

***A student/athlete or coach, who is ejected from a game, will be suspended for one full game. If the same student/athlete or coach is ejected a second time during the same season, they will be suspended for the remainder of the season. If the ejection occurs during the last game of the season, the suspension will carry over to the playoffs or the next season, whichever one applies.*

Team

- Each team must start the game with no fewer than six (6) players.
- Home team must provide game balls.
- No jewelry may be worn.

Scoring

- Rally scoring will be used.
- There will be a point scored on every serve of the ball.
- Offense will score on a defense miss or out of bounds hits.
- Defense will score on an offensive miss, out of bounds hits or serve into the net.
- The 1st and 2nd set/game will be played to 25 points. The 3rd set/game will be played to 15 points.
- If the leading team does not have a two-point advantage, play shall continue until one team has a two-point advantage. A two-point advantage is not needed in set/game #3 and the first team to 15 points wins.

Serving

- Server must serve from behind the restraining line (end line) until after contact.
- Ball may be served underhand or overhand.
- Ball must be clearly visible to opponents before serving.

Let Serve

- The “let serve” is a ball that when served, hits the net without touching the antenna and continues across the net into the opponent’s court. The “let serve” is a playable live ball. The “let serve” is a strategy used to keep the game moving with fewer interruptions.

Court Protocol

- In a three game match, for game 2 teams shall change playing sides of the court and bleachers immediately when directed by the referee. After each game of the match teams shall line up on their end lines.
- Third game teams will remain on side for the entire game.
- Subbing: Each team is allowed a maximum of 18 substitutions per game/set.

- At Net: All players must have no contact with the net or under the net. This includes foot/feet over the centerline.

Substitution

- Subs may be made on any dead ball. A sub or re-entering starter may enter into only one spot in the rotation per set. 18 substitutions per game/set. Each player is allowed unlimited entries within the team limit.
- **Libero:** The libero is a defensive specialist who may only play in the back row and may serve in one rotation. The player must be designated both on the roster (with **L** preceding along with number) and on the written lineup. One libero replacement may be exercised per rally/dead ball, unless the libero is replacing the right back position and will serve the next rally. Libero replacements do not count as substitutions and they are unlimited. The libero must wear the libero jersey.

*Please note that DUSD sport rules are based on/and follow NFHS Rules.