

SAND VOLLEYBALL RULES AND REGULATIONS

The purpose of this league, to be sponsored by the Evansville Department of Parks and Recreation, is to combine the interest of the sand volleyball teams of the community into friendly rivalry, wholesome recreation, and clean sportsmanship. The DPR shall be responsible for the collection of team entry fees, the scheduling of all dates for league play, the enforcement of the Sand Volleyball Rules and Regulations and Code of Conduct, and the provision of the necessary facilities, officials, and equipment for the operation of the program.

SCHEDULING:

1. Once a team is officially registered in the program, leagues are formed by matching those teams of similar competition and skill levels. The top priority in league formation is to create competitive, balanced leagues. The second priority in scheduling is night of preference and availability.
2. Once a team has registered into the DPR program a pro-rated refund will be allowed subject to an administration fee of twenty (20) percent the total entry fee. Once a team has completed fifty (50) percent of their scheduled games, no refund will be allowed.

PLAYER WAIVER, RELEASE OF LIABILITY, INDEMNIFICATION & ROSTER FORM:

1. A completed roster must be neat and legible and have player=s names, signatures, addresses, and telephone numbers. A manager and additional contact person must also be designated. Rosters must be on file prior to a teams playing it=s first game.
2. All roster changes must be:
 - a. Submitted on a ROSTER CHANGE FORM obtained in the DPR office and signed by the player(s) being added.
 - b. Filed in the DPR office, postmarked (if mailed), or faxed on the day in which the player(s) being added wish(es) to participate.
 - c. No roster changes will be accepted on site or by telephone.
3. An open team=s roster is officially closed after: the 4th match in a 6-match league, and the 6th match in a 10-match league. An Industrial, or church team=s roster is officially open until the final two (2) matches of the season.

ELIGIBILITY:

1. Players may play in as many leagues as desired provided they do not play on more than one team in the same league and they do not play for an industrial or church team that they do not work for or do not attend services.
2. Industrial:
 - a. All players on an industrial team must be full-time employees (at least 20 hours per week) of the business they are representing.
 - b. If a player is laid off by their employer, they can continue to play for that team if they do not refuse a recall.
 - c. A player loses team eligibility if they are terminated or chooses voluntarily to leave their place of employment.

3. Church:

Church team players must attend three (3) services per month at the church they play for.

4. High School participants:

High School players are responsible for checking their IHSAA eligibility with their Coaches or Athletic Director prior to participation in any DPR league.

INELIGIBILITY:

1. A player will be considered ineligible if they:
 - a. Play in a league classification in which they are not eligible.
 - b. Play under an assumed name, address, place of employment, or place of church attendance.
 - c. Are not listed on either the OFFICIAL ROSTER or a ROSTER CHANGE FORM of their team.
 - d. Fail to sign the player waiver release on the roster form.
 - e. Play for (2) two teams within the same league at the same time. In this case, the player will be property of the first team with which they play and considered an ineligible player on the second team.

2. Any player or team not paying a levied fine for disciplinary action or match forfeiture will be ineligible until that fine is paid.
3. Player ineligibility must be verbally protested by the Manager of the offended team, or any manager of a team within the same league, to a member of the DPR Sports Staff within one (1) week of the alleged violation. Any team found to be using an ineligible player will forfeit the protested match.

FORFEITS:

1. In SIXES, if a team does not have at least four (4) eligible players at the scheduled starting time of the first game, the first game will be a forfeit. If a team remains short of players ten (10) minutes after the scheduled starting time, the second game will be considered a forfeit and the match shall be awarded to the offended team. In QUADS, a team may play with two and DOUBLES must play with two players.
2. Any team forfeiting twice during the course of the season may be dropped from the program with no refund of entry fee. A team representative will be required to state their case to the Sports Advisory Council prior to their next match so that a decision can be rendered.

POSTPONEMENTS:

Postponements in Sand Volleyball are allowed with the approval of your opponent. The opponent has the option to take a forfeit if so desired. Matches may be played AHEAD of, or within 7 days AFTER the regularly scheduled match if both teams agree to postpone the match. The teams requesting the postponement will be required to notify the DPR Sports Staff of the postponement no later than 24 hours after the scheduled match and is responsible to call in the score after the match is played. If the postponed match is not played within 7 days **for any reason**, the team requesting the postponement will forfeit.

MANAGERS (TEAM CAPTAIN) RESPONSIBILITIES:

1. Inform all team members of match times, dates, and locations.
2. Ensure that all team members are recorded on the OFFICIAL ROSTER FORM, or a ROSTER CHANGE FORM.
3. Ensure that all team members are familiar with the items covered in this manual, as well as those in the Player Code of Conduct.
4. Matches will only be canceled in cases of EXTREME WEATHER CONDITIONS. Teams should report to their scheduled match and check with the on-site supervisor. The Sports Information Hotline will be updated when matches are canceled or in question. (434-RAIN (7246)). **Please do not flood the DPR with questions regarding weather conditions, or cancellations.** The hotline will be updated as soon as we become aware of potential weather concerns.
5. Each Manager is responsible to report their score to the supervisor immediately following their match.
6. Absolutely no warm-up time is allowed on the court unless time remains from the prior Match. Teams should warm-up off the court prior to their match.

GENERAL PLAYING RULES:

All play will be governed by the USA Volleyball Association except where DPR rules are published. Any other rules concerning league play not covered in this manual will be interpreted by the DPR Sports Staff.

CALL YOUR OWN:

Teams are responsible for calling their own game. If a violation occurs, play should be stopped immediately by either team, and the proper penalty assessed. If there is a dispute regarding a call, it will be a replay without further argument. Should there be a rules question or if problems persist, the Supervisor should be called to the court to assist play. Please remember that these are recreational leagues designed for teams to have fun.

