



SUMMARY OF RULES & REGULATIONS

MGVA follows the [2021-23 USA Volleyball \(USAV\) rules](#) with a 2025 amendment. All rules and regulations may be changed, cancelled, or amended at any time at the discretion of the MGVA Board of Directors. Any changes will be communicated and made publicly available as soon as possible.

For questions regarding the rules or regulations, please contact any MGVA Board Member or email info@milwaukeegayvolleyball.com.

REGISTRATION

- Registration for each season typically opens 7 weeks before opening night and closes 2 weeks before opening night.
- Team slots are filled on a first-registered, first-paid basis.
- Registrations may be submitted by individual players or full teams.
- Teams consist of 6 or 7 players.
- Individuals requesting team placement may be assigned by the Board as needed.
- Full payment is required before the season opener.
- All players must be 18 years or older to participate in MGVA events.

TEAM DEFINITION & SUBSTITUTION RULES

- A team must have at least 4 players on the court to begin or continue a match.
- At least half of the players on the court must be roster players.
- A team may use substitutes, but must maintain a 1:1 ratio of roster players to substitutes.
 - If a team fields more substitutes than roster players, one set will be forfeited for each additional substitute.
 - Example: A team of 6 playing with 4 subs forfeits Set 1. With 5 subs, they forfeit Sets 1 and 2. With 6 subs, they forfeit the entire match.
- If the team drops below 4 players, they must obtain a substitute immediately or forfeit the remaining sets.
- In extenuating circumstances (e.g., in-match injury), teams may remain eligible with fewer roster players than substitutes.
- All substitutes must:
 - Have a signed MGVA waiver and Rules of Conduct form on file.
 - Come from the same or lower division, or be of comparable skill level.
 - Be approved by the Board, who may deny a sub deemed too strong for the division.

FORFEITURE

- Teams must be prepared to play or referee at their scheduled times.
- Unused courts may be used for practice or warm-up.
- Teams receive a 5-minute warm-up starting at their scheduled match time.
- If a team cannot field a legal lineup at the end of warm-up:
 - a. A 5-minute grace period begins.
 - b. If still short: Set 1 is forfeited.
 - c. After another 5 minutes: Remaining sets are forfeited.
- For record-keeping, a forfeited match is scored:
 - The forfeiting team will lose the match with a 0-3 record with a point differential of -65 points (0-25, 0-25, 0-15)
 - The opposing team will then receive a match win of 3-0 with 0 points gained.
- Teams aware in advance they cannot play may request a reschedule, provided:
 - Both captains agree,
 - Court time is available,
 - The match occurs during regular MGVA court hours,
- Requests are handled first-come, first-served with the Program Director.
- If neither team can field a team and rescheduling is not possible:
 - Both teams receive a match loss (0-3)
 - Sets are recorded as 0-0, 0-0, 0-0 with a 0 point differential.

PRE-MATCH PROTOCOL

- A captains' meeting will begin each match, including a rock, paper, scissor match to determine:
 - Serving team
 - Court side
- Teams switch sides and serving order for Set 2.
- Before Set 3, captains repeat service/side selection; teams switch sides (if both captains agree) at the midpoint of Set 3. (not required if both captains agree)
- Each team receives two 30-second timeouts per set.
- Rally scoring with let serves allowed.
 - Sets 1 & 2: to 25, capped at 27
 - Set 3: to 15, capped at 17
 - Must win by 2 unless at the cap.
- The receiving team must rotate before its first serve upon gaining the side-out

BALL HANDLING, DOUBLE CONTACTS & SCREENING

MGVA follows the 2021-23 USAV standards with an amendment of the 2025 Screening and Double rules.

First Contact (Legal Multiple Contacts)

- Multiple contacts on the first team contact are legal, including serve receive, digs, and free-ball passes.
- The contact may involve any part of the body.
- A double contact on the first contact is not a fault unless:
 - The ball is caught, thrown, held, or
 - There is prolonged or redirected contact.

