

DISTRICT 249 BEACH VOLLEYBALL LEAGUE RULES & REGULATIONS

Please ensure that you read and understand the DISTRICT 249 Beach Volleyball rules below. Please email leagues@district249.com with any questions or concerns.

A. ROSTER/WAIVERS:

There is no maximum number of players allowed on a sand volleyball team roster; however, players must be registered with DISTRICT 249 and must sign the DISTRICT 249 waiver in order to participate. **Subs not on the team roster are permitted during normal league nights; however, **DURING PLAYOFFS ALL PLAYERS MUST BE ON THE TEAM ROSTER.**

B. LEAGUE ATTENDANCE:

It is **VERY IMPORTANT** that teams show up to play their matches for each scheduled league night. If a player(s) needs to miss a league night, it is the responsibility of the player/team to find a sub for that player(s). Please use our Facebook group "District 249 Leagues" to post and find subs if needed. If a team needs to forfeit due to lack of players, **THEY MUST** notify leagues@district249.com **AT LEAST 24 HOURS IN ADVANCE**. District 249 reserves the right to ban future league participation if proper notification is not given.

C. SPORTSMANSHIP:

DISTRICT 249 expects all participants to play with the highest level of sportsmanship. Rude or demeaning behavior to the opposing team, and/or your own team members will not be tolerated under any circumstances. Unsportsmanlike behavior may result in that player being ejected from the game. An ejection may result in further suspension from participation in current and/or future DISTRICT 249 leagues. An ejected player is required to leave the premises immediately. Refusal to leave the premises may result in a team forfeit and/or suspension.

**If there is a questionable play, please refer to the rules below. If the matter cannot be resolved after referring to the rules below, the play is considered a wash (no point awarded to either team) and the point must be REPLAYED.

D. TEAMS:

There will be a 5 minute grace period for all games. If a team does not possess the minimum amount of players to start (*6 on 6 league* - minimum 4 players with a minimum 2 females; *4 on 4 league* - minimum 2 players with a minimum 1 female) once the grace period has expired, the opposing team will receive a win for the first game of the match. Teams will combine players so the first game may be started on time. If the team does not possess the minimum number of players by the beginning of the second game (**or 15 minutes past game time, whichever comes first**), a forfeit will be assessed. Teams may continue to finish out the games but the opposing team will still receive the match win.

6 on 6 leagues: Teams can never play more than 4 males on the court. **Teams that are short players do not lose serves, but must still rotate serves between players.**

4 on 4 leagues: Teams can never play more than 3 males on the court. **Teams that are short players do not lose serves, but must still rotate serves between players.**

E. START OF GAME:

Rock/Paper/Scissors will be played between the two captains to determine serve or side; best two out of three wins and picks either serve or side. Teams will rotate sides and serve after the completion of each game.

F. SCORING:

All games will be played using rally scoring where points will be awarded regardless of which team is serving. Each match will consist of the best of 3 games. The first 2 games will be played to 21 points and the third game will be played to 15 points. Play continues until a two point advantage is reached. The team that wins two games first will be declared the winner. Teams may play a third consolation game if a winner has already been declared and time permits.

G. TIME OUTS:

Each team is allowed 1 – 60 second timeout per set. Timeouts do not carryover between sets.

H. GENDER RULE:

2 on 2 COED: There is no “courtesy” rule. The guy may serve or hit to the woman and vice versa.

6 on 6 leagues: There is no requirement for a woman to hit the ball at any time.

4 on 4 leagues: There is no requirement for a woman to hit the ball at any time.

I. SUBSTITUTIONS:

Substitutions can only be made at the service position in the rotation, i.e. the substitute becomes the server. All substituting players must be behind the end line.

If a team illegally substitutes a player (not replaced at the service position), that team will lose their serve immediately.

6 on 6 leagues: After each side out, players must rotate clockwise from the front right to back position.

4 on 4 leagues: Players are not required to rotate positions but must rotate serves.

