

SAND VOLLEYBALL RULES AND REGULATIONS

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.

Seriously—just have a good time in our leagues

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 loses 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. NO KICKING THE BALL!
 - 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 hour. Teams not present by “:15” after the hour shall be considered to forfeit. This is a hard and fast rule. Volleyball sta is instructed to declare a forfeit at “:15” 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.
- If a team has not completed their final game within the hour provided, the team who is winning at the top of the hour will be declared the winner of the game at that time.

Roster Rules:

- 6v6—A team consists of 6 players, you must have a minimum of 5 players for all games. There must be 2 female players 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. 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 social. Please notify the volleyball coordinator if both parties agree to make a game social 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/HOLIDAY POLICY

- 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 lightning we will delay games 30 minutes
 - We never postpone league for holidays (4th of July, Memorial Day etc.)
 - It is the responsibility of the captains to notify their teams of delays/forfeits
 - In the event one team shows up and the other doesn't—the “no show team” will potentially be removed from the league if there is no proof of trying to contact the league coordinator. We value all teams' time and this is an inconvenience to the team that shows!
 - Email leagues@fiftywestbrew.com AND call the restaurant (press line 1) to speak with a staff member

RESCHEDULING POLICY

- There will be no rescheduling of games this year. If you cannot play it is a forfeit.