

DRS CO-ED BEACH VOLLEYBALL LEAGUE

- ✓ You have to have **one female** on the court at all times.
- ✓ \$120/team or \$30/individual – must be paid before first game
- ✓ You can sign up as a single and we will try to put you on a team
- ✓ Games will be Tuesday evenings, games will be held from 6:30 – 9:00 p.m.
- ✓ League will run from June 6th to August 22nd

COMPLETE LIST OF RULES:

- ✓ HAVE FUN!
- ✓ Play with control and be conscious of your surroundings
- ✓ Have your Captain talk to the other team's Captain if there is a dispute. It's less likely that it gets more heated if only two people discuss a disputed call or play. Together, members can make a fun and safe playing environment.
- ✓ It is the responsibility of both team captains/co-captains to submit their scores to the appointed.

LAYOUT OF THE GAME:

- ✓ Please arrive 15 minutes early to ensure that your games start on time.
- ✓ Matches are 45 minutes in length, and are three RALLY POINT games to 25 points.
- ✓ The cap is also at 25 points. Therefore, if the score is tied 24-24, the next point wins (first team to 25 points). If a match concludes early, the teams can continue to play, but the score of the fourth game will not be recorded. Please agree on one person to act as timekeeper.
- ✓ Teams are made-up of four (4) players. Two (2) players of each gender is preferred however, a minimum of one (1) female and three (3) males on the court is required or vice versa.
- ✓ If time only permits, 2 games to be played and each team has won a game the match will be recorded as a tie with each team receiving one point each
- ✓ If the match ends ("time" is called) before the third game is completed, the team leading the third game will win the match. (A total of 5 points must be played for the third game to count). If "time" is called and the third game is tied, one more serve will be played to determine a winner. If the match ends ("time" is called) before the third game is completed, the team leading the third game will win the match. (A total of 5 points must be played for the third game to count). If "time" is called and the third game is tied, one more serve will be played to determine a winner.
- ✓ Teams may 'rock, paper, scissors' or use any other suitable means to determine who gets first serve. First service alternates between teams for the start of each game. For example, if Team 1 serves first in game one, Team 2 would serve first in game 2. If a third game was played, Team 1 would again get first serve. Teams may waive their first serve privilege to the opponent if they choose to do so.
- ✓ If a serve touches the net on the way over, the ball is in play.
- ✓ A player can set a serve, but cannot block a serve. The ball must come into play.
- ✓ A player cannot make contact with the net at any time. If they do, a foul will be called and the opposing team will be awarded a point.
- ✓ A server may serve the ball from anywhere along the baseline.
- ✓ Players are to call balls in or out of bounds. If there is a dispute, resume play by re-serving the ball with no point awarded.

- ✓ Players are to call their own fouls. If an obvious foul is missed, a player on the opposing team may politely point this out, assuming that their opponent either does not know the rule or missed their own foul. Generally, teams should NOT call fouls against their opponents. Obvious fouls are carries, double hits, touching the net, going under the net and contacting another player, etc.
- ✓ A player may pass under the net as long as it does not interfere with the play. In other words, a blocker or spiker may land under the net/cross the line, as long as it happens without stopping the play or hindering the opposition. Please avoid doing this where possible to eliminate the possibility of injury.
- ✓ A double hit on the first bump after a serve is allowed (eg. The serve hits the defender's arms and then chest). A double-hit is also permitted on a hard-driven spike/hit. Please note that a ball that ROLLS along a player's body is illegal.
- ✓ Players may contact the ball with any part of the body, including areas below the waist.

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.

SPIKING:

If you are going to be spiking the ball you must use discretion: in where you hit the ball, in whose direction and with what force. It is common sense and common courtesy not to cream a ball at an inexperienced player who you know cannot return it. We do not want players spiking the ball in an unsafe manner. If you have the skill level that allows you to spike the ball hard please abide by the following guidelines: if you have the skill level to spike hard you MUST be able to control where you are putting the ball - so keep it away from players who are inexperienced. If you smash a couple of really hard hits and they are unreturned/untouched by the other team....take a little off; practice tipping and off-speed hits amongst the hard ones, give the other team a chance to continue a rally. If teams are finding their opponent to be hitting too hard or feel the opponent is playing in a reckless or dangerous manner, please have your captain talk to the other captain to come up with a resolution or come see the on-site convener to help out.

SERVING:

One server may only serve the ball 5 times consecutively. If the team still retains service after 5 points scored by this one server, the team must rotate to a new server but will retain the serve. Teams may call a one (1) minute time-out per match if needed except during the final 10 minutes of play.

DISCREPANCIES:

All games are self-refereed. Any disputes will be discussed amongst the two team captains. Please play honestly and call your own infractions (lift, net, etc). If a dispute cannot be settled the point should be re-served. If you still have a situation where both teams cannot resolve an issue or both are unclear of a certain rule, feel free to call over the on-site convener to step in to help out.

ROSTERS:

- ✓ For 4's, a full roster consists of four players, we encourage you to play with two males and two females at all times, however you may still play four players on the court with one being the opposite gender.
- ✓ A team can play with a minimum 3 players to avoid default but have to have at least 1 player of each gender playing. This way you don't have to default your game but you are penalized for not having the required ratio of players to play
- ✓ Zero females or zero males will be recorded as an automatic default but you can still continue to play for fun! (The opposing team can waive the default of minimum players at their discretion provided it is prior to the start of the game.)

SUBS:

- ✓ Defaults should be prevented whenever possible. Teams pay to PLAY
- ✓ A team may bring in subs that are not listed on the roster.
- ✓ You may only borrow players from the previous games to prevent your team from defaulting.
- ✓ If you recruit a sub, it is your responsibility to ensure they are ready to play, know the rules of the game and have signed the waiver.

DEFAULTS:

- ✓ A default for the game of a match will occur if any team cannot field a squad 10 minutes after the official start time.
- ✓ All teams are to be ready to play at the time listed on the schedule
- ✓ Minimum player requirements (to avoid a default): playing 4s a minimum roster must be 3 players one must be of the opposite gender.
- ✓ Defaults recorded as a 3-0 loss
- ✓ If a team defaults more than three times, DRS has the right to eliminate the team from the league without refund

WEATHER:

- ✓ Everyone should show up to the game even if it may rain or thunder. Weather can change in an instant. We play rain or shine so be prepared to play in poor weather conditions at times.
- ✓ If there is thunder and lightning before the game, wait for up to 20 minutes to see if it clears. If it still hasn't then the game will be cancelled and each team will receive half points for a tie.
- ✓ If thunder and lightning occurs during the course of the game, the game is cancelled.
- ✓ As long as a score of 5 or more has been reached by one of the teams when the game is cancelled whoever was in the lead will be declared the winner of the game. If a score of 5 has not been reached, the game will not count and no points will be given. (However, if both team captains agree that the game should be listed as a tie if the match gets cancelled at any point during the game, that's what will be recorded)

