



## COED SAND VOLLEYBALL LEAGUE RULES

### PLAYERS, SUBSTITUTES, ROSTER:

1. A full coed team consists of 6 players. However, a team may start and finish with 4 players. **You may play with more females than males, but not more males than females.**
2. All players are required to sign a roster and waiver before they play their first game.
3. Players may only be on one roster per league night division unless they are a sub only. In this case, they can only play for one team in the tournament. If that team is eliminated that player may not jump to another team.
4. If a team is short players, they have the option of picking up players to avoid a forfeit, however they must have a minimum of 3 regular rostered players to be considered a valid match. If a team is unable to meet the minimum player requirement, the match will be recorded as a loss. Teams may still play for fun if time permits.
5. For a player on your roster to be eligible for tournament play, they must have played in at least 2 regular season games and listed on your roster.
6. Teams will have 10 minutes from the start of their designated match time to start the game. If your team isn't ready to play within 10 minutes of your start time the first game will go to the opposing team. If after 15 minutes there aren't enough players for a league game, the opposing team will win the match.
7. There are no protests once a match begins. All issues of player eligibility must be addressed with the official on site before the match starts.

### SERVING & SCORING:

1. Rock/Paper/Scissors will determine side and service for game #1. The other team will serve game #2 and the teams will switch sides. Rock/Paper/Scissors will determine side and service for game #3. (Teams will switch sides after 7 points to allow fairness to both teams.)
2. All games are rally scoring which means a point will be awarded each time the ball is served regardless of which team served.
3. Each match will consist of 2 games to 21. Each game will continue until a two point advantage is reached or until one team reaches 25. If a 3<sup>rd</sup> game is needed, it will be rally scoring to 15 points until one team reaches 17. If a 3<sup>rd</sup> game is not needed, teams may continue playing the 3<sup>rd</sup> game for fun IF TIME PERMITS.



4. Let serves are allowed for all leagues. (Serves that hit the net and continues over the net to the opponent's side will be a live ball).
5. When the serving team wins the rally, the player who served before, serves again and continues to serve until the receiving team wins the rally. When the receiving team wins the rally, it gains the right to serve and must rotate position clockwise on the court.
6. Teams are only permitted to substitute a player on their side-out. Side out substitutions enter the match into the serving position.
7. Players on the receiving team cannot block or attack a serve.

## **PLAYING THE BALL:**

1. The front 3 players are the only players allowed to attack the net in the front of the 10' line.
2. Each team is allowed a maximum of 3 successive contacts of the ball in order to return the ball to the opponent's area.
3. The ball may be played with any part of the body.
4. Receiving a serve with a set is legal.
5. Players are not permitted to scoop, hold or lift the ball. The ball must be clearly hit.
6. There is no centerline. You may cross under the net providing that you do not contact a player from the other side or hinder their play of the ball.
7. The ball must cross the plane of the net before contact may be made unless it is the 3<sup>rd</sup> hit by the offence and the contact is made to block the shot.
8. Contact with the net is a violation. This includes contact made by hats, hair or clothing.
9. A ball contacting the overhead net landing on your side is a live ball and does not count as a hit.
10. A ball contacting the overhead net landing on your opponent's side is a dead ball and the opponent scores a point.
11. A ball that hits the back fence is a live ball and counts as a hit.
12. Crossing into another court is a dead ball.
13. A stray ball onto the court constitutes a replay if it comes in during play.
14. A block contact is not counted as a team hit and a team is entitled to 3 hits to return the ball.
15. The first hit after the block may be executed by any player, including the one who blocked the ball



## **OFFICIALS:**

1. Matches will be self-officiated. Scoreboards are provided and each team will be responsible for keeping its own score.
2. Call your own nets, lifts, bad sets, double hits, etc... Avoid making the other team call you on an illegal play. Any disagreement should be settled by the official or replaying the point.
3. Team captains are the only players who may approach the official to dispute or question a call or question the rules. All calls made by officials is final
4. Team captains of the winning team are expected to record point totals at the conclusion of each game and must report them to the official.

## **INJURY CLAUSE:**

1. In the event that a player gets injured WHILE PLAYING, the team can continue to play the remainder of the game even if the men outnumber the women.
2. A player who is bleeding, has an open wound or has an excessive amount of blood on their clothes shall be considered an injured player and must immediately leave the game until there is no longer any bleeding.
3. Players wearing glasses should have shatterproof lenses and straps

## **ZERO-TOLERANCE POLICY:**

1. We enforce a zero-tolerance policy in regards to behaviors of players and fans. Excessive taunting, trash talking, or abusive language will not be tolerated. Officials have the right to reprimand or eject players, managers, or fans depending on the severity of the situation.
2. Spartan Park has an "ON PREMISE" liquor license which means all alcohol consumed on premise has to be purchased on premise. If a team is caught violating this state law, Spartan Park could receive fines or lose its liquor license. Any team caught bringing in outside alcohol will receive an immediate forfeit of their match. Team captains are responsible for communicating and enforcing this rule with their team.
3. Team registration fees must be paid prior to playing your 1<sup>st</sup> league game. (A \$50 late fee will be added if paid after your 1<sup>st</sup> game)