



## Adult Sand Doubles Volleyball League Rules

### Eligibility:

1. You must be 18 and be out of high school to be eligible to play
  - a. Players may not currently be on a collegiate roster
  - b. College students may participate if:
    - i. They are not participating in a collegiate volleyball program
    - ii. If their eligibility is used up
    - iii. If they are no longer associated with their school's team
2. Players may participate on one team per league
  - a. You may **not** play in two different divisions in a league
  - b. Any player wishing to change teams must contact the league coordinator
    - i. Decisions will be based on case by case basis
3. Team Rosters:
  - a. 3 player roster limit
    - i. Unless cleared by league coordinator ahead of time
  - b. No new players may be added to a team roster after the 5<sup>th</sup> week of play
  - c. All, "Substitute" players must be listed on the roster, no exceptions. A team can only use up to the roster limit during a season, regardless of if your substitute pays part of your league fee.
4. Team Registration:
  - a. Registration form & league fee must be received by the registration deadline, no exceptions.
  - b.

### League Rules:

1. Rule Books
  - a. USAV – FIVB Rulebook - Sand
  - b. WCPR league specific rules
2. Timed Games:
  - a. 60 minute running clock
  - b. The running clock **STARTS** at scheduled time, no exceptions
  - c. First 5 minutes of running clock may be used for warm-up
  - d. At the end of the 1<sup>st</sup> five minutes of running time, the supervisor will start the match
  - e. The 5 minute warm up is shared court warm-up time
3. Officiating

- a. The players officiate the match themselves per league rules
  - b. The supervisor is present to run the timing of the match, to keep service order & to keep the score
  - c. Any argument over self-officiating can result in:
    - i. Yellow card – Warning
    - ii. Red card – Sideout point
    - iii. Red & yellow card – Ejection from match
  - d. Sand volleyball is played with etiquette, even in the fiercest of competition
  - e. The supervisor is not present to officiate, but they can explain league rules & interpretations.
    - i. The team captain is the only person allowed to discuss rule interpretations with the supervisor
    - ii. Failure to comply with this rule could result in expulsion from the match or league and is up to the discretion of the supervisor and league coordinator
4. Timeouts
- a. Each team will have 2 – 30 second timeouts per set
  - b. The team leading in the 3<sup>rd</sup> set may not call a timeout in the last 2 minutes
5. Forfeits
- a. If a team forfeits 2 matches during the season, the league coordinator can remove them from the league or tournament
  - b. Decisions will be based on case by case basis
6. Net Violation
- a. Contact with the net is a fault when:
    - i. Contact with the top tape in a blocking or attacking attempt
    - ii. Contact interferes with the play
7. Center Line Violation
- a. You may cross the center line as long as you do not interfere with the opponent or ball/play
8. Serving Rules
- a. Players may serve from anywhere behind the end-line, between the sidelines
  - b. Serving Order
    - i. Serving order must alternate and be maintained during match
    - ii. The supervisor **IS** allowed to correct the server prior to serving to keep correct order
    - iii. If incorrect server is determined after play, the play does not count & the correct server proceeds

FAQ/Interpretations:

- 1. The ball may touch any part of the body as long as it does so legally
- 2. Rally scoring
- 3. “Let” serving is legal/live
- 4. A block **DOES** count as 1 of your 3 contacts
- 5. When, “setting” a second contact for your partner to attack:
  - a. The ball must come out, “clean”

- i. No side spin is allowed
  - ii. Only slight top spin is allowed – ½-1 rotation max
- 6. You may double contact a hard driven ball on your 1<sup>st</sup> contact
  - a. A hard platform overhead contact is legal
  - b. “Setting” a serve or an attacked ball is illegal (lift/carry)
- 7. Open hand tipping is illegal (lift/carry)
- 8. When setting the ball over the net from the ground:
  - a. The player is only allowed to set the ball over square to their own body
    - i. Straight forward or straight back
    - ii. Less than 1 revolution of top spin

