

901Volleyball Beach Volleyball League Reminder & Rules

1. League Reminders

- 1.1. Spring league runs from March to May
- 1.2. Summer league runs from June to August
- 1.3. Fall league runs from August to October
- 1.4. Bring your own towel, chair, shade, volleyball, drinks/food, etc.

2. League Rules

- 2.1. **Age Requirement.** All league players must be at least 18 years-old.
- 2.2. **Liability.** Players agree to assume the risk of and hold harmless, release, discharge and/or otherwise indemnify 901Volleyball and its affiliated organizations, partners, and sponsors, their employees and associated personnel, including the owners of the fields and facilities utilized for the programs and activities, against any claim by or on behalf of the registrant, as a result of their participation in the programs and activities and/or being transported to or from the same.
- 2.3. **Rule Review.** Each player is responsible for reviewing the rules in advance of the start of the season. Unknown or misinterpreted rules will remain the fault of the player. Any rule not discussed below should be determined and agreed upon by all players prior to game play.
- 2.4. **Refunds.** A player/team may request a full refund until the close of registration. No refunds will be available for players/teams that are suspended from play.
- 2.5. **Prizes.** Prizes are subject to change due to the number of players/teams registered and sponsorship received.
 - 2.5.1. King of the Beach Champion (Upper Division) = \$150.00
 - 2.5.2. King of the Beach Champion (Lower Divisions) = Merchandise
 - 2.5.3. Queen of the Beach Champion (Upper Division) = \$150.00
 - 2.5.4. Queen of the Beach Champion (Lower Divisions) = Merchandise
 - 2.5.5. Coed 2v2 Buddies of the Beach Champion (Upper Division) = \$75.00
 - 2.5.6. Coed 2v2 Buddies of the Beach Champion (Lower Division) = Merchandise
 - 2.5.7. Coed 4v4 Regular Season Champion (Upper) = \$350.00
 - 2.5.8. Coed 4v4 Playoff Champion (Upper) = Merchandise
 - 2.5.9. Coed 4v4 Playoff Champion (Lower & Rec) = Merchandise
- 2.6. **Team Composition.**
 - 2.6.1. KOB = 2 males. KOB is a format in which players rotate partners until everyone has played with everyone and against everyone. The individual player with the most points is declared "King."

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- 2.6.2. QOB = 2 females. QOB is a format in which players rotate partners until everyone has played with everyone and against everyone. The individual player with the most points is declared "Queen."
- 2.6.3. BOB = 1 male, 1 female. Buddies of the Beach is a format in which individual players are randomly partnered with an opposite gendered player and rotate partners until every male has played with every female player.
- 2.6.4. Coed 4v4 = 1 male/3 females, 2 males/2 females, or 3 males/1 female. Coed 4v4 teams are allowed 2 substitutes (6-person roster max).
- 2.6.4.1. Coed 4v4 teams are allowed to play down (e.g. 2v4 or 3v4) as so long as 1 player is female.
- 2.7. **Court Dimensions & Net Height.** For KOB/QOB/BOB, the lines will be set at 26 feet 3 inches by 52 feet 6 inches. For Coed 4v4, the lines will be set at 29 feet 6 inches by 59 feet 6 inches. For QOB, the net will be set at 7 feet 4 and 1/8 inches (7' 4"). For KOB/BOB/Coed 4v4 the net will be set at 7 feet 11 and 5/8 inches (8").
- 2.8. **Level of Play.** All but the recreational 4v4 league is considered "Competitive" = Players that have a firm understanding of the rules, good ball control, consistent passing, setting, and hitting. Each league will have multiple divisions depending on the number of players signed up which will then be broken out by upper/lower or A/B/C. **For Coed 4v4, the Upper Division should consist of mostly Open/A level players, the Lower Division should consist of mostly B level players and no more than 1 Open/A level players, and the Recreational Division should have NO Open/A level players.**
- 2.9. **Upper & Lower Division Qualifying Criteria.** To ensure a quality experience, players/teams will be divided into upper and lower divisions based on previous league standings. New players/teams will be automatically placed in the lower division. The league manager reserves the right to balance divisions as appropriate.
- 2.10. **Promotion/Relegation.** At the conclusion of each league season, the highest ranked player/team of the lower division will be promoted to the upper division. Additionally, the lowest ranked player/team of the upper division will be relegated to the lower division. The league manager reserves the right to balance divisions as appropriate.
- 2.11. **Game Start.** Players are recommended to play rock/paper/scissors or flipping a coin to determine game start for all games. The winning team can select to serve, a side, or to receive. The losing team can select from the remaining choices thereafter.

