

7.23.1 General Rules/Policies

- A. Classes** - There are five classes: A, 2A, 3A, 4A, and 5A.
- B. Practice Dates** - Practice may begin on Monday of Week #7.
- C. Practice Requirement** - Each team or individual must have at least five (5) days of practice before competing in a match.
- D. NMAA District Clinic** - The head coach from each declared volleyball school must complete the district clinic in person or online at www.nmact.org between August 1st and August 15th. Failure to comply shall result in a \$100 fine per coach to the school which will be assessed on September 1st.
- E. Match Limitation** - Each varsity team or individual is limited to twenty-three (23) total matches, including regular season and invitational tournaments. Each sub-varsity team or individual is limited to twenty (20) total matches, including regular season and invitational tournaments.
- F. Match Scoring** - Varsity matches are decided based on the scores for five games using the best 3 out of 5 format. Sub-varsity regular season matches use the best 2 out of 3 games. All varsity and sub-varsity matches will utilize rally scoring throughout.

Exception: For invitational tournaments, the host school determines what format is used for its own tournament (2 out of 3 or 3 out of 5, with rally scoring).

- G. Scoring-** Rally scoring will be used in all games. The game will be played to 25 points per game with no “cap,” except that the deciding game will be played to 15 points with no “cap.” In rally scoring, every service except a re-play or re-serve results in a point, regardless of which team is serving. If the serving team wins the rally, it receives a point and continues its serve. If the receiving team wins the rally, it receives a point and the ball for service. No “cap” means that once the number of game points has been achieved (25 points or 15 points for the deciding game), the winner must be determined by a margin of two points with no “cap” or maximum on the number of points.
- H. Pool Play/ Invitational Tournaments** – For seeding purposes during an invitational tournament, pool play games must be either 2 games to 25 starting at a score of 4-4 with a cap of 27 OR 2 games to 21 starting at 0-0 with a cap of 23. Pool play games do not count toward match limitations. Tournament formats must count a minimum of 2 matches towards a team’s season match limitations. All tournament matches played during an invitational tournament count towards a team’s match limitations.
- I. Individual Game Limitations**
 - 1. When two schools meet to play two matches involving varsity and sub-varsity teams on a given day or night, each player is limited to a maximum of five games.

<u>Prior Match</u>	<u>Succeeding Match</u>
Plays in 1 game	May play in 4 games
Plays in 2 games	May play in 3 games
Plays in 3 games	May play in 2 games
Plays in 4 games	May play in 1 game only

2. When two schools meet to play two matches involving any combination of sub-varsity team levels on a given day or night, each player is limited to a maximum of four games.

<u>Prior Match</u>	<u>Succeeding Match</u>
Plays in 1 game	May play in 3 games
Plays in 2 games	May play in 2 games
Plays in 3 games	May play in 1 game

NOTE: Sub-varsity is defined as any level below varsity, including Junior High/Middle School.

J. Libero Trackers

It is the responsibility of the host team to provide a libero tracker regardless if the home team has a libero in the lineup.

7.23.2 Officials

- A. Officials working NMAA sanctioned events must be registered through the Association. Schools are required to use two (2) NMAA/NMOA officials for regular season sanctioned contests.
- B. Use of an official not registered with the NMAA subjects the violating school to a fine. Fines/fees are determined by the Board annually.

7.23.3 District Tie-Breaking Procedures to Determine Placement
(to be used by ALL districts within the sport of volleyball)

- A. A school must play each member of the district an equal number of times to be eligible for the championship.
- B. District placement is determined by district play record.
- C. District Tie-Breakers – Two Teams
 1. In case of a tie in district record, the team with the better head to head record in district play will have earned higher placement.
 2. If the two tied teams have the same head to head record in district play, then the head to head games within the district matches between the tied teams will be used to determine placement (i.e., 3-0, 3-1, 3-2).
 3. If the teams are still tied, then the head to head points within the district matches between the tied teams will be used to determine placement (i.e., 25-20, 20-25, 25-17, 18-25, 15-13).
 4. If a tie still exists, then the head to head points within the district matches between all district teams will be used to determine placement (i.e., 25-20, 20-25, 25-17, 18-25, 15-13).
 5. If a tie still exists, a coin flip will be used to determine placement. The NMAA Executive Director or designee in conjunction with the tied schools will conduct the flip.
- D. District Tie-Breakers – More than two Teams
 1. In case of a tie in district record, the team with the better head to head record in district play between the tied teams will have earned higher placement.

2. If the tied teams have the same head to head record in district play, then the head to head games within the district matches between the tied teams will be used to determine placement (i.e. 3-0, 3-1, 3-2).
3. If a tie of more than two teams still exists, then the head to head points within the district matches between the tied teams will be used to determine placement (i.e., 25-20, 20-25, 25-17, 18-25, 15-13).
4. If a tie of more than two teams still exists, then the head to head points within the district matches between all district teams will be used to determine placement (i.e., 25-20, 20-25, 25-17, 18-25, 15-13).
5. If a tie of more than two teams still exists, a coin flip will be used to determine placement. The NMAA Executive Director or designee in conjunction with the tied schools will conduct the flip.

Note: Once one team has been eliminated based on the criteria above, revert to the two team tie-breaking procedures in 7.23.3.C.

7.23.4 State Tournament Information

A. Dates

Selection/Seeding – All Classes – Sunday of Week #20
1st Round of State – All Classes – Thursday of Week #20
Quarterfinals – All Classes – Friday of Week #20
Semifinals – All Classes – Saturday of Week #20
Finals – All Classes – Saturday of Week #20

B. Roster Limitation

Each team is limited to fourteen (14) uniformed squad members. Rosters may not be changed during the tournament from the original list submitted unless an injury preventing a player to continue occurs. A doctor's note will be requested at this time.

Note: Twenty (20) members of a qualifying team will be permitted to sit on the bench, behind the bench, or at the scorer's table. This includes players, coaches, managers, athletic trainers, administrators, bus drivers, etc...

C. Qualifying Procedures

The regular season District Champion automatically advances to the NMAA State Tournament with the rest of the field being made up of at-large berths. All classes will compete in a 12-team bracket.

- D. Officials' Fees** - Fees for state tournament officials are based on the number of games called plus mileage and per diem if applicable.