

LEAGUE RULES
VOLLEYFREAK SUMMER SAND VOLLEYBALL AT STO-KENT FAMILY ENTERTAINMENT

League fees

1. All volleyball fees must be paid by the first day of the league.

Waiver and Medical Release

2. All participants must submit a signed Waiver and Release of Liability and Participant Medical Release prior to participating in any league event.

Team Roster

1. Team roster may consist of no more than 6 players for Triples and 8 players for Quads.
2. * Rosters must be turned in by the first game of the first week of play.
* All players MUST be listed on the team roster in order to participate.
* This list should also include your team subs..
* A player must play at least 3 times during the regular season to be able to play in the playoffs.
4. A player may be on only one team roster per league. There are no "league" subs.
5. No roster changes / additions will be accepted after the third week of league play unless approved by the league director. Emergencies will be handled on an individual basis.

Matches

1. All matches will start promptly as scheduled. If a team is not present after 35 minutes from the scheduled starting time, a forfeit will be declared.
2. Warm ups must be concluded 5 minutes after the beginning of the scheduled hour. Both teams may be on the net at the same time.
3. Teams who are late to the match:
* A team who is late, but ready to play by 10 min. past the hour, starts the first game down 5 points.
* If the team is late by 15 minutes, they forfeit the first game.
* If the team is late by 25 minutes, they forfeit the second game.
* If the team is late by 35 minutes, they forfeit all three games.
4. Referees will keep the "official" time.
5. Matches will be played in most weather conditions, unless lightning occurs. The referee may delay the match, if necessary, until weather conditions have improved. If a referee cancels a match due to weather, make-ups will be scheduled.
6. The serve/side decision is made before the first game of the match. The first team listed on the schedule (the visiting team) will be given the chance to "call" heads/tails, odd/even etc. This will also be true in the third game of the match.
7. When a team chooses the "serve" option (or is given that option), it includes the right to serve or to give the serve to the other team.
8. A match will be a maximum of 55 minutes, and consists of two games up to 25 points rally scoring, (winning by 2 points with a cap of 30) and a third game up to 15 points rally scoring (winning by 2 points with a cap of 20). If time runs out during a game, the team with the most points wins the game in progress (2 point rule will not apply here). If time runs out before a third game is started, it will not be played and will not count in the results. A game may end in a tie.
9. Results will be recorded as "games" won / lost, not "matches" won / lost (ex. - after one match, your record may be 3-0). End-of-league playoff positions will be determined by your league record.

League Play

1. Official United States Volleyball Outdoor Rules will guide the leagues, except where differences are noted in these rules.
2. TRIPLES must have a minimum of 2 players (rostered) on the court at all times. QUADS must have a minimum of 3 players (rostered) on the court at all times. If not, a forfeit will result. There are no court positions, but players must follow serve rotation.
3. There will be no switching sides during a game.
4. There is one time-out per team per game. (30 seconds)
5. If a player is late, and the team has fewer than the normal number of players on the court, he / she may enter the vacant position on the court. A time-out will be called and charged to the team at that point. If the team has already used its time out for that game, a point or side-out may be awarded to the other team.
6. All other substitutions must be made at the service position.
7. Wait for the signal from the referee before serving. Failure to do so:
 - * Warning for the first offense;
 - * Second offense will be a penalty side out.
8. Serve may be from anywhere behind the baseline and the server may step one foot over the line at contact.
9. The serve may not be blocked or attacked
10. Carries and throws will be called by the referee. All hits must be instantaneous.
11. "Dinking" with an open hand and "Hand Sets Over" will not be allowed.
12. Players may partially or completely cross the center line below the net or outside the poles, either before, during or after a legal play of the ball provided this does not interfere with the opponent's play. If a player crosses the center line and interferes with an opponent during the continuation of a play, it is a fault, regardless of the opponent's ability to play the ball.
 - *Within the limits of the three hits and if the ball has not been contacted by the opponents, a player may recover a ball that has crossed below the net or outside the poles. The recovered ball must be played back to a teammate through that same space (either under the net or outside the poles).
13. The ball will be considered "out of bounds" as soon as it touches any boundary lines, net boundary, net poles or the referee stand.
14. Replays may be called by the referee whenever necessary. Rule interpretation may be requested by captains only. Judgment calls by the referee are not subject to appeal. Arguing with the referee is grounds for warning / ejection.

Conduct

1. Due to the "family" activities in the court area, profanity will not be tolerated by the management.
2. All players, coaches and team supporters are expected to act in a sportsman-like manner. Anyone who does not will be asked to leave the match and / or playing area. When this occurs, the guilty team will be penalized by loss of serve or point awarded to the other team. If behavior is flagrant, forfeiture of game and / or match will result. There is no appeal for any ejection or forfeit. Unsportsman-like conduct includes physical behavior, threats, verbal abuse and profanity.