



## 6-ON-6 SAND VOLLEYBALL RULES

(Adapted from United States Volleyball, Official Rules)

The following rules will be enforced in the league. There will be one official per match to make in/out, net violation, and illegal contact calls. No linesmen are being used and if a call cannot be made or agreed upon, the point will be replayed. USVBA rules will be used, including and altered by the following:

### A. GENERAL RULES

1. A team must have four eligible players to begin and finish a game, **and both genders must be represented. The male/female hit rule is still in effect.**
  - a. These are the only allowable combinations:
    - i. If playing with four players: 2M-2F; 1M-3F; 3M-1F
    - ii. If playing with five players: 2M-3F; 3M-2F
    - iii. If playing with six or more players: 3M-3F; **2M-4F; 4M-2F**
      1. **If another male or female comes, the current game must be finished with the 4f-2m or 2f-4m rotation. The next game in the match will then be a 3f-3m rotation.**
        - a. Proper 4-2 rotation (flip for 4M-2F):

F	F	M
M	F	F
  - b. Players must alternate male/female and must stay in rotation. Substitutions are allowed.
  - c. Teams playing short may play one of the above combinations of players and must notify the official. There is no "ghost" rule for sand volleyball.
  - d. If at least four players (from the allowable combinations above) are not present within **five** minutes after the scheduled time of the match, the team will forfeit game number one. If a team has less than four eligible players after **ten** minutes of match time, all games for that match will be forfeited.
2. A single game is 21 points with rally scoring; a winner must lead by two or be the first team to reach the 23 point cap. (You do not need to win by two if the game is decided by the 23 point cap.)
3. Teams will be scheduled to play three-game matches. A 45 minute time limit will be in effect for each match.
4. For every game played, teams will get two team points for a win, one point for a loss, and zero points for a forfeit.
5. When the ball is played more than ONCE by a team, at least one of the contacts shall be made by a female player. Contact during blocking shall not constitute playing the ball. There is no requirement for a male player to contact the ball.
6. Basic Misconduct Procedure:
  - a. Warn manager.
  - b. Award one (1) point or side-out.
  - c. Ejection of the player.
  - d. Forfeiture of game.
  - e. Forfeiture of match.
    - i. The above procedure may be circumvented if the situation warrants stronger action.

7. There is no tobacco allowed on the premises (including smokeless). Beer, soft drinks, food items are allowed, but please keep them off of the volleyball courts. Dispose of trash before leaving park.
8. Absolutely no contact with the net will be permitted. A player may follow through over the net and block over the net as long as they do not touch the net and land in their own court. There is no center line. **Fault will be called only if a player impedes a defensive or offensive play from the other team by crossing what would be the center line.**
9. At the beginning of each match, the two team captains must fill out the scoresheet and toss a coin or pick odd/even to determine which team will serve and which will receive. Teams will change court sides for each game.
10. Contact with the ball, whether digging, setting or spiking, must be instantaneous or will be called a carry. A contact may be made with any part of the body.
11. An overhead hit must be an instantaneous contact.
12. No timeouts will be allowed unless someone is injured.
13. Simultaneous fouls by opposing players will offset and the point will be replayed.
14. The defensive team may not block or spike a serve. Teams may set a serve but contact must be instantaneous.
15. It is legal to double-hit any first-team contact
16. A served ball that contacts the net and goes over will be considered a legal serve.
17. The offensive team must always have the opportunity to play their three hits. A set may not be blocked over the net (*unless it is directed over the net*), but if any portion of the ball breaks the plane of the net, either team may hit it.
18. Teams that win their division will be moved up one division next session.
19. Children attending matches should remain outside the playing/sand area.
20. If the server releases the ball for service (after the whistle/signal for serve) and does not complete the serve, the team will be penalized with a side out.

#### **A. AWARDS**

1. League and tournament champions (**if applicable**) will receive t-shirts.
2. Ties for league champion will be broken first by prior head-to-head competition followed by head to head point differential. Champions will then be determined by overall point differential, and lastly by coin-flip.