

Spikes Beach Bar Volleyball Rules

- 1) Hand setting - Setting is judged very strictly. The hands must act together smoothly, or a “double-hit” should be called. In the Power and A leagues if the ball comes out of the hands spinning more than it went in it is automatically a “double-hit”, also in the Power league if the ball revolves or spins more than twice it is also considered an illegal set.
- 2) Tips - “Open hand” tipping is illegal. Players cannot redirect the path of the ball with their fingers. If a ball leaves the players fingers with back spin, it is an “Open hand tip”.
- 3) Setting over (only applies to the 4’s leagues) - Setting the ball across to the opponent’s court with finger action is only legal if the setter’s body position is established and the set is made directly forward from the shoulders. If a player is attempting to set a ball backwards over the net that player must be square to the net. If a ball comes out of the hands with back spin or has prolonged contact with the hands it is considered a “lift”.
- 4) Blocks - A block is an action (close to the net and above the net) that attempts to intercept a ball coming from the opponent's court. Serves may not be blocked. Blockers may penetrate the plane over the net and block only after an attack hit. A block is not considered one of your 3 hits. A player who blocks a ball may also be the next player on his team to hit.
- 5) Hard Driven Balls – A player is allowed to have a double contact with the ball on Serves and kill attempts. Sets or bumps that come over the net are not considered “Hard Driven Balls”.
- 6) Over Sets and crossing over – When an offensive player strikes a ball that is more than half a ball length on the opponent’s side of the court is considered illegal.
- 7) Under- A player may come under the net into the opponent’s side of the court as long as they do not interfere or come in contact with the opponents players.
- 8) Serves- Server is permitted one toss per service attempt in the A and Power leagues. Serves may not be attacked while still higher than the top of the net from anywhere on the court.

All league rules override USA Volleyball rules.

Participation Teams Composition and Registration

1. Four-player: Four players and four substitutes maximum, must have a minimum of two players on the court.
2. Six-player: Six players and six substitutes maximum, must have a minimum of four players on the court.

Co-ed 6’s Female Contact Rule, and Female Player Strength

1. Female contact rule: A female must make contact with the ball if it is contacted more than one time before the ball is returned over the net
2. Female player strength: A minimum ratio of 1:2 females is required at all times. (i.e. if you have four players you must have at least one female on the court, if you have five or more players you must have at least two females on the court.)

Waivers and Adding Substitutes

1. All regular players and substitutes must complete a waiver for each session of volleyball. The captain will complete a team roster listing all regular players and subs on that team.

Point, Game and Match Winner Scoring System To Win a Set

1. Scoring will be to 25 points, per set, with rally scoring. 30 point cap, win by two. Games are played rally-point from the beginning. (whoever wins the rally will get a point and the right to serve)

Match Time Limits

1. A match will have a one-hour time limit. The first 5 minutes are for warm-up, or if both teams agree they can start immediately. Your team will then have 55 minutes to complete the match after the five-minute warm-up. The match will end promptly at the end of the hour.

2. One minute breaks between sets

3. Teams are allowed two timeouts, per game, not to exceed 30 seconds in length. No time-outs in the last 2 minutes of the hour.

4. Any team not ready to play after 15 minutes after the start time will forfeit the first set, and for each additional 15 minute interval will forfeit each additional set in the match

Preparation for the Match, Structure of Play Preparation for the Match Coin Toss/Game Ball

1. Before the warm-up the referee will use a coin or a game of chance to determine which team will serve or which side of the court a team would start on. (The team on the left side of the schedule will pick.) The winner of the coin toss will decide if they want Side, Serve, or Receive. If Receive is chosen the losing team gets to choose Serve or Side. The teams will rotate service and side for the remaining games.

2. Teams will use a Spikes game ball. If both teams agree on a different ball, they may switch. We will use old games balls, during bad weather or the presence of wet ground, so that we do not damage our new game balls.

Substitutions

1. Subs must rotate in. All player rotations must occur in the same position on the court. It does not have to be for the same player. A player may sub for multiple players, as long as the rotation occurs in the same position on the court.

Rotations

1. 4's must rotate service order, players may position themselves anywhere within the court.

2. In 6's leagues, at the time the ball is contacted for service, the placement of players must conform to the service order. 6's leagues must rotate position/service order.

Determining the Champion

1. If there is a tie in total games won at the end of the season, there will be a one game play-off at the end of the night, to determine the winner. (This is to be played the same night the league finishes.)
2. The winning team will receive a cash prize (6's will win \$500, and 4's will win \$400)

Referee Calls

1. All referee calls are final.
2. Any call that a referee is unable to call will result in a replay of the rally.
3. Excessive arguing with the referee will result in removal from Spike's Beach Bar Courts. (Judgment calls are not argue-able with the referee)
4. If a ball comes into the court the rally is ended and will be replayed.

Volleyball Season Housekeeping Issues

1. All league fees must be paid in full prior to the start of week 1.
2. We will play in rain. In the case of lightening, matches will be cancelled, or delayed 20 minutes.
3. In case of bad weather, please call us, after 5:00 PM, to see if the games have been cancelled. There will be a message stating the status of play. For later matches, the best thing to do is call before you leave; to make sure the games are still being played.
4. If a night is rescheduled, in its entirety, it will be moved to the end of the season. All rainouts will be played at the end of the season.
5. There is to be no outside food or beverages brought onto the property. This includes your vehicle, parking lot, grass area and near the courts. Any person caught will be removed from the property and may be prosecuted. The team will also be asked to leave for the remainder of the season and forfeit all league fees and playing privileges.
6. If you are planning to drink, please bring your ID.
7. Practice balls are available for use. There will be a \$60.00 charge for any ball not returned. If an individual does not pay the fee for the lost ball, the team may be removed from league and forfeit league fees.
8. Schedules will be available online at
9. Captains will be emailed and/or receive a text message for any schedule changes.
10. If you have any league standing inquiries, please see bartender at Spikes Beach Bar.
11. If you are unable to make a scheduled match, please call Spikes Beach Bar so we can notify the other team. If the team does not want to reschedule, you will have to forfeit the three games. In turn, your opponent will be awarded the three wins. If your opponent is willing to reschedule, there is a \$15.00 charge, which must be paid by the team that is requesting to reschedule the game. This fee will be used to pay for the referee. Please schedule the time for makeup with the bartender in the V-Ball Shack.
12. League members receive discounted open play time

13. Please address all concerns to Jonny Runckel. All rules are in accordance with the USA Volleyball, Official Beach Volleyball Rules. You can visit their website at www.usavolleyball.org, to view and download a complete copy of the rules