Setting (2025 Emphasis)

- Second & Third double contacts are LEGAL as long as they are contacted by a teammate
 - If the ball is pushed over the net, the ball may be considered a double contact by the R1.

Screening

A screening fault occurs only if:

1. A player is prohibited from raising their hands above their head during service until the ball has passed beyond the net

Additional Clarifications

- A player's height alone is not screening.
- Intentional movements (arm-waving, shifting) to block view may constitute a screen.
- A screening fault results in an immediate point for the receiving team.
- Screening is judged solely by the R1.

REFEREEING

- Each team is assigned refereeing duties, listed in the regular season schedule.
- Refereeing teams must provide:
 - R1 (Up Ref)
 - R2 (Down Ref)
 - Scorekeeper (Flip Score)
 - Failure to provide enough members to ref may result in forfeiture of match games.
- The R2 may keep the official paper scoresheet.
- After the match, the refereeing team must ensure the match winner, scores, and Ball of Fame nominees are clearly recorded.
- Yellow & Red cards provided by MGVA.
- Disputes on court should be discussed with R1 by captains only.
- Teams needing referee assistance or training must contact a Board Member before their match.

LINEUPS, ROTATIONS, SUPER MIDDLES & LIBERO

B & C Divisions

- Teams with more than 6 players may rotate players into designated position(s) of their choosing.

A & BB Divisions

- Teams typically run 5-1 or 6-2 systems.
- “Super middles” (typewriter middles) are allowed:
 - Only one middle blocker is required in the front row for the entire match.
 - The libero will serve for this middle.

Libero Use

- Must follow current [USAV libero rules](#).
- Libero must be identified to the refereeing team before the match.
- Any changes must be communicated between sets.
- Lineups do not need to be submitted before the match.

INJURIES

- All players must have a signed waiver on file before playing.
- Any player with visible blood must be removed until safely cleaned and bandaged.
- An official's timeout may be used at no cost to the injured team.
- A First Aid kit is available on each court; notify a Board Member if further assistance is needed.

FACILITIES – BEULAH BRINTON & NEW BERLIN SPORTSPLEX

- A ball is out of play if a player contacts an apparatus (wall, bleachers, divider, etc.) before contacting the ball.
- A ball contacting ceiling-attached apparatus is in-play only if it stays on the same side of the net. (ie: basketball hoops)
- A ball touching wall-attached apparatus is immediately out.
- No pursuit rule is permitted for safety reasons.
- When moving between Courts A & B, MGVA prefers the use of the atrium walkway, not the gym dividers.
- Always roll the ball under the net.

LEAGUE STANDINGS & TIEBREAKERS

- Standings are updated weekly by each Program Director.
- Rankings are determined first by match record, then:
 - Set record
 - Point differential
- Postseason seeding corresponds to regular season standings.

Two-Team Tie

1. Overall set record
2. Overall point differential
3. Head-to-head match record
4. Head-to-head set record
5. Head-to-head point differential
6. Coin flip

Multiple-Team Tie

1. Overall set record
2. Overall point differential
3. Combined match record among tied teams
4. Combined set record among tied teams
5. Combined point differential among tied teams
6. Coin flip(s)

4-PERSON TEAM RULES

(For official 4's divisions or events only—does NOT apply to teams playing with 4 players in a 6's division.)

Rotation

- Teams do not need to rotate positions, only servers.
- Server order must remain consistent through a set but may change between sets.
- Teams are responsible for tracking server order.

Front Row Eligibility

- All 4 players are considered front-row players and may attack from in front of the 10-foot line.

Illegal Contact

- Open-handed tips are not allowed.
- Let serves are allowed.

Substitutions

- Teams must have at least 3 players, including at least 1 rostered player.
- Teams may use up to 2 substitutes, but the number of roster players must be equal to or greater than the number of substitutes.
 - Example:
 - 2 roster players → up to 2 subs allowed
 - 1 roster player → may not use 3 subs