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- 2.12. **Late Arrival.** Players or teams that show up late will be assessed 1-pt per minute for 15 minutes. After 15 minutes, the game is logged as a loss/forfeit.
- 2.12.1. For KOB, QOB, and BOB, late starts will result in the match being scored evenly 1-pt per minute.
- 2.13. **Scoring (Regular Season).**
- 2.13.1. KOB/QOB = Rally scoring throughout. Regular season matches will consist of 3 games. All games will be first to 21 pts. Cap of 21 pts.
- 2.13.2. BOB = Rally scoring throughout. Regular season matches will consist of 2 games. All games will be first to 21 pts. Cap of 21 pts.
- 2.13.3. Coed 4v4 = Rally scoring throughout. Regular season matches will consist of the 3 games. All games will be first to 21 pts. Cap of 21 pts.
- 2.14. **Scoring (Playoffs).**
- 2.14.1. KOB, QOB, BOB will not have playoffs.
- 2.14.1.1. Upon completion of the regular season, the player with the most points scored is declared the winner. Tie breakers are (in order of priority): (1) Head-to-head, (2) Least amount of forfeits/subs, (3) Coin flip.
- 2.14.1.2. If an uneven number of matches are played, a player's total amount of points scored will be divided by the amount of games played to determine a player's "Power Ranking." Power Ranking will determine the winner of the league. All remaining Tie Breakers will be used in order of priority.
- 2.14.2. Coed 4v4 = Rally scoring throughout. Playoff matches will consist of the best of 3 games. The first two games are first to 21 pts. Win by 2 pts. No cap. If needed, the 3rd game will be first to 15 pts. Win by 2 pts. No cap.
- 2.15. **Playoffs seeding (Coed 4v4).** Upon completion of the regular season, the number of teams that advance to playoffs will depend on how many teams have signed up. This is up to the league manager's discretion. Playoff seeding will be based on regular season Win-Loss record. Tie Breakers are (in order of priority): (1) Head-to-head, (2) Most points scored, (3) Least amount of forfeits (4) Coin flip. The league manager reserves the right to decrease or increase the amount of playoff teams as appropriate.
- 2.16. **Let serves.** Let serves are live and not a fault.
- 2.17. **Switching sides.** Teams switch sides when the sum of points scored equals 7 in 21-point games and when the sum of points scored equals 5 in 15-point games.

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- 2.18. **Blocks/Touches (2v2).** Blocks/touches DO count towards three team contacts. A blocker making contact with the ball above the net may make the first contact (2nd team contact) after the block.
- 2.19. **Block/Touches (4v4).** Blocks/touches DO NOT count towards three team contacts. A blocker making contact with the ball above the net may take the first contact (1st team contact) after the block.
- 2.20. **Redirectional blocks** are allowed. Redirectional blocks that feature the dropping back of the wrist will be deemed a catch (violation).
- 2.21. **Screening.** On an opponent's request, a player must move sideways, bend over, or squat down to prevent screening.
- 2.22. **Retrieving a ball from an opponent's side.** A ball completely crossing the net below the net or entirely outside the antennas may be recovered within the limits of the three team contacts.
- 2.23. **Setting over.** If the ball is intentionally set into the opponent's court (attack), the player must contact the ball with two hands above his/her shoulders and set it cleanly over the net and square to the direction the player is setting, never to the side.
- 2.23.1. Sets that are clean and intended for a teammate are allowed to go over the net and do not have to be square to the direction the player is setting.
- 2.24. **Timeouts.** A team may call 1 time out per game (to include player injuries). Timeouts cannot exceed 60 seconds. In the event that a timeout (to include player injuries) extends past 60 seconds, the tardy team will be penalized 1 point per minute.
- 2.25. **Inclement weather.** A weather report will be emailed to all players 2 hours before the start of play.
- 2.25.1. Play will proceed with light rain. If heavy rain occurs, play will be suspended for player safety. If lightning strikes, play will be suspended for 10 minutes for player safety. If lightning strikes while play is suspended, a new 10-minute clock will begin. Play will resume upon playable weather. Games will be abandoned and rescheduled if inclement weather exceeds the time allotted. For KOB and QOB, players will determine if play must be suspended or abandoned. For BOB and Coed 4v4, the assigned referee will determine if play must be suspended or abandoned. If a referee is not assigned, the players will determine if play must be suspended or abandoned.
- 2.26. **Forfeit (Player Injury).** Forfeited games (due to player injury during play) will be scored as played unless the forfeiting team holds the lead at the time of forfeit. In this event, the "winning team" will be given a 1-point advantage on the recorded score.

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- 2.27. **Forfeit (Player/Team Absence).** Forfeited games (due to a player/team being absent) will be scored as 21-0. Player/team absence forfeits must be communicated to haley@901volleyball.org at least 24 hours in advance of play. Players/teams with more than 1 forfeit per season will be ineligible for league playoffs and their eligibility for future league play will be subject to review.
- 2.27.1. Any forfeit that is communicated at least 24 hours in advance of play will not be met with a forfeit fee. Any forfeit less than 24 hours before the scheduled match will be met with a \$50.00 forfeit fee per match. All forfeit fees must be paid before the next scheduled match otherwise the next match will also be deemed a forfeit and be met with an additional \$50.00 forfeit fee. Please contact Haley via phone (314-288-7171) or email (haley@901volleyball.org) for instructions on how to pay your forfeit fee.
- 2.28. **No Show.** If a player/team does not attend ("no-shows") without informing 901Volleyball more than once in a given season, the player/team will be ineligible for league playoffs and their eligibility for future league play will be subject to review.
- 2.28.1. All no-show forfeits will be met with a \$50.00 forfeit fee per match. All forfeit fees must be paid before the next schedule match otherwise the next match will also be deemed a forfeit and be met with an additional \$50.00 forfeit fee. Please contact Haley via phone (314-288-7171) or email (haley@901volleyball.org) for instructions on how to pay your forfeit fee.

