



Adult Coed Sand 4's 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
 - i. You may play on a Coed team & a Women's team
 - ii. You may play in the Thursday & Sunday coed 6's leagues
 - 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. Roster Limits:
 - i. 9 Player roster limit for Coed Sand 4's
 - b. No new players may be added to a team roster after the 5th 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!**

League Rules:

1. Rule Books
 - a. USAV Official Rule Book 2013-15 – Indoor
 - b. USAV – FIVB Rulebook - Sand
 - c. And WCPR league specific rules
2. Timed Games:
 - a. **55 minute running clock**
 - b. The running clock **STARTS** at scheduled time, no exceptions
 - i. The first 5 minutes of the running clock are guaranteed warm-up
 - ii. At the end of the 1st five minutes of running time, the referee will start the

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. Sand players may double contact a hard driven ball on their 1st contact
 - a. A hard platform overhead contact is legal
 - b. HOWEVER – setting a serve or an attacked ball is deemed a lift/carry
5. Open hand tipping is illegal (Lift/Carry)
 - a. Jumping & setting the ball will be deemed a lift/carry, like a tipped ball
 - b. When setting the ball over the net from the ground:
 - i. The ball must go straight forward or straight back in relation to the players shoulders & body
 - ii. You may not turn and set the ball over the net
6. Any combination of players may count for a team’s 3 contacts
 - a. A female does not have to contact the ball
7. Boundary Rules:
 - a. You may **NOT** enter an adjacent court at any time. If you do, the play will be considered, “out of play” and a sideout for the opposing team.
 - i. This includes momentum after playing a ball
 - b. You may **NOT** go off the the playing surface (Sand) at any time. If you do, the play will be considered, “out of play” and a sideout for the opposing team.
 - i. This includes momentum after playing a ball
 - c. During a rally if the ball hits any of the following, the ball is considered a dead ball and a side out (and point) goes to the opposing team:
 - i. Bleachers, ref stand, fencing, volleyball standard

Scoring:

1. Each match will consist of 3 sets and a time limit
 1. Your time begins at the scheduled match time
 1. 1 minute break between sets
 2. The only time the clock will stop is on an injury
 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. Teams play three sets
 1. Sets 1 & 2 will be rally score to 25 points, win by 2, with a cap at 27 points
 2. Set 3 will be rally score to 15 points, with a cap at 15 or until time expires
 1. 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

Player Combinations:

1. 4 players - 2 women & 2 men, 3 women & 1 man, 4 women
2. 3 players - 2 women & 1 man, 2 men & 1 woman, 3 women

3. 2 players - 1 woman & 1 man, 2 women
4. Fewer than 2 players or fewer than 1 woman – Forfeit

Playing Combinations Rules:

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

1. They may call 1st timeout
2. At the end of the 1st timeout, if they do not have a correct combination of players, they may call their 2nd timeout
3. At the end of the 2nd timeout if they do not have a correct combination of players, then the 1st set is declared a forfeit
4. After the forfeit of the 1st 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 a correct combination of players, the same sequence applies for set 2, and then again for set 3
7. Late arriving player
 - a. A late arriving player may join a set in progress at the next dead ball.
 - b. Their addition must keep with the Player Combination Rules
 - c. They must be inserted into the service order at the end.

Tournament Play:

1. Tournament Seeding
 - a. Overall set win/loss percentage
 - i. Two-way tie
 1. Head-to-head set 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 set 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 25 points, win by 2, no cap
 - c. Set 3, if necessary, will be rally score to 15 points, win by 2, no cap

Protest Procedures:

To protest the age eligibility of an opponent:

1. The captain must protest to the referee anytime after the 1st point of the 1st set
2. The referee will pause the match clock to inform the league coordinator, the league

- supervisor, 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, 0-25
 - 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 0-25, 0-25, 0-15
 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 referee anytime after the 1st point of the 1st set
2. The referee will pause the match to inform the league coordinator, the league supervisor, 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 & it is week 5 or earlier:
 - i. The player in question must come out of the game and is not allowed to continue in that set.
 - ii. The team may sub for the illegal player
 - iii. If removal of the illegal player from the set causes an illegal combination of players, that set is a forfeit, 0-25
 - iv. 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
 - v. If play cannot continue, then the match will be a forfeit 0-25, 0-25, 0-15
 - c. If the player is not on the roster & it after week 5:
 - i. The player in question must come out of the game and is not allowed to continue.
 - ii. That set is a forfeit, 0-25
 - iii. If play cannot continue, then the match will be a forfeit 0-25, 0-25, 0-15
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

All players need to be on the roster by week 5 & have signed the roster prior to the play-offs to be eligible to play in the play-offs.

To protest a referee procedure:

1. The captain must inform the referee of their protest immediately after the ruling in protest
2. If another play is whistled to begin, then you are not eligible to go back and protest a ruling
3. Team/captain lodging a protest must have and use a timeout
 - a. If both timeouts are used
 - i. You may protest, but if your protest is not upheld, you will be charged a sideout (point)
4. The referee will pause the match to inform the league coordinator, the league supervisor, and both captains of the protest
5. The league coordinator will verify the ruling with the referee
6. All rulings of protest are final at that point
7. **YOU MAY NOT PROTEST A JUDGEMENT CALL**
 - a. Common examples of judgment calls
 - i. A lift/carry
 - ii. A ball in/out
 - iii. A net call
 - b. If you are not understanding the rationale or reasoning of a referees judgement call, please have the captain ask the referee for clarification. You may also ask to have the supervisor and/or the league coordinator come to the referee stand for further clarification.

Questions:

Robert Crockett – League Coordinator

RobertC@williamson-tn.org

615-377-6530 ext 2

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