

# 2021 4v4 Sand Volleyball Local Rules

**(361) 485-3200**

The City of Victoria Parks & Recreation Department reserves the right to change and implement new rules at any time. Victoria Parks and Recreation is committed to provide the best program possible to ensure the best environment for the players, coaches, and their respective families. **In case of inclement weather, it will be the manager's responsibility to verify game status. Game status can be verified by phone/email after 3pm on game day and cancellations will be posted on quickscores.com and The Victoria Parks and Recreation Facebook page.**

*The League will be played using USA 2019 4on4 Volleyball rules with the exceptions listed in our local rules below.*

## LOCAL PLAYING RULES (ONLY)

**Prior to Game Start: GAMES WILL BE PLAYED AT THE SAND VOLLEYBALL COURTS LOCATED IN RIVERSIDE PARK.**

- Co-ed leagues must have at least 1 female in the line-up to begin a match.
- Must have at least 3 players to not forfeit the match.
- Scheduled game time is forfeit time. NO EXCEPTIONS.
- If a match ends early and both teams for the next match are present, the match will begin before the originally scheduled time.
- A coin flip will occur with the scheduled home team making the call. The winner of the coin toss elects either to begin the first set of the match serving or receiving the first ball.
- The losing team takes the remaining alternative. The team that received service the beginning of the 1<sup>st</sup> game will serve to begin the 2<sup>nd</sup> game. At the beginning of the 3<sup>rd</sup> and final game, a coin flip will occur again to determine the above choices.
- Game clock will begin immediately following the end of the manager's meeting.
- The scorekeeper's decision is final. A team manager may ask the scorekeeper only for clarification on a call.
- A protest made on the match's score must be made prior to the conclusion of the game. Once the game has been called, the score can no longer be protested.
- All teams will act in a respectful manner towards all scorekeepers, team members, and other teams' players. Unsportsmanlike conduct will not be tolerated.
- An official game ball (Wilson Quicksand) will be provided for each court. All players are permitted to bring their own ball to use during warm-up.

### ***Length of Games:***

- A match will consist of best of 3 games.
- The winner of each division will be determined by number of matches won.
- Matches will be 45 minutes max.

### ***Game Play:***

- All games will be played to 25 points with a cap of 30, except for the 3<sup>rd</sup> game played to 15 with a cap of 20 if needed. Must win by 2 points.
- If time limit has been reached during the 2<sup>nd</sup> match and the losing team wins that match to tie it at 1-1, the 3<sup>rd</sup> match will be straight up to 10 points



- Each match will be played by rally scoring rules. In rally scoring, a point is scored every time there is a side out whether you are serving or receiving.
- 1 female player must be on the court at all times. (Coed)
- Players may be located anywhere on the court, but rotation must remain in order.
- The Ghost Rule will be put into effect for teams playing with less than 4 players.
- The ghost is a position in the rotation where a player is not present. A ghost may be placed anywhere in the rotation. When the ghost rotates into the serving position, a side out will occur and the serve will go to the opposing team.
- All forfeited games will be scored 25-0.
- Catches, throws, and tips are illegal ways to play the ball.
- Any ball hitting any part of the boundary line is considered in bounds.
- If the location of the ball's landing cannot be determined, the point will result in a replay.
- Players are allowed to pursue a ball anywhere on the playing sand. (Playing sand ends where 2<sup>nd</sup> court begins)
- No more than 3 hits per side per exchange, excluding attempted blocks.
- The only time a double contact is allowed is off a hard-driven ball from the opposing team.
- 2 players may simultaneously contact the ball, this is considered 2 hits (not including blocking)
- While blocking, a player may not interfere with the opponent's play on the ball. (A player's hands/arms may cross the top of the net, but the opposing player must have the opportunity to perform an attack on the ball before this can occur.
- When 2 opponents touch the ball at the same time over the net and the ball remains in play, the team receiving the ball is entitled to 3 touches on the ball.

**Time Outs:**

- Each team is allowed two 1 minute time-outs per match.

**Serving:**

- You may not step on the line while serving.
- Both underhand and overhand serving styles are permitted.
- A serve that hits the net and still goes over and lands in bounds is considered a legal serve.
- Each player will be allowed one re-toss during each serving attempt. If the ball is not contacted on the second attempt the opposing team will receive a point and the serve.
- Blocking serves is illegal.

**Substitutions:**

- Substitutions, if any, can only occur during change of possession and rotation for any position on the court, before the ball is put back into play, before the beginning of the next game, or after a time out is called.

**Uniforms:**

- Players may play with or without shoes (no cleats or spikes).

**Protest:**

- Any protest made on a player's eligibility must be made prior to the player in question first appearance on the playing court. In the event of a protest the game will be stopped until either the Sports Facility Attendant or Recreation Coordinator can make it to the court and make a decision on whether the player(s) in question would be able to continue in the game.
- If no protest is made before play resumes, after the player in question steps on the playing court, the game will continue as such and no further protest will be made.



### **Rosters:**

- Girls 13-18 and have not graduated high school are allowed to participate in the high school girl's division.
- 8 players max per team.
- **Rosters MUST be turned in prior to the 1<sup>st</sup> scheduled game of the season. If a roster is not submitted on time then that team will receive a forfeit for each game that their roster is not turned in. Any player added after the roster is turned in must provide an I.D. and sign the roster with either the onsite Facility Attendant or the Recreation Coordinator present before being considered a legal player.**
- **No players may be added to the rosters after the roster cutoff date. That date will be determined once the league schedule is made. Roster spaces are limited to 8 players.**
- A player is considered to be locked on a roster once a roster has been submitted. Players are locked on that roster until the end of the season and may not strike their name to join another team's roster in the same league. You may add players to your roster provided they are not currently on another roster in the same league.

### **GENERAL INFORMATION:**

- A team that forfeits 2 or more game nights during the regular season will be deemed ineligible for the playoffs.
- A team that forfeits 3 consecutive games will be dropped from the league without refund.
- **ZERO TOLERANCE** on profanity.