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2.29. Substitutions.

2.29.1. KOB/QOB/BOB. To decrease the likelihood of forfeits and unforeseen scheduling conflicts, each player may use a sub up to two (2) matches per season, unless instructed otherwise. The use of a sub in 3 or more matches disqualifies the player from receiving prizes or promotion to the upper division. It is the individual player's responsibility to coordinate a sub. Subs can be either players registered in KOB/QOB/BOB or non-registered players. **Subs should fall under the proper level of play for your division.** A different player must be used each time (meaning a player can only use a specific person as a sub once, unless the player is involved in a back-to-back match). A player that uses the same sub more than once will be disqualified from receiving prizes. KOB subs must be male. QOB subs must be female. BOB subs must be the same gender.

2.29.2. Coed 4v4. Each team may have up to six (6) players on their roster. During play, teams may sub their players at any "dead ball." Teams can add/change their roster until the playoffs. If a person was used as a sub BEFORE being officially submitted to their roster, that will still count as a sub. Teams must have at least 2 members of their roster on the court at all times. Subs can be used for only up to 3 matches max. **Subs should fall under the proper level of play for your division (see 2.8).** Please email haley@901volleyball.org to submit your rosters for playoffs.

2.30. **Referee.** Referees will be provided for as many Coed 4v4 matches as possible. If a referee is not provided, all players will be required to referee their own games. All disagreements should be settled by replay. A replay will not be granted for someone who does not know the rules.

2.31. **Faults.** Players are expected to call their own team's faults (lifts, carries, etc.). In the event of a double-fault, the point will be replayed.

2.32. **Double Hit** is a violation that occurs when a player uses two parts of his/her body on the 2nd or 3rd team contact or when the player makes 2 actions causing 2 hits on the 1st team contact. The ball may contact various parts of the body on the 1st team contact (serve or attack), provided that the contacts take place simultaneously.

2.33. **Open Hand Receiving.** Receiving a ball coming over the net with an open-handed dig or overhead open hand set is legal only when 1) in defensive action of a hard driven ball or 2) at the first hit of the team as so long as the contact comes out cleanly and the contacts occur during one action.

2.34. **Overhead passing** (overlapped hands) is legal when the ball is not momentarily held or the player does not make double contact.

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- 2.35. **Hand Setting.** Handsets must come off “cleanly.” A double contact will be called if a player hits the ball twice in succession or the ball contacts various parts of their body.
- 2.36. **Serves.** Players must begin and end their serve from the sand.
- 2.37. **Attacking the Serve** is a violation that occurs when teams first contact is above the net. If a player is standing at the net and raises their arms to make 1st contact after the serve but the contact is not above the net, then it is not attacking the serve.
- 2.38. **Throw** is a violation that occurs when the player attempts to strike the ball over-head but momentarily holds the ball. The ball should “pop.” A spike that appears to look like a basketball “dunk” is a throw and a violation.
- 2.39. **Tipping** is a violation that occurs when the player is attacking and using just fingertip action. When the fingertips are rigid (like the cobra technique) then the player is not called for a tipping violation. Players are recommended to use knuckles to avoid a tipping violation.
- 2.40. **Lift or Carry** is a violation that occurs when the player attempts to bump the ball underhand with the palm or open hand but momentarily holds the ball. The ball should “pop.” The player may make contact with an open hand as long as the ball is not momentarily held or “pops.” Players are recommended to make a closed fist to avoid a lift or carry violation.
- 2.41. **Net Violations** occur when a player makes contact with any part of the net or structure (e.g. antennas or poles).
- 2.42. **Through or Under-The-Net** occur when a player crosses the plane through or under-the-net and interfere with the ability of the opponent to make a play on the ball. Players can fully enter opponent’s court as long as does not interfere with play. The blocker is not able to touch net or the attacker if the blocker makes contact with the ball. If the attacker and blocker make simultaneous contact under the net (but on the plane), it is not a violation.
- 2.43. **Over-The-Net** occurs offensively and defensively. When a defensive player reaches over the plane, in the opponent's space, and makes contact with the ball before the attack hit the defensive player will be called for over-the-net violation. When there is an overpass on the 1st contact that is approaching the net, the blocker may penetrate and block the 2nd contact but not before the 2nd contact is made because all actions (whether it be the 2nd contact or 3rd contact) which direct the ball towards the opponent are considered as attack hits so the 2nd contact could be considered an attack hit.
- 2.44. **Antennas** if touched by the ball or when the ball crosses over the point or outside of where the antenna is fixed to the net will be deemed out of play. When antennas are not used, the dowels act as the antennas.

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- 2.45. **Reporting Scores.** At the conclusion of each match, please enter the scores into VolleyballLife.com
- 2.46. **Final Authority.** The referee(s) (if provided) and/or league organizer has the final authority to resolve any disputes, make any rulings, interpret rules as s/he sees fit.