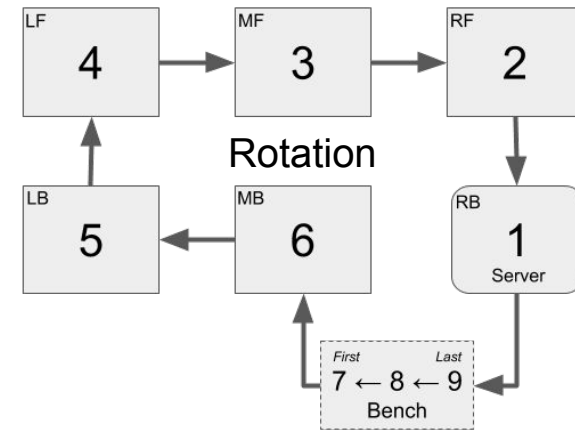


DSYSA Volleyball Rules Quick Reference - Foundational

Match	Win 2 of 3 sets . Set 1 & 2: 21 pts by 2 or first to 25, Set 3: 11 pts by 2 or first to 15.
Scoring	Rally winner awarded point and serve. Rally lost if ball hits floor on own court or anywhere out of bounds (completely outside line) after a touch. If score limit is reached serve awarded (but no point) to other team. Faults treated same as rally loss -- other team is awarded point and serve.
Serving	1 drop allowed. Fault on foot touch line or toss catch (1 warning allowed per team per match for 3rd/4th). Extra attempt only for 1st point of service round and ball not over net. Ball hitting top of net is OK.
Rotation	Clockwise for team awarded serve. In to MB, out from RB. Always maintain lineup order. Positions at end of set carry over to next set.
Faults	More than 3 touches (not including above net blocks), 2 consecutive player touches. Serving foot fault, toss catch. Ball hits antenna. Ball completely outside bound line. Rotation failure or out lineup order.
Timeouts	Each team 2 timeouts per set for 30 seconds.



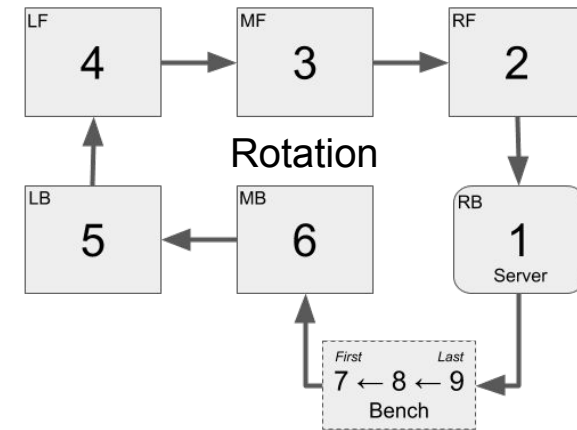
Always rotate upon taking over serve.

Set 1 25x2 or 30	<ul style="list-style-type: none"> <input type="checkbox"/> Lineup cards submitted. <input type="checkbox"/> Coin toss or RoShamBo. Winner elects serve or receive. <input type="checkbox"/> Receiving team reverse-rotates 1 position from lineup card.
Set 2 25x2 or 30	<ul style="list-style-type: none"> <input type="checkbox"/> Teams switch sides and <i>keep current positions</i>. <input type="checkbox"/> Initial receiving team from Set 1 serves first, rotating before serving.
Set 3 15x2 or 20	<ul style="list-style-type: none"> <input type="checkbox"/> Coin toss or RoShamBo. Winner chooses from either: <ul style="list-style-type: none"> <input type="checkbox"/> A) serve or receive, or <input type="checkbox"/> B) court side. <input type="checkbox"/> Loser chooses from remaining option. <input type="checkbox"/> <i>Carry over positions from Set 2</i>. Serving team rotates before serve. <input type="checkbox"/> At 8 points, teams switch sides and <i>keep current positions</i>. Server continues as usual.

Serving	3rd/4th
Line (ft)	10
Attempts	2
Score Limit	3

DSYSA Volleyball Rules Quick Reference - Developmental Divisions

Match	2 Sets. Set 1 & 2: 21 pts by 2 or first to 25, No Set 3.
Scoring	Rally winner awarded point and serve. Rally lost if ball hits floor on own court or anywhere out of bounds (completely outside line) after a touch. If score limit is reached serve awarded (but no point) to other team. Faults treated same as rally loss -- other team is awarded point and serve.
Serving	1 drop allowed. Fault on foot touch line or toss catch (1 warning allowed per team per match for 3rd/4th). Extra attempt only for 1st point of service round and ball not over net. Ball hitting top of net is OK.
Rotation	Clockwise for team awarded serve. In to MB, out from RB. Always maintain lineup order. Positions at end of set carry over to next set.
Faults	More than 3 touches (not including above net blocks), 2 consecutive player touches. Serving foot fault, toss catch. Ball hits antenna. Ball completely outside bound line. Rotation failure or out lineup order.
Timeouts	Each team 2 timeouts per set for 30 seconds.
Set 1 25x2 or 30	<input type="checkbox"/> Lineup cards submitted. <input type="checkbox"/> Coin toss or RoShamBo. Winner elects serve or receive. <input type="checkbox"/> Receiving team reverse -rotates 1 position from lineup card.
Set 2 25x2 or 30	<input type="checkbox"/> Teams switch sides and <i>keep current positions</i> . <input type="checkbox"/> Initial receiving team from Set 1 serves first, rotating before serving.

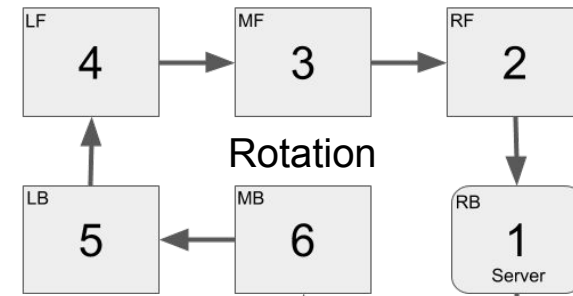


Always rotate upon taking over serve.

Serving	5th/6th
Line (ft)	15
Attempts	2
Score Limit	5

DSYSA Volleyball Rules Quick Reference- Elite Division

Match	2 Sets. Set 1 & 2: 21 pts by 2 or first to 25, No Set 3.
Scoring	Rally winner awarded point and serve. Rally lost if ball hits floor on own court or anywhere out of bounds (completely outside line) after a touch. If score limit is reached serve awarded (but no point) to other team. Faults treated same as rally loss -- other team is awarded point and serve.
Serving	1 drop allowed. Fault on foot touch line or toss catch. Ball hitting top of net is OK.
Rotation	Coaches discretion for substitution, all players must play at least 5 sets in each game
Faults	More than 3 touches (not including above net blocks), 2 consecutive player touches. Serving foot fault, toss catch. Ball hits antenna. Ball completely outside bound line. Rotation failure or out lineup order.
Timeouts	Each team 2 timeouts per set for 30 seconds.



Set 1 25x2 or 30	<ul style="list-style-type: none"> <input type="checkbox"/> Lineup cards submitted. <input type="checkbox"/> Coin toss or RoShamBo. Winner elects serve or receive. <input type="checkbox"/> Receiving team reverse-rotates 1 position from lineup card.
Set 2 25x2 or 30	<ul style="list-style-type: none"> <input type="checkbox"/> Teams switch sides and <i>keep current positions</i>. <input type="checkbox"/> Initial receiving team from Set 1 serves first, rotating before serving.

Serving	Elite
Line (ft)	30
Attempts	1
Score Limit	N/A