

Sand Volleyball Rules

Volleyball Overview

Teams will have a 45 minutes of time to play 1 match, (3 games).

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 three 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.

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.

In order to participate in the league, each participant must register online at www.riserockwall.com; fill out and turn in a player waiver. Once waiver is turned in to the front desk at RISE, a player will have picture taken and 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 card **WILL NOT BE ABLE TO PLAY**. Cards will be turned into the scorekeeper at the time of the game and returned afterwards.

FORFEITS

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 players are 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. Shorthanded teams may play a legal game with the minimum of players legally allowed. Teams fielding less than the legal number of players will receive a forfeit. EXCEPTION: Teams with less than the legal number of players may still play a legal game but only with the opposing teams consent. All teams consenting to play a legal game with less than the allowed minimum waive their right to a forfeit win. Teams may pick up players during the regular season in order to field a full team (provided they find a supervisor and sign a waiver prior to play). Non-roster substitutes will not be allowed during playoffs.

GAME TIMES

Teams will receive a schedule that will list when their team will play each week. Teams will be given an 45 minutes of time to play 1 match, (3 games). There is no designated warm-up time - **game-time is when the match will start. Team 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 who time to serve so serve is rotated accordingly. Scorekeeper to aid in keeping proper service rotation intact.
2. Attacking the Net- Every player is eligible to attack the net.
3. 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.
4. Serving – A serve that makes contact with the net and lands on the oppositions 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.
5. 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 multiple 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:

1. Bump pass
2. Clasping their hands together
3. 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.

Attacking the Ball

There are no male/female hitting rules. Contact of the ball when spiking is legal only if a 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!

Out of Bounds

Out of bounds is the area outside the designated court line, (If antennae's attached to the net, the antennae will be considered out of bounds as well). 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.

LEAGUE POLICIES

GAMES:

Matches will be played within the allotted time. All games are played to 21, win by 2. One time-out per game is allowed. Rally/speed scoring will be enforced if the staff deems it necessary. In Playoffs, games will be played as the best 2 out of 3 to 21, win by 2 or first to 23 and 3rd games (when necessary) will be to 15 win by 2 with no cap

REFS:

ALL GAMES WILL BE SELF-REFED. 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 regards to this process.

SPORTSMANSHIP:

The idea of RISE Sand Volleyball is to have fun. We hope that all participants keep that in mind when becoming involved. Although the games may become intense, you still 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 the 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 the league is cancelled, RISE staff will attempt to email all league participants. If a league 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 (ex. If April 13 is cancelled teams should follow the April 20 schedule for their next game). The games that are cancelled will be made up at the end of the season if time allows. In extreme circumstances, RISE reserves the right to run a shortened season without a refund or schedule matches on days other than our regularly scheduled league day/night.

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.

**If you know in advance that your team is going to forfeit a game, we encourage you to call our office. With enough advanced notice, we may be able to re-schedule for your opponent or even the entire game.

During the regular season 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 all win for the match.

STANDINGS:

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

PLAYOFFS:

All eligible teams make the playoffs (teams that have not abused any policies are eligible).

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.

RISE reserves the right to schedule makeup games or playoff games on days other than your regularly scheduled league night.

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.

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