

**CITY OF ADRIAN
PARKS & RECREATION DEPARTMENT
100 E. Church St., Adrian, MI 49221
517-264-4872**

SAND VOLLEYBALL RULES

I. MANAGEMENT

The general management of the league shall be vested in the City of Adrian Parks and Recreation Department. The League Director of said department shall have the administrative responsibility for the conduct of the league.

II. TEAMS AND PLAYERS

A. A team must have three (3) players to start or continue a match. If a team falls below three (3) players for any reason (including injury), the match is declared a forfeit.

B. For co-ed teams starting with three (3) players, the team must consist of two (2) females and one (1) male.

C. A team may play with three (3) females and one (1) male in the co-ed league.

D. All players must have completed high school or be at least eighteen (18) years of age. Players may be 17 if they have completed high school. (This rule is in place for summer leagues only.)

E. All teams must submit a roster prior to the start of the season. Players may be added to the roster by calling the Adrian Parks & Recreation Department office during regular office hours (8:00 AM – 4:30 PM) prior to the game. Teams that play on Sunday may add players to their roster at the park on Sunday prior to participation. To be eligible, a player must be on that team's roster. If it is discovered within three business days that a player is not on the roster, the game will be forfeited.

F. A player can play on only ONE co-ed and ONE women's team in the sand volleyball program.

G. If a player transfers to a different team, he/she must sit out the new team's first TWO games after the transfer date. (No waiting period if the player did not play for the initial team.)

H. If a team drops or is dropped from the league, there will be no refund of any portion of the entry fee.

I. Substituting (Team must declare method prior to match – if not specified, they must rotate):

1. Rotate in at the serving position on a change of possession

2. Utilize the 3/12 substitution rules:

a. A player can enter the game 3 different times (starting the game counts as one entry). Player must always return to same position in service rotation.

b. Any number of players can enter one position.

c. Team is allowed 12 substitutions (during dead ball only).

d. Upon re-entering, a player must assume original position within the serving order.

L. Players arriving late:

1. If rotating, a player arriving late MUST enter at the service position following the last player in the service order.

2. Player must be entered before beginning the second service round or will be ineligible for that game.

M. In case of injury:

1. If all team members have played, but not in the injured player's position, any substitute, otherwise legal, may re-enter into the vacant position, but the injured player shall not re-enter that game.

2. If replaced by a substitute who had not previously entered the game at another position, the injured player may re-enter.

N. Unsportsmanlike conduct:

1. Directing offensive remarks at teammates, opponents, or game officials is unsportsmanlike conduct.

2. A player ejected from a game must sit out the remainder of the match.

3. A player ejected from the match is also ineligible for the team's next match.

III. OFFICIALS

A. There are no referees in this league. All players are expected to make "honor" calls.

B. The site supervisor is not an official.

C. Teams must report their match scores to the site supervisor immediately following the match.

IV. SERVE

A. Team listed first on the schedule serves game #1. Thereafter, the previous game loser serves.

- B. The receiving team, upon earning their first side-out in a game, must rotate prior to their first service.
- C. Stepping on the service end line while serving results in a loss of serve.
- D. Serve may be from anywhere behind the end line between the sidelines extended.
- E. A server is only allowed one toss on a serve. No re-serves are allowed.**
- F. Net serves are legal. The ball may touch the net while crossing it.**
- G. All players except the server shall be within the team's playing area.
- H. Out of serving order:
 1. By serving team: Side-out shall be awarded as soon as improper order is discovered and verified. Any points known to have been made during this term of service shall be cancelled.
 2. By receiving team: Points scored are not lost.
 3. In either case, proper order is re-established immediately. NOTE: If improper order is not discovered until after service has alternated and the first serve hit, there is no loss of points. Re-establish proper order and continue.
- I. Players on the serving team shall not wave their hands, jump, form groups, or in any way intentionally screen or obstruct their opponent's view of the server.
- J. Blocking or attacking a serve is not permitted.**

V. DURING PLAY

- A. Setting the ball over the net is not allowed.**
- B. Open handed tips are not allowed.**
- C. Players must maintain a service order, but otherwise may play any position on the court at any time.**
- D. In the co-ed league, if a ball is hit more than once per side, a female player does NOT have to make a hit.
- E. A block is not a hit. Following a block, a team still has three (3) hits. The player making the block may play it up again, counting as the team's first hit.
- F. Adjacent Court Rule:
 1. A player cannot play a ball that has penetrated another court.
 2. A player cannot follow through onto another court after making a hit.
- G. Ball from adjacent court: When a ball enters from another court, stop play. Re-play that point.

VI. MISCELLANEOUS

- A. Game equipment is expensive and is not to be abused. Teams will use game balls provided by the league unless both agree on a different ball.
- B. Teams will be allowed five (5) minutes for warm-up prior to each match. The match may be started with less than five (5) minutes of warm-up if both teams are ready to play.
- C. Each team is allowed two (2) time-outs per game.
- D. Match time is forfeit time for game #1. If a team does not have enough players after ten (10) minutes, game #2 and the match will be forfeited.**
- E. Unless otherwise stated, all matches are best 2 of 3 games. Rally scoring will be used for all games. The first two games will be to 25 points (win by 2), with a cap of 27 points. Revert to standard scoring when