the rally score system rather than traditional scoring for conference games and tournaments and the "let serve" rule applies.

Games 1 and 2 will be played to 25 points, win by 2 @ 25 , or capped at 27 . If game $\mathbf{3}$ is necessary, it will be played to 15 , win by 2 , with a cap of 21 .

The $3^{\text {rd }}$ game in the NICC TOURNAMENT CHAMPIONSHIPS will be played to 25 , win by 2 , capped at 27 .
For the $6^{\text {th }}$ grade levels only, the serving line will be moved up 6 ' but overhand servers must serve from the true end line. In addition, there will be a 5 -consecutive serve rule for $6^{\text {th }}$ graders such that once any one $6^{\text {th }}$ grade player has served 5 consecutive times, that team must rotate positions, but they retain the serve.

All teams must provide the score table a line up sheet for each game.
The LIBERO can be used at the $8^{\text {th }}$ grade level (only) and is OPTIONAL. If used, a LIBERO TRACKER must be provided by that team to sit at the score table with a LIBERO TRACKING SHEET.

Please note, our primary goal is as much participation as possible so if time allows, a $3^{\text {rd }}$ game should be played unless extenuating circumstances prevail.

## Per the IHSA:

1. The home team will automatically select their bench.
2. The visiting captain shall call the toss. The winner chooses to serve or receive.
3. If necessary, prior to the deciding game of the match, the home team captain shall call the toss. The winner shall choose to serve/receive or playing area. The loser of the toss shall be given the remaining choice.
4. Uniforms shall be worn as intended by the manufacturers.
5. Players shall not wear jewelry at ANY time --- NO EXCEPTIONS. It cannot be covered up. It must be removed. If found during a game, the player must come out until it is removed, and the offending team is charged with a time out or the other team will receive a side out or a point if no time outs are left.
6. IMPORTANT --- should there be a tie at 24-24 or 14-14 ( $3^{\text {rd }}$ game only), NO additional time outs will be given any longer.
7. All players entered in the official scorebook before a match MUST play some portion of the MATCH. Remember, the I.H.S.A. recognizes a match as being over if one team wins the first two games.

## NICC Playing Time Rules:

- $5^{\text {th }}$ and $6^{\text {th }}$ are equal playing time.
- $7^{\text {th }}$ and $8^{\text {th }}$ are "competitive" playing time unless requirements are specified by specific school for their teams.


## NICC Playing Up Rules:

For $7^{\text {th }}$ and $8^{\text {th }}$ grade teams, if it is necessary to play up younger players to have a full team or if the teams simply choose to play up younger players, the MAXIMUM number of players they can have is 9 . Should they have 9 (or more) grade appropriate players, then they shall not "play up" any younger players. There are NO restrictions on the amount of playing time any one player can have while playing up.

