

GIRLS AND BOYS VOLLEYBALL

11.0 GOVERNING RULES

The National Federation rules shall govern all play except whereas modified by CIF or the Sac-Joaquin Section.

11.1 CONTACTS

The Sac-Joaquin Section (Bylaw 505.2) will determine the number of maximum allowable contests (28). Scrimmages for all levels are limited to two per team.

11.2 START DATE

Start and end dates will be determined by the CIF Sac-Joaquin Section

11.3 PLAYER CLASSIFICATION

An athlete may, during practice games, move from one athletic classification to another but may not compete in more than one classification in one day. In league and section playoff games, the athlete shall only compete at the higher classification where he/she will remain for the duration of the season.

11.4 RULES OF THE SPORT

- A. The home team must report the final results to MaxPreps
- B. The facility should be ready for warm-ups thirty (30) minutes prior to the start of the match. There will be a maximum of 19 minutes for warm-up.
- C. League game days will be determined by the CIF Sac-Joaquin Section.
- D. All game balls must bear the National Federation authentication mark.
- E. There shall be two officials for both the JV and Varsity game and one official for the Freshman match. If one official fails to show, the coaches must agree to:
 - 1) Play with one official
 - 2) Use a player, teacher, or other person to be the second official.

11.5 ALL LEAGUE AWARDS AND SELECTION PROCESS

Varsity coaches will meet at the end of the league season to select the Coach of the Year and the All League team of 14 players, which includes the Player of the Year.

The formula is:

1st Place	=	4 players
2nd Place	=	3 players
3rd Place	=	2 players
4th Place	=	1 player
5th Place	=	1 player
+ 3 at-large selections		

11.6 POST-SEASON QUALIFICATION PROCEDURE

The number of playoff qualifiers will be determined by the Sac-Joaquin Section.

11.7 TIEBREAKING PROCEDURE

In case of a tie for league representation in post-season playoffs, seeding/qualification will be determined by:

1. Head to head competition during the league schedule
2. Total games won in head to head competition
3. Point differential in head to head competition
4. Coin toss