

# RISE Beach Volleyball Rules as of May 2017

## **Volleyball Overview:**

Teams will have 45 minutes of time to play 1 match (best 2 out of 3)

Teams will forfeit 1 game for every 5 minutes past the designated start time that they do not have the legal amount of players. If no one is present from a team by 10 minutes after the designated start time the entire match will be forfeited and the team that is present will receive the win of the match.

## **Beginning of the Game:**

The teams shall determine first serve (usually captains play rock/paper/scissor) the winning team will then have one of two options, choose to serve first or choose which side they prefer to play on, not both. Each match will consist of best 2 out of 3 games. Each game will count in the overall standings for regular season standings. All games are played to 21, win by 2. One time-out per game is allowed. Teams will switch sides every 7 points. 3<sup>rd</sup> game teams will switch every 5 points. The loser of the game stays to score keep and ref next game.

## **Team Size:**

2v2 – Coed; Men; Women; Youth

4v4 – Coed; Men; Women; Youth (Coed must be at least 1 woman)

## **Player Eligibility:**

To be an eligible player, he/she must be on the team roster. Each player must obtain a player profile in order to be placed on a roster. Players must have a valid RISE Player's Card.

In order to participate in the league, each participant must register in person or online at [www.riserockwall.com](http://www.riserockwall.com). You must fill out and turn in a player waiver. Once the waiver is turned in to the front desk at RISE 2, the player will have their picture taken and the player card obtained. Cost is \$20.00 and is good for 1-year from time of purchase. Player waivers will allow players to obtain a player ID card which must be turned in at time of game. Players without RISE Player's Card **WILL NOT BE ABLE TO PLAY.** Cards will be turned into the onsite beach director at the time of the game and returned afterwards.

## **Game Times:**

Teams will receive a schedule that will list when their team will play each week. Teams will be given 45 minutes to time play 1 match (best 2 out of 3). There is no designated warm-up time. Game time is when the match will start. Teams wishing to warm-up need to arrive early.

## **Rules:**

1. Rotation – In 2v2 and 4v4 – team members do not need to rotate position on the court. They do have to rotate service. Each team will be noted whose time it is to serve so serve is rotated accordingly. The scorekeeper is to aid in keeping proper service rotation intact.

2. You can have an alternate for 2v2 and 4v4 leagues. Alternates can only come in after a complete set has been played. I.e. the 2 or 4 who start set one must complete the set and then the alternate can be placed on the court for the next set. Those 2 or 4 who are playing in the second set must remain playing until the end of that set.
3. Attacking the Net – Every player is eligible to attack the net.
4. Hand Sets – A contact of the ball using the fingers of one or two hands to direct the ball toward a teammate is a set. The ball must come into contact with both hands simultaneously and leave both hands simultaneously to avoid a double hit call. A player may set the ball over the net in front or behind them only in the direction in which their shoulders are squarely facing. Rotation of the ball after the set may indicate a held ball or multiple contacts during the set but in itself IS NOT A FAULT.
5. Serving- A serve that makes contact with the net and lands on the opposition's side will remain in play. The width of the service area is from sideline to sideline. The server may NOT step on or over the end line until the ball has been contacted. Jump service is allowed.
6. Blocking is allowed – Any player participating in a block shall have the right to make the next contact, such contact counting as the first of three hits allowed the team. Multiple contacts of the ball by a player(s) participating in a block shall be legal provided it is during one attempt to intercept the ball. Multiple contacts of the ball during a block shall be counted as a single contact, even though the ball may make contacts with one or more players of the block. The serve may not be blocked or spiked.

### **Returning the Serve:**

Players can return the serve by:

Bump pass, clasping their hands together or a closed fist.

Recreational levels ONLY overhead pass – unless the ball is caught or carried.

### **Player Contact with the Net:**

No part of the body may touch the net at any time unless a ball or person driven into the net causes the contact. Player contact with the net in a manner not directly relating to or affecting the course of play is not a violation. Contact with hair or part of the uniform will not be considered a fault. There is no under the net violation unless contact with opposing player(s).

### **Attacking the Ball:**

There is no male/female hitting rules. Contact of the ball when spiking is legal only if portion of the ball is in contact with the plane of the net or on the spiker's side of the net. Spikers may follow through over the net after legal contact. The ball must be cleanly hit when spiking with an open hand. Guiding or carrying is illegal.

\*A carry is any use of an open hand(s) while making contact with the ball that is not in a firm manner.

\*Open hand dinks are not allowed! (No Tips).

### **Out of Bounds:**

Out of bounds is the area outside the designated court line. The line is in bounds.

### **Interference:**

Beach volleyball allows any and all parts of the body to cross the center line as long as there is no interference with the opposing player.

### **Contact of the ball:**

The ball can contact any number of body parts down to, and including the foot.

USA VOLLEYBALL rules apply unless stated otherwise.

### **Refs:**

All games will be self-refereed. There will be no obligation on the part of any participants or the on-site staff to referee the games, however, the on-site staff will be made available to help interpret rules or if there are any discrepancies between the two teams that need to be addressed. Scorekeepers are responsible for recording the results of the game and keeping track of service. Clipboards will be provided on each court to record the scores. Our staff will provide constant reminders with regard to this process.

### **Sportsmanship:**

The idea of RISE Beach Volleyball is to have fun. We hope that all participants keep that in mind while playing. Although the games may become intense, you can be competitive while maintaining good sportsmanship. With this said, any behavior deemed unacceptable by staff may result in suspension and/or ejection from a game or league.

### **League Cancellation/Rainout:**

Leagues may be cancelled due to existing weather conditions, dangerous or unplayable field conditions, facility constraints, etc. RISE makes every effort to play all scheduled games, thus we will not cancel games until absolutely necessary. Therefore, if you are calling concerning a decision on a cancellation, remember we will often not have an answer until close to the start of the league.

If a game is cancelled, RISE staff will attempt to email all league participants. If a game is cancelled on site, RISE staff will attempt to contact those teams still scheduled to play the remainder of the league day/night. Depending on the time of cancellation, some teams will have to be notified on site. If we do cancel, follow the next week's schedule. The games that are cancelled (rained out) will not be made up at the end of the season. In extreme circumstances, RISE reserves the right to run a shortened season without a refund.

### **Forfeits:**

Please contact the office in advance if your team will not be able to make a scheduled game. If your team forfeits a game during the season, the following rules apply:

First offense: Loss of game and warning issued.

Second offense: Loss of game and staff reserves the right to remove team from playoffs.

Third offense: Removal from the league.

**Standings:**

The updated standings will be posted weekly, displaying each team's rank within its skill level. Rank is based on number of wins to losses.

**Playoffs:**

All eligible teams make the playoffs. Playoffs are single elimination. Seeding is based on final ranking. Tie breaker ranking is based on head to head matches, or point differential.

Any questions regarding rules, policies, or eligibility must be addressed before the start of the game.

These policies are designed to make the league run as smoothly and safely as possible, and provide continuity for its participants. Each player in the league is responsible for this information: please advise your team of these rules and thanks for playing.