



# 6-ON-6 SAND VOLLEYBALL

## Rules, Policies, and Procedures



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### A. INTRODUCTION

The City of Ames Parks and Recreation Department reserves the right to make changes to this document as necessary during the course of the season. These will regard only matters of very unusual circumstances deemed necessary by the Department of Parks and Recreation.

### B. LIABILITY STATEMENT

The City of Ames Parks and Recreation, its employees or appointed agents assume no responsibility for any personal injury or loss that any team member or spectator may incur as a result of these programs. Individuals are encouraged to have their own personal health/accident plan for any such injuries which occur. Players may be held responsible for unnecessary damage that may occur as a result of misconduct in a facility.

### C. ELIGIBILITY

See *Section D. Eligibility* in the Adult Sports Policies & Procedures

### D. ROSTER REPRESENTATIONS/CHANGES

See *Section E. Rosters* in the Adult Sport Policies and Procedures

### E. CANCELLATIONS/POSTPONEMENTS

In the event of threatening weather conditions, postponements may be made by the Parks and Recreation Department. We have a special 24-hour, 7 day a week, number that announces postponements – **239-5434, category #1**. Please do not call the Parks and Recreation Department for cancellation or postponement information. Decisions on cancellations will be made by 4:00 PM.

### F. GAME PROTESTS

See *Section F. Game Protests* in the Adult Sport Policies and Procedures

### G. PLAYER CONDUCT

See *Section G. Sportsmanship & Section H. Misconduct Policies & Procedures* in the Adult Sport Policies & Procedures

# SAND VOLLEYBALL RULES

## A. LEAGUE RULES

1. A team must have four eligible players to begin and finish a game. If four players are not present within five minutes after the beginning of the first game, the team will forfeit game number one. If a team has less than four eligible players after 10 minutes of match time, all games for that match will be forfeited.
2. A single game is 21 points; a winner must lead by two or be the first team to reach the 23 point cap. (*You do not need to win by two if the game is decided by the 23 point cap.*) This means you do not need to serve to score; you can receive a point for side-out or for serving.
3. Teams will be scheduled to play three-game matches. A 45 minute time limit will be in effect for all matches.
4. For every game played, teams will get two team points for a win, one for a loss, and zero for a forfeit.
5. Teams may have only six on the court at a time but will be permitted to substitute players during rotation at center back or by following normal USVBA substitution procedures.
6. An equal number of men and women must be on the court at one time. If a team has five players, all may play (extra male or female) following the same rule for contacts on a side. Serving order and position shall alternate male/female. When the ball is played more than ONCE by a team, at least one of the contacts shall be made by a female player. Contact during blocking shall not constitute playing the ball. There is no requirement for a male player to contact the ball.
7. Teams playing short players (i.e., two females and three males) do not have to play as if the third player was on the court (i.e. ghost player). Teams must stay in rotation.
8. If your team will be playing short-sided, you must notify the official before each game as to what formation you will use for that game (**i.e. 2-3 or 3-2**).
9. Basic Misconduct Procedure:
  - a. Warn manager.
  - b. Award one (1) point or side-out.
  - c. Ejection of the player.
  - d. Forfeiture of game.
  - e. Forfeiture of match.The above procedure may be circumvented if the situation warrants stronger action.
10. There is no tobacco allowed on the premises (including smokeless). Beer, soft drinks, food items are allowed, but please keep them off of the volleyball courts. Also dispose of trash before leaving park.

## B. SPECIFIC RULES

The following rules will be enforced in the league. One official per game has been hired to make in/out, net and carry calls. Because no linesmen are being used, if a call cannot be made or agreed upon, the point will be replayed. USVBA rules will be used, including and altered by the following:

1. Absolutely no contact with the net will be permitted. A player may follow through over the net and block over the net as long as they do not touch the net and land in their own court.
2. At the beginning of each match, the two team captains must fill out the scoresheet and toss a coin to determine which team will serve and which will receive. Teams will change court sides for each game.
3. Contact with the ball, whether digging, setting or spiking, must be instantaneous or will be called a carry. A contact may be made with any part of the body.
4. A spike must be hit with an instantaneous contact.
5. No timeouts will be allowed unless someone is injured.
6. Simultaneous fouls by opposing players causes a “double foul” and will be replayed.
7. The defensive team may not block or spike a serve. Teams may set a serve but contact must be instantaneous.
8. On the first hit for each team, multiple contacts (*one continuous attempt*) are legal.
9. A Served ball that contacts the net and goes over will be considered a legal serve.
10. The offensive team must always have the opportunity to play their three hits. A set may not be blocked over the net (*unless it is directed over the net*), but if any portion of the ball breaks the plane of the net, either team may hit it.
11. Teams that win their division will be moved up one division next session.
12. Children attending matches should remain outside the playing/sand area.
13. If the server releases the ball for service (after the whistles for serve) and does not complete the service, the team will be penalized with a loss of rally. (Only one toss on a serve)

## C. AWARDS

1. League and tournament champions (**if applicable**) will receive t-shirts.
2. Ties for league champion will be broken first by prior head-to-head competition followed by head to head point differential. Then champions will be determined by overall point differential and lastly champion will be determined by coin flip.