MATCH PLAY:

1. Match play will consist of the best 2 out of 3 games to 25 points. The winning team must win by two points, or be the first to score 30 points. Rally scoring will be used in all games. If there is less than fifteen minutes until the next scheduled match, the final game will be to 15 points, or the first to score 20 points. In rally scoring, a point is awarded on each service regardless of the outcome to either the receiving, or serving team. Please check with your supervisor regarding 3rd game scoring if there is any question regarding time remaining. Standings are based on matches won and lost.
2. A team that is reduced to fewer players than when it began may continue to play short for the remainder of the match provided they are not reduced to one player.
3. If time remains following a match, or there is an open court, play will be allowed until ten minutes prior to the next match.
4. Each team may have one 1-minute time-out per game if necessary.
5. Please keep matches moving and avoid unnecessary delays between games.

SERVICE:

1. There is no serving line. Players may serve anywhere behind the end line.
2. It is the responsibility of the server to assure that his teammates and the other team are ready for service. A receiving player may stop the play if not ready for the service as long as he/she has not attempted to play their ball. (If any player on the receiving team makes an attempt to play the ball, it is assumed he was ready).
3. Serves **MAY NOT** be blocked or attacked at the net by the receiving team.
4. A ball that is entirely in the opponents court may not be contacted by an opposing player. (Exception: After the third hit has been executed, or the ball has been directed to the opposing teams side).
5. If players of opposing teams simultaneously contact the ball over the net causing the ball to momentarily come to rest, the ball remains in play, and the team receiving the ball is entitled to another three hits. If the ball lands out, it will be considered a fault of the team on the opposite side of the net from where the ball lands.
6. Net Serves are IN PLAY. (New rule for 2003)

CO-ED RULES:

1. One hits to the opposing court are allowed anytime by a male or female player.
2. When two or more hits are used, both a male and female have to play the ball at least once. (Exception: "OPEN" rules are allowed only if **both** teams agree).
3. A team may play with as many females as desired, however, males may not outnumber females on the court at any time.

PLAYER CONDUCT:

1. Loud outbursts of profanity while playing will not be tolerated as it is inappropriate in a recreational league program. Supervisors will deal with problem players individually and will be required to report them to the DPR Sports Staff.
2. Smoking is not allowed on any court for obvious safety reason.
3. Glass containers of any kind are not allowed in the park. NO EXCEPTIONS . . . everyone is barefoot.
4. The drinking of alcoholic beverages is not allowed by any participant during their match.

SUPERVISOR:

An on-site supervisor will be provided nightly to prepare courts for league play, distribute game balls, turn on lights, adjust net heights and tension, keep matches running on schedule, record scores, resolve conflicts, and facilitate play.

ROTATION:

1. Substitutions must occur through continuous rotation or must be made on a person for the same person basis. Teams using continuous rotation must be consistent throughout the entire game and maintain the same serving order. Violations result in an immediate side-out and rotation order is restored.
2. One substitution will take place each time service is gained. The incoming substitute will replace the previous server and assume the last position in the serving order. The outgoing player will assume the last position in the substitution order.
3. If a team is using continuous rotation and loses a player, the next available substitute will enter into that players spot immediately.
4. Late arrivals assume the last position in the substitution order unless their team is short of players. In this case the player assumes the last position in the serving order and may enter play at the first dead ball situation.

BALL IN:

A ball will be considered **in** if it hits a tape line, or causes it to move.

PLAYING THE BALL:

1. 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.
2. The ball may be played off any part of the body provided that it is a clean hit.
3. Double hits are allowed in the defense of a hard driven ball.
4. When two teammates simultaneously make contact with the ball, either player may make the next contact.
5. Players are not allowed to enter another playing court, either in attempting to play a ball, or, in the continuance of making a play on the ball. If this occurs a side-out, or point is awarded.
6. Over sets are not allowed unless the player is square to the area setting the ball to.*
Accidental over sets are to be called "honestly". No open hand dinks are allowed.
(* This is the only time in sand play where open hand contact with the ball is allowed).

PLAYING AT THE NET:

1. While the ball is in play, no player from either team may make contact with the net. The penalty for touching the net is side-out, or point.
2. Players may partially, or completely cross the center line below the net, or outside the poles provided this does not interfere with the opponents play.
3. If any part of the ball crosses the net, it may be played by the opposing team.

SPECIFIC PLAYING RULES:**SIXES:**

1. At the time the ball is contacted for service, the placement of players must conform to the service order. (Exception: The server may serve anywhere along the endline). The serving line-up must alternate male/female, (unless playing with more females).
2. After the ball is contacted for service, players may move from their respective positions.
3. Serves must be received using a bump. (Exception: Recreational league play).
4. Back row players are allowed to play at the net, however, they may not participate in a block, or spike the ball.
5. At the beginning of each match, teams have the option to change sides on multiple scores of ten, or change sides after each game. Once a choice is made, it must be used through the entire match. If teams can not agree, they will change sides on multiple scores of ten.

QUADS:

1. Players may be positioned anywhere on their side of the court.
2. In Quads, there is no overlap rule, everyone including the server is an eligible hitter/blocker.
3. Serves must be received using a bump.
4. Teams change sides on multiple scores of ten.

DOUBLES:

1. Players may be positioned anywhere on their side of the court, but servers must alternate.
2. Any player on the court may block or spike.
3. Serves must be received using a bump.
4. Teams change sides on multiple scores of ten.

LEAGUE CHAMPIONSHIP:

League Champions are determined by A Match@ records. In the event 2 or more teams tie for 1st place after league play, a playoff will determine the league champion.

League winners will receive Championship T-Shirts.