



SAND VOLLEYBALL RULES AND REGULATIONS 2020

First and foremost, these leagues are intended to be fun, social, and recreational in nature. Accordingly, aggressive or confrontational behavior will not be tolerated. If there is a dispute, replay the point or notify a volleyball coordinator. Mgmt. has the final authority on all disputes.

SERVICE

- Each member of the team shall serve in turn (rotating clockwise)
- Teams with rock, paper, scissors for the first serve. The team winning will serve the first game. The team that lose serves the following game.
- The server shall stand with both feet behind the rear boundary line and may not step on or over the boundary line until after the serve has been hit.
- Players are not permitted to spike or block the ball on the serve. Players aren't allowed to come from back to front to spike.

OTHER GAME RULES

- If a player touches the ball or the ball touches a player, he/she is considered as having played the ball, (exceptions: a block is not considered a hit). Each team may hit the ball 3 times before the ball is hit to the opposing team.
- Players are not permitted to scoop, hold, or lift the ball. Players may not touch the net.
- It is legal to contact the ball with any part of the body above the knee as long as the ball rebounds immediately and does not "lie" against the body.
- It is permissible to run out of bounds and play a ball before it contacts an object out of bounds. Once it hits an object out of bounds it is a dead ball. When a ball touches a boundary line, it is considered good.
- A ball touching the body more than once in succession is considered a double hit and is illegal except when blocking or on a hard-driven spike.
- When a ball touches a boundary line, it is considered good.
- If 2 players contact the ball simultaneously, it counts as one hit and either player may play the next hit.



NET RULES

- Touch the net? Lose the point.
- A spiker must contact the ball on his/her side but may in the course of the follow through cross over, but not touch, the net. A player may never cross the plain of the net while blocking.
- A ball hit into the net by a team may still be kept in play provided the net isn't touched by the players or it is not the third hit or from a serve.
- A ball is still in play if it touches the net and goes over into the opponent's court during the volley and the serve.
- Players may cross the centerline below the net during play provided that this does not interfere with the opponent's play.

DISPUTES

In the case of an honest dispute—REPLAY THE POINT

MATCH RULES

- No one other than the players should be within the nets of the court during gameplay.
- Matches begin on the “:30” after the hour. Teams not present by “:45” after the hour shall be considered to forfeit. This is a hard and fast rule. Volleyball staff is instructed to declare a forfeit at “:45” after the hour.
- You must start the match once the minimum number of players are present.
- Twenty-one points wins the match. Teams must win by 2 points with a 30-point cap. Games will be the best of 3 or 1-hour MAXIMUM matches.
- Each game in the match “counts” towards rankings so play all three. (Except tournament play)
- Players are not permitted to walk on the court while another game is taking place. If a game is running late, you may ask the team how much time they have left. If you feel it is running unreasonably late, please find a volleyball coordinator and he/she will address the issue.
- Fifty West Brewing's volleyball coordinators have the authority to make any/all final decisions regarding anything questionable and/or not covered in this packet.

ROSTER RULES:

- 6v6—A team consists of 6 players, you must have a minimum of 4 players for all games. There must be 2 female players on the court at all times.
- 4v4—A team consists of 4 players, you must have a minimum of 3 player for all games. If you have a full team of four on the court you must have 2 female players on the court at all times. If your team is playing with the minimum number of players—3—you must have 1 female player on the court at all times.
- All players on a roster must sign a waiver
- It is considered a forfeit for your team if you have less than 4 players for a 6v6 league or less than 3 players for a 4v4 league. You are welcome to play an “exhibition” game, but it will count as a loss in the standings unless your opponent willingly agrees to make the game official. Please notify the volleyball coordinator if both parties agree to make a game official under these parameters.



- Substitutions may be made during the game into the server position only. Male sub for males and the same for women. ***Please refrain from utilizing “ringers” for tournament play.
- All team names should be fun and in good spirits. Fifty West Brewing has the right to ask any team to change names should we feel it is inappropriate.
- Players must exhibit respect and good sportsmanship towards their teammates and opposing players
- ANY PLAYER TAKING THE COURT SHALL BE DEEMED TO HAVE ASSUMED ALL RISK OF INJURY/DAMAGE FROM PLAYING OR WATCHING MATCHES

RAIN POLICY

- We never cancel a match or night for rain prior to the scheduled time.
- Seriously—there is no need to call—we never cancel a match for rain prior to the start time.
- (In the case of thunder we will wait from the last thunder strike for thirty minutes and then restart play)

HOLIDAY POLICY

- We never postpone league for holidays (4th of July, Memorial Day etc.)
- You are free to reschedule by contacting the other team’s captain.
- It is the responsibility of the captains to reschedule a match in the event of rain/holiday
- A list of all the captain’s emails will be sent out with the welcome email at the beginning of the league!
- In the event one team shows up and the other doesn’t—the “no show team” will receive a loss
- Email leagues@fiftywestbrew.com if both captains agree to reschedule.

RESCHEDULING POLICY

- Any match not played before tournament week is considered a forfeit and each team will only receive 1 win a piece.
- Suggestions for rescheduling: We have the courts ready for play beginning at 4:00pm each day and you can always play after league play is complete for the day. Additionally, there may be open courts at other hours on your day for league play.
- You must be off a court in time for the next scheduled match on that court—Do NOT schedule a make up match on a court where a regularly scheduled game is to take place.
- All rescheduled games played on another league night are 15 point (rally scoring) sets, as opposed to the normal 21 point matches—only in the event that a full hour or night of play is canceled. This will enable us to complete make up games faster.
- You can also agree to play just one game, with the winner getting 2 “wins” for the match, and the loser getting one “win”. (Example: 1 game to 30 win by 2; 1 game to 21 win by 2; 1 game to 15 straight; etc.)
- It is the responsibility of the captains to reschedule any games and contact the other team’s captain should they need to cancel. Either via the Fifty West Volleyball facebook group OR via email. Once your team’s match has been rescheduled one or both team should contact leagues@fiftywestbrew.com to communicate when the new match will take place.

