BTPD Sand Volleyball League Rules 2016

The rules governing sand volleyball are basically the same as those governing indoor volleyball with a few small yet significant differences. Listed below are the rules of the game. **Teams will play a match including 2 games to 25 with a cap at 27. Teams must win by 2 points. All matches have a time cap of 50 minutes. Games will end at the 50 minute mark.**

Park Rules

- There is to be NO alcoholic beverages in the park or parking lots. For everyone's safety, no glass beverage containers, please. Players believed to be under the influence of alcohol will not be allowed to play.
- Any unsportsmanlike conduct displayed before a game, during a game or after a game will result in the players' ejection and shall disqualify the offending player for the next consecutive match. A second ejection will result in the player's dismissal for the rest of the season.

Minimum Requirements

- Six player teams must have at least four players (minimum two females) on the court at all times and a Maximum of three men. Teams with less than six players may have to adhere to the ghost rule (see below).
    - Ghost *Rule*: In 6's, if a team has 5 players for example, they must forfeit their serve after every 5th rotation. This will allow the team with a full squad to serve back- to-back.
- Teams not able to field a "full" team, or the minimum number of players, may play with the consent of the opposing captain and/or league staff member.
- U.S.A. Volleyball "Rally-point scoring" will be used.
- Teams are entitled to one 30 – second time out per game.

Teams have until ten minutes past the designated start time to field a full squad. If at that time one team is unable to field a full team (minimum number of players required according to the rules), it will result in a forfeit of the first game, if they are still unable to field a full team by 15 minutes after the designated start time it will result in a Match forfeit.

Service Possession & Lineups

- A team earns service possession for the start of the first game by winning a coin toss or a Rock/Paper/Scissors. The team will then alternate service every other game.
- Coed formats may line up in any gender order. This means that males may be next to males and females next to females. It is NOT required to alternate males and females.
- In 6's there must be 3 front row and 3 back row players
- In 6's players must rotate position in a clockwise order for each side-out for service.

Substitutions

- Teams are only permitted to substitute a player on their side-out.
- Side-out substitutions must enter the match into the serving position
- Players arriving late to a game must wait for a side-out to fill a missing position.
- Unlimited substitutions are allowed as long as one player does not occupy more than one position in the service order during a single game.

Playing the Ball

- **Serves**- Server must announce the score prior to serving.
- **Let Serves**- Serves that hit the net and go over the net to the opponents side will be "live" and are good serves provided they are played by the opposing team or they land in bounds.
- **Three Contacts**- Each team is allowed a maximum of 3 successive contacts of the ball in order to return the ball to the opponent's area. (Exceptions: In the action of blocking an attacking ball, the touch, or contact resulting from the block attempt does not constitute one of the three successive contacts).
- **Attacking the Net**- In 6's only the three players that are in the front row of the rotation are allowed to attack the net. Violation of this rule would include any hitting or blocking that occurs above the plane of the net prior to the "10 ft" line.
- **Simultaneous Contacts** – When two non-blocking teammates touch the ball simultaneously, it is considered one contact, and any player may make the next contact in all recreational and intermediate leagues. When two blocking teammates touch the ball simultaneously, it is counted as a contact, and any player may make the next contact.
  1. When two opponents simultaneously and instantaneously contact the ball over the net, the ball remains in play and the team receiving the ball is entitled to another three hits. If such a ball lands "out", it is the fault of the team on the opposite side of the net from where the ball lands.

- **Characteristics of the Contact** – The ball can contact any number of body parts down to, and including the foot, providing such contacts are simultaneous and the ball rebounds immediately and cleanly after such contact.
- **Held Ball** – The ball must be contacted cleanly and not held, lifted, pushed, caught, carried or thrown. The ball cannot roll or come to rest on any part of a player's body. It can rebound in any direction.
- **Attacking the Ball over the Opponent's Court** – A player is not allowed to attack the ball on the opposite side of the net. If the ball is hit above the spiker's side of the net and then the follow-through causes the spiker's hand and arm to cross the net without contacting an opponent or the net, the action does not constitute a fault.
- **Out of Bounds** – Any ball that makes contact with outer boundary lines is considered "in play". Any ball that hits passed the outer boundary lines will be considered "Out of play".
- **Antennas** – A ball which crosses the net outside the antennas into the open area is allowed to play it back to the team's playing area only if the ball is returned back the same route (outside the antennas). If the ball crosses the net, outside the antennas, onto the opposing team's side, it will be considered a fault and that opposing team will receive a point.

Blocking

Definition: Blocking is the action close to the net which intercepts the ball coming from the opponents' side by making contact with the ball before, during or after it crosses the net. In Competitive and Upper Immediate leagues the block touch is considered one contact and the team has two remaining contacts remaining.

- **Multiple Contacts** – 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 not counted as a contact, even though the ball may make multiple contacts with one or more players of the block.
- **Participation After a Block** – 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.
- **Blocking a Serve** – Blocking or attacking a serve is prohibited.

- **Blocking a Ball Across the Net** – Blocking of the ball across the net above the opponent's court shall be legal provided that such a block is: (1) After a player of the attacking team has spiked the ball, or, in the referee's judgement, intentionally directed the ball into the opponent's court, or has exhausted their third allowable hit. (2) After the opponents' ' have hit the ball in such a manner that the ball would clearly cross the net if not touched by a player, provided no member of the attacking team is in a position to make a legal play on the ball. (3) If the ball is falling near the net and no member of the attacking team could reasonably make a play on the ball.

Play at the Net

- **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.
- **Body Contact into the Net** – A player's body may make contact with the net as long as it does not affect the play of the ball. If contact causes the net to move, shake, or bounce, it will be considered a fault and will result in a point for the opposing team.

League Policies

Refs: ALL GAMES WILL BE SELF-REFFED. This means that each team will referee themselves. If there is any disagreement among opposing teams, teams will either replay the possession or the league official may make a determination on the call based on his or her view of the play. League official's decision is final.

Standings: The updated standings will be posted weekly on the park district website, displaying each teams rank. Rank is based on winning percentage and will determine seeding for end of the season tournament.