### **Scoring:**

- 1. Each match is a 2 out of 3 sets with a 60 minute time limit
  - 1. Your time begins at the scheduled match time
    - 1. 1 minute break between sets
  - 2. Warm-up is the first 5 minutes of your match time starting at your scheduled time
    - 1. Please warm up and stretch prior to your 5 minutes shared court
    - 2. If both captains agree, warm up time may be reduced
- 2. Scoring Procedure
  - 1. Sets 1 & 2 will be rally score to 21 points, win by 2
    - 1. Teams will switch sides every 7 total points
  - 2. Set 3 will be rally score to 11 points, with by 2 or until time expires
    - 1. Teams will switch sides every 5 total points
    - 2. If/when time expires in set 3:
      - 1. The team in the lead at the end of time will get the win
      - 2. If tied, 1 final, “sudden death” point is played to decide winner
      - 3. No ties
      - 4. If time expires in set 2, same rules apply & NO set 3 will be played

### **Playing Combinations Rules:**

If a team does not have both players at the schedule start time, the following rules apply:

- 1. They may call 1<sup>st</sup> timeout
- 2. At the end of the 1<sup>st</sup> timeout, if they do not have their second player, they may call their 2<sup>nd</sup> timeout
- 3. At the end of the 2<sup>nd</sup> timeout if they do not have their second player, then the 1<sup>st</sup> set is declared a forfeit
- 4. After the forfeit of the 1<sup>st</sup> set, set 2 will start 10 minutes following the forfeit
- 5. At the end of the 10 minutes period, set 2 will begin
- 6. If the team still does not have their second player, the same sequence applies for set 2, and then again for set 3

### **Tournament Play:**

- 1. Tournament Seeding
  - a. Overall set win/loss percentage

- i. Two-way tie
    1. Head-to-head win/loss percentage
    2. Head-to-head point differential
    3. Point differential for the season
    4. Coin flip
  - ii. Multiple team tie
    1. Head-to-head-to-head win/loss percentage
    2. Head-to-head-to-head point differential
    3. Point differential for the season
    4. Coin flip
2. Tournament seeding will take place after the last week of the season
3. Tournament game times will be posted on the WCPR website & e-mailed out to the team captains
4. Tournament Scoring
  - a. Matches will be the best two out of three sets, no time limit
  - b. Sets 1 & 2 will be rally score to 21 points, win by 2, no cap
  - c. Set 3, if necessary, will be rally score to 11 points, win by 2, no cap

**Protest Procedures:**

To protest the age eligibility of an opponent:

1. The captain must protest to the supervisor prior to the start of the 1<sup>st</sup> set
2. The supervisor will pause the match clock to inform the league coordinator and both captains of the protest
3. The league coordinator will attempt to verify the players identity and age:
  - a. If the player is legal
    - i. The protesting team shall be charged a timeout & play will continue
  - b. If the player is illegal
    - i. The player will be banned from the match & league
    - ii. The team will forfeit set 1
    - iii. The team will be warned of future consequences
  - c. If the league coordinator is unable to verify the age of the player:
    - i. The match will commence
    - ii. The player will have to verify age prior to the next team match
    - iii. If a team is found to have played with an illegal player after a protest, prior to verification:
      1. Player will be expelled from the league
      2. The team forfeits entire match 0-3
      3. The team will be warned of future consequences
4. If a protest is lodged at any other time:
  - a. Match will stand
  - b. Player eligibility will be verified & above player consequences followed

To protest the roster eligibility of an opponent:

1. The captain must protest to the supervisor anytime after the 1<sup>st</sup> point of the 1<sup>st</sup> set
2. The supervisor will pause the match to inform the league coordinator and both captains of

- the protest
3. The league coordinator will verify eligibility of the player on the official team roster
    - a. If the player is on the roster:
      - i. The protesting team shall be charged a timeout & play will continue
    - b. If the player is not on the roster:
      - i. The player in question must come out of the game and is not allowed to continue in that set
        1. The team may sub for the illegal player
        2. If removal of the illegal player from the set causes an illegal combination of players, that set is a forfeit
      - ii. The illegal player may then sign the official roster for the start of the next set as long as it is within the first 5 weeks of the season
      - iii. If play can legally continue with or without a substitution:
        1. The team with the illegal player loses the last rally
          - a. If lost the rally, no change
          - b. If won the rally, the play is overturned to a lost rally/ sideout (point)
          - c. The team with the illegal player is charged a timeout
        - iv. If play cannot continue, then the match will be a forfeit 0-3
  4. The protest must be lodged with the referee prior to the end of the match or it will be deemed a legal match
  5. If a protest is lodged at any other time:
    - a. Match will stand
    - b. Player roster eligibility will be verified & above consequences followed

**Questions:**

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