

BINGEMANS BEACH VOLLEYBALL LEAGUE 2012



Competitive 4's - League Rules

1. Player Requirements

- 4 players on the court (a default occurs if there are less than 3 players).
- A minimum of 1 female must be on the court at all times.
- The opposing team may waive the minimum player requirement and have the match count as an official game. This determination must be made prior to the start of play. **This understanding must be made clear at the net and prior to the start of play by both Team Captains.**

2. Start Time

- Please arrive 15 minutes early to ensure that your games start on time.
- If a team does not meet the minimum requirements five minutes after the official match start, they will default the first game 25-0. If the minimum requirement is not met fifteen minutes after the match begins, then they will default the match. A default match is counted as a loss.
- After 3 defaults, teams will be ineligible from further competition.

3. Substitutions: Each team is allowed to have 2 subs.

4. Scoring and Standings

- You will play a maximum of 3 teams per night. Each match is 40-minutes in length, within the designated time limit teams will play best out of three games.
- Two games are played to 25 points with rally point scoring (i.e. a point is scored on every serve) and must be won by 2 points but with a 27 point cap (first to 27 points wins and does not have to win by 2)
- The third game is played to 15 points and must be won by 2 points, with a 17 point cap (first to 17 points win and does not have to win by 2)
- If time runs out, the team leading in the third game wins and if the score is tied, then one rally point will be played to determine the winner of the match.
- If at the end of the 40 minutes the two teams are tied in games won, then the team with the most total points will be declared the winner of the match. If the total points are even, then one rally point will be played to determine the winner of the match.
- One point will be awarded for each match won in the standings.
- The Team Captains are responsible for recording the score of each game in the match and fill the score sheets at Spike House. Both Team Captains must initial the scores for it to count.

5. Referees

- There are no referees, all games are self-officiated. Teams are required to call their **OWN** violations and the closest player with a clear view of the play makes the judgment on scoring and in/out decision.
- Teams are expected to be honest and keep a high level of sportsmanship at all times.
- If you feel your opponent is not being accountable, your Team Captain may politely intervene to discuss fouls called or uncalled.
- If there is a dispute, please re-serve the point.

6. Play

- A hard-driven ball is an attack-hit or blocked ball traveling at a high rate of speed. No volleying roll shots, a roll shot is ANY hit that is not a hard driven ball.
- **REACHING BEYOND THE NET:** In blocking, a blocker may touch the ball beyond the net, provided that he/she does not interfere with the opponents' play before or during the latter's attack hit. A player is permitted to pass his/her hand beyond the net after an attack hit, provided that the contact has been made within his/her own playing space. Basically, you can penetrate the plane of the net to block a spike. However; if a setter is trying to set his player, you can't reach over the net and block that set. That's interfering with their attack. If you are spiking the ball, your hand can cross the net as long as you start the contact on your own side.

BINGEMANS BEACH VOLLEYBALL LEAGUE 2012

- **No Open-Handed Tipping:** a player is not allowed to complete an attack-hit using an “open-handed tip” or directing the ball with the fingers. Players who contact the ball with one hand and are putting the ball over the net must cleanly hit with the heel or palm of the hand (a roll shot), with straight, locked fingers and locked wrist (a cobra), knurled fingers (a camel toe), or with the back of the hand (locked wrist and locked fingers/knuckles). One handed placement or redirection of the ball with the fingers (dink or open-handed tip) is a fault.
 - A player may never open-handed volley a serve nor can a player execute an open-handed volley on first contact (every time the ball crosses the net, including free balls) with the ball unless it is hard-driven (the serve is never considered a hard-driven ball regardless of its velocity)
 - Sets that drift over the net are permitted.
 - When digging a hard-driven spike it can be double-hit and momentarily lifted. Open hand digs are okay.
 - With the exception of the hard-driven spike or block, you can never double-hit the first contact.
 - No lifting or scooping the ball.
 - The blocker may play the ball off his/her own block. These two contacts are counted as one touch.
 - Maximum of 3 hits per side.
 - A ball may be volleyed over the net only if you are squared to the direction of the ball. Side-setting is allowed when attempting to set your partner.
 - It is illegal to move the court boundaries during the serving motion, even if the movement is caused by sand.
 - No replay for "joust" above the net.
 - "Continuation" exists. For example, if you touch the net after spiking a ball it is still a "net" even if the ball hit the sand before you touched the net.
 - If the ball lands on the line, it is in.
 - A player may not return a third hit with a volley over the net.
7. **Player Rotations:** Rotate new players in before your team starts a new server. You do not have to rotate your players around the court, but you must rotate your servers.
8. **Playing the Ball:** Players must play the ball off any part of their body, **including** feet.
9. **Contacting the net and Center Line**
- Players may not touch the net at any time during play (**if you touch the net, it is the other teams ball**).
 - A player may pass under the net (the imaginary centre line) without violation, as long as they do not touch anyone on the other team or interfere with the play or get in the way of the opposition. A player is then allowed to return to their own side and the play continues.
 - Please avoid doing this when possible to eliminate the possibility of injury.
10. **Serving**
- Net serves are allowed (the ball is allowed to contact the net on the serve).
 - A server may serve the ball from anywhere along the baseline.
 - A maximum of 5 serves per players. After 5 serves, the serving team rotates one position with the next player continuing the serve.
11. **Court Side Changes:** After every match, teams will switch sides. In sunny or windy conditions, where one side of the court offers an advantage, teams will change sides after every 10 points score.
12. **Playoff Eligibility:** Each player must play at least half of the regular season games, in order to be able to play in the playoffs, unless it is cleared with the Beach Volleyball Coordinator. This prohibits teams from adding “ringers” to their teams for the playoffs.
13. **Court Etiquette:** Please keep the courts safe for all players. Beach chairs and lawn chairs along the end of the courts are permitted, but please be careful of obstructing courts and creating a hazard to player’s safety. You may be required to remove your chair from courtside if asked by the Beach Volleyball Coordinator. Please children clear of the court area.
14. **No-Show Fee:** A fee of \$25.00 will be charged to the Team Captain’s credit card for every game missed. A No-Show is when the Team Captain does not contact the Beach Volleyball Coordinator minimum 3 hours (3:30pm or 5:30pm) prior to the start time of the league.
15. **Liability & Waiver of Claims:** Each player must sign a waiver before his/her first game to validate their participation with Bingemans Beach Volleyball League 2012. he submitted waivers will reflect who is on your roster list. Note: If you add a player to your team throughout the season, that player must sign a waiver before they play, even if it is only for one game.