

# 2017 Summer Adult 4v4 Sand Volleyball Local Rules

(361) 485-3200

The City of Victoria Parks & Recreation Department reserves the right to change and implement new rules at any time. Victoria Parks and Recreation is committed to provide the best program possible to ensure the best environment for the players, coaches, and their respective families. In case of inclement weather, it will be the manager's responsibility to verify game status. Game status can be verified by phone/email and cancellations will be posted on quickscores.com and The Victoria Parks and Recreation Facebook page.

## LOCAL PLAYING RULES (ONLY)

**Prior to Game Start: GAMES WILL BE PLAYED AT THE SAND VOLLEYBALL COURTS LOCATED IN RIVERSIDE PARK.**

- Co-ed leagues must have at least 1 girl in the line-up to begin a match.
- All teams must have at least 3 players to not forfeit the match.
- Schedule game time is forfeit time. NO EXCEPTIONS.
- If a match ends early and both teams for the next match are present, the match will begin before the originally scheduled time.
- A coin flip will occur with the scheduled home team making the call. The winner of the coin toss elects either to begin the first set of the match serving or receiving the first ball.
- The losing team takes the remaining alternative. The team that received service the beginning of the 1<sup>st</sup> game will serve to begin the 2<sup>nd</sup> game. At the beginning of the 3<sup>rd</sup> and final game. A coin flip will occur again to determine the above choices.
- Game clock will begin immediately following the end of the manager's meeting.
- The scorekeeper's decision is final. A team manager may ask the scorekeeper only for clarification on a call.
- A protest made on the match's score must be made prior to the conclusion of the game. Once the game has been called, the score can longer be protested.
- All teams will act in a respectful manner towards all scorekeepers, team members, and other teams' players. Unsportsmanlike conduct will not be tolerated.
- An official game ball (Wilson Quicksand) will be provided for each court. All players are permitted to bring their own ball to use during warm-up. However, only the official game balls will be used.

### ***Length of Games:***

- A match will consist of best of 3 games.
- The winner of each division will be determined by number of matches won.

### ***Game Time:***

- All games will be played to 25 points with a cap of 30, except for the 3<sup>rd</sup> game played to 15 with a cap of 20 if needed.
- You must win by 2 points.
- Each match will be played by rally scoring rules. In rally scoring, a point is scored every time there is a side out whether you are serving or receiving.
- 1 female player must be on the court always.
- Players may be located anywhere on the court.
- The Ghost Rule will be put into effect for teams playing with less than 4 players.



- The ghost is a position in the rotation where a player is not present. A ghost may be placed anywhere in the rotation. When the ghost rotates into the serving position, a side out will occur and the serve will go to the opposing team.
- All forfeited games will be scored 25-0
- Catches, throws, and tips/dinks are illegal ways to play the ball.
- Any ball hitting any part of the boundary line is considered in bounds.
- If the location of the balls landing cannot be determined the point will result in a replay.
- Players are allowed to pursue a ball anywhere on the playing sand.
- No more than 3 hits per side per exchange, excluding attempted blocks.
- The only time a double contact is allowed is off a hard-driven ball from the opposing team.
- 2 players may simultaneously contact the ball, this is considered 2 hits (not including blocking)
- While blocking, a player may not interfere with the opponent's play on the ball. (A player's hands/arms may cross the top of the net, but the opposing player must have the opportunity to perform an attack on the ball before this can occur.
- When 2 opponents touch the ball at the same time over the net and the ball remains in play, the team receiving the ball is entitled to 3 touches on the ball.

#### **Time Outs:**

- Each team is allowed two 1 minute time-outs per match.

#### **Serving:**

- You may not step on the line while serving.
- Both underhand and overhand serving styles are permitted.
- A serve that hits the net and still goes over and lands in bounds is considered a legal serve.
- Each player will be allowed one re-toss during each serving attempt. If the ball is not contacted on the second attempt the opposing team will receive a point and the serve.
- Blocking serves is illegal.

#### **Substitutions:**

- Substitutions, if any, can only occur during change of possession and rotation for any position on the court, before the ball is put back into play, before the beginning of the next game, or after a time out is called.

#### **Uniforms:**

- Players may play with or without shoes (no cleats or spikes).
- All teams must wear shirts with non duplicating numbers on the back (0-999) that are a minimum of 6 inches and clearly visible. All numbers must be permanently affixed to the shirts (i.e. no tape).
- Headwear (i.e. caps, visors, etc.) with an extended bill may be worn in the proper manner (No backward facing hats).

#### **Protest:**

- Any protest made on a player's uniform or eligibility must be made prior to the player in question first appearance on the playing court. In the event of a protest the game will be stopped until either the Sports Facility Attendant or Recreation Coordinator can make it to court and make a decision on whether the player(s) in question would be able to continue in the game.
- If no protest is made before play resumes, after the player in question steps on the playing court, the game will continue as such and no further protest will be made.

#### **Rosters:**

- 8 players max per team.
- Adding players during the season is allowed before the 3<sup>rd</sup> game.
- **Rosters MUST be turned in prior to the 1<sup>st</sup> scheduled game of the season. If a roster is not submitted on time then that team will receive a forfeit for each game that their roster is not turned in. Any player added after the roster is turned in must provide an I.D. and sign the roster with either the onsite Facility Attendant or the Recreation Coordinator present before being considered a legal player.**



- A player is considered to be locked on a roster once a roster has been submitted. Players are locked on that roster until the end of the season and may not strike their name to join another team's roster in the same league. You may add players to your roster provided they are not currently on another roster in the same league.

**GENERAL INFORMATION:**

- A team that forfeits 2 or more games during the regular season will be deemed ineligible for the playoffs.
- A team that forfeits 3 consecutive games will be dropped from the league without refund.
- **ZERO TOLERANCE** on profanity.

