

A. PLAYING RULES.

1. The current **National Federation of State High School Associations (NFHS) Volleyball Rules** shall govern TAPPS volleyball.

B. **TAPPS Rules include:**

1. Live animal mascots, cannons, firearms, fireworks, etc. are prohibited at TAPPS athletic contests.
2. No dogs or other animals are allowed at TAPPS contests.
3. Except in their normal course of business, emergency vehicles shall not flash lights or sound sirens during the course of a game.
4. Noisemakers are prohibited at TAPPS events held at field houses and/ or gymnasiums.
5. In events held in field houses/gyms, megaphones may be used only by cheerleaders, in uniform. Megaphones must not be used to strike walls or playing surfaces.
6. Bands, when permitted, shall play only during time-outs and intermissions. Individual instruments may not be used as noisemakers.
7. No sound systems, other than the one(s) provided by the host school are allowed at TAPPS Secured sites or at neutral sites unless mutually agreed
8. Body paint and like decoration shall not be permitted by players or spectators. (Exception: Small markings as sold by cheer or other school organization on the cheek are permitted) This rule applies to all games held at neutral sites. If a TAPPS school is not going to permit this activity at their facility, the opponent should be notified in advance of the contest.
9. Air horns and bullhorns, handheld or otherwise, are not permitted at any TAPPS contest.
10. The use of, or appearance of using, any controlled substance (alcohol, drugs, etc.) before, during or after games at contest sites is prohibited by TAPPS.
11. Streamers, confetti or other such materials.

C. The National Federation Volleyball Rules Committee has approved the rally scoring format.

Warm-Up Procedures: It is recommended that schools use the following warm up procedure. This procedure will be used at TAPPS Regional and State Tournaments:

Put 25 minutes on the clock.....

- 6 minutes combined warm-up;
- 5 minutes for visitors on the net;
- 5 minutes for home team on the net;
- 2 minutes for combined serve
- 7 minutes for National Anthem/prayer/player introductions.

- D. **LIBERO PLAYER: Rule 10.6 a. The libero will be allowed to serve in one rotation.**
- b. When serving, the libero would not be required to leave the playing area or be out of the game for one rally/dead ball before replacing the incoming player in the right back position.**

The libero is a back row player and is not allowed to complete an attack from anywhere if the ball, at the moment of contact, is entirely above the height of the net. The libero wears a uniform in contrast to the other members of the team and is intended to be a player who specializes in defense and serve reception. The libero may replace a back row player without taking away from the team's allowed number of substitutions. Only one libero may be designated per game. **The libero may only serve in one position in the serving order. If the libero is in the game immediately prior to moving to a serving position there does not have to be a rally between libero replacements if the libero serves the next rally.**

Specific stipulations for using the libero include:

- **The libero must be designated on the lineup sheet prior to each game.**
- **The libero must enter the game after the starting lineup has been checked.**
- **A team may exercise one replacement per dead ball.**
- **The libero must enter and exit the game between the attack and the baseline.**
- **The libero may be the team captain.**
- **The libero may be used as an exceptional substitute for an injured player if no other legal substitutions are available.**
- **The libero may not replace a disqualified player.**
- **The libero shall not block or attempt to block.**
- **The libero shall not set the ball using an overhead finger pass while in front of the attack line extended for an attack above the height of the net.**

THE USE OF THE LIBERO IS AN OPTION AND NOT A REQUIREMENT. The use of the libero is a coaching strategy and its use in a particular game is optional.