2 on 2 leagues: Players are not required to rotate positions but must rotate serves.

J. GAMEPLAY

The ball is considered in when it touches the sand within the opposing team’s playing area, including the boundary lines.

A ball is considered out when the part of the ball which contacts the sand is completely outside the boundary line, touches any object outside the court, or touches the rope, post, net, etc., outside of the sidelines.

6 on 6 leagues: A team is entitled to a maximum of three hits in addition to blocking for returning the ball. If more are used, the team commits a 4 hit violation. Hits include unintentional hits.

4 on 4 leagues: A team is entitled to a maximum of three hits in addition to blocking for returning the ball. If more are used, the team commits a 4 hit violation. Hits include unintentional hits.

2 on 2 leagues: A team is entitled to a maximum of three (a block counts as a hit) for returning the ball. If more are used, the team commits a 4 hit violation. Hits include unintentional hits.

A player may not hit the ball two times consecutively. The ball may touch any part of the body. The ball must be hit, not caught and/or thrown. The ball may touch various parts of the body only if they are touched simultaneously.

6 on 6 leagues: When a ball is set, there is no limit on how many times the ball rotates.

4 on 4 leagues: When a ball is set, there is no limit on how many times the ball rotates.

2 on 2 leagues: When a ball is set, it should not rotate more than 2 ½ times. If it does, this is considered a violation & a point is awarded to the opposing team.

K. RULE VIOLATIONS

The following violations will result in a side out:

- 4 hit violation (see above)
- Illegal touch (catch/throw/double contact)
- Illegal substitution (see above)
- Lift Violation - Prolonged contact between a player and the ball is known as a lift. The contact should continue in one fluid motion and the ball should not come to rest at any time in that motion.

L. RULES AT THE NET:

A ball sent to the opponent’s court must travel over the net. The ball may touch the net, **including** on the service. A ball driven into the net may be recovered within the limits of the team’s 3 legal hits, except on the service. **If the ball touches the net on a service and continues over to the opponent's side, the ball is live.**

A player cannot break the plane of the net on a spike and a block. A player may go completely under the net as long as they neither touch the net nor interfere with the play. A player cannot touch the ball or an opponent in the opponent's space before or during the opponents hit.

Contact with the net is a fault, even when a player's momentum causes them to contact the net.

M. SERVICE:

When the serving team wins the rally, the player who served before, serves again. When the receiving team wins the rally, it gains the right to serve.

Receiving players cannot block a serve.

The server must not touch the end line with their foot or a fault will be called.

***6 on 6 leagues:* When the receiving team wins the rally, they rotate before actually serving. The player moves from the front right position to the back right position to serve.**

***4 on 4 leagues:* Players do not need to rotate positions, but must rotate serves.**

***2 on 2 leagues:* Players do not need to rotate positions, but must rotate serves.**

N. BLOCKING:

***6 on 6 leagues:* A block contact is not counted as a team hit, and a team is entitled to three hits to return the ball. The first hit after the block may be executed by any player, including the one who blocked the ball. Blocks are not allowed on a serve.**

***4 on 4 leagues:* A block contact is not counted as a team hit, and a team is entitled to three hits to return the ball. The first hit after the block may be executed by any player, including the one who blocked the ball. Blocks are not allowed on a serve.**

***2 on 2 leagues:* A block contact is counted as a team hit, and a team is entitled to two hits to return the ball. The first hit after the block may be executed by any player, including the one who blocked the ball. Blocks are not allowed on a serve.**

*****PLAYOFFS*****

O. SEEDING

Playoff seeding will be determined by the best overall records. In the event that 2 teams are tied with the same record, head-to-head matchups will determine higher seeding whenever possible. When head-to-head matchups cannot clearly determine a higher seed, or when 3 or more teams are tied, tiebreakers will be determined in the following order:

- 1) Head-to-head matchups (for 2 way ties when possible, described above)
- 2) Coin flip