- E. OFFICIALS. See Section 134.
1. Unless mutually decided other-wise, registered TAPPS APPROVED OFFICIALS shall be used.
 2. Schools should attempt to secure neutral officials, which are satisfactory to both parties and agreed upon in advance.
 3. Beginning a game with an official constitutes agreement.
 4. **In non-district and district matches, a minimum of 2 approved officials (referee and umpire) are required.**
 5. In all play-off games, a minimum of 4 approved officials are required (referees, umpire and 2 line judges).
- F. FORMAT FOR BI-DISTRICT, AREA and REGIONAL GAMES
- In Basketball and Volleyball, for all playoff games, all coaches shall dress in a manner appropriate for the championship level of competition. Shorts, t-shirts, warm-ups and the like are not considered appropriate for the Final Four games. High-heeled shoes should not be worn at the regional and state level of competitions at the request of our hosting venues. The TAPPS officials on site will have the final determination in the appropriateness of dress.**
1. Unless otherwise indicated, the first game on the bracket shall be the bi-district game.
 2. **Unless mutually agreed otherwise, Bi-District games shall be played on the date(s) indicated on the current year's bracket.**
 3. Unless mutually agreed otherwise, the game shall be played at the site indicated on the current years bracket.
 4. If a neutral site is chosen, a coin toss may be used to determine which team will be designated the home team.
 5. All arrangements for the bi-district games shall be according to instructions on current year's bracket.
 6. A minimum admission of \$3.00 for students and \$5.00 for adults shall be charged for bi-district games.
 7. The home team shall furnish the game ball.
 8. Only current TAPPS EVENTS PASSES with photo ID, approved at the June General Meeting each year, are acceptable for free admission. (Local and district passes are not acceptable.)
 9. Cheerleaders in uniform shall be admitted free.
 10. Bands, drill teams, and pep squads will not be admitted free.
 11. The winning coach shall report scores as soon as possible after the conclusion of the contest.

12. Winning coach shall check the current year bracket for the next game.
13. **Team rosters of play-off qualifiers must be in the TAPPS STATE OFFICE by the deadline shown on the TAPPS calendar to be assured of being included in the state tournament programs. SEE ROSTER FORMAT IN THE ATHLETIC FORMS MANUAL.**

H. FORMAT FOR STATE FINAL FOUR

In Basketball and Volleyball, for all playoff games, all coaches shall dress in a manner appropriate for the championship level of competition. Shorts, t-shirts, warm-ups and the like are not considered appropriate for the Final Four games. High- heeled shoes should not be worn at the regional and state level of competitions at the request of our hosting venues. The TAPPS officials on site will have the final determination in the appropriateness of dress.

1. Admission of \$4.00 for students and \$6.00 for adults will be charged for Semi-Finals and Finals.
2. Only current TAPPS EVENTS PASSES with photo ID, approved at the June General Meeting each year, are acceptable for free admission. (Local and district passes are not acceptable.)
3. Cheerleaders in uniform will be admitted free.
4. Bands, drill teams and pep squads will not be admitted free.
5. The bottom team on the bracket will be the home team. Game ball will be the **MOLTEN IV58L-U Super Touch Volleyball**, provided by TAPPS' official sponsor, **MOLTEN**.
6. TAPPS will provide neutral TAPPS APPROVED OFFICIALS for the State Tournament, to include the clock operator. Officials will be assigned from more than one chapter, if possible.
7. Music for warm ups will be furnished by the HOST school.
8. A host for each team in the tournament and a hospitality room for coaches and officials, will be provided by the HOST city or university.
9. Official TAPPS Tournament T-Shirts will be sold at the games by TAPPS.

I. PERFORMANCE GROUPS

1. In order to maintain a proper perspective and to insure equity in competition for the participating teams, the following guidelines must be followed.
2. The guidelines apply to
 - a. Marching Bands
 - b. Drum Lines
 - c. Other live performance groups
 - d. Music played over sound systems
3. Band instruments, including drums, are not to be played at any time other than when the entire band is playing.
4. During the contest, bands are to play only
 - a. during pregame,
 - b. between sets
 - c. postgame,
 - d. time-outs (except injury time-outs)
5. Because the band acts as a spirit group,
 - a. members should always act in a positive manner and
 - b. must not do anything to distract or negatively affect the opposing team.
 - c. It is the director's responsibility to prevent his/her band from
 - d. playing at inappropriate times,
 - e. playing inappropriate music, or
 - f. taunting the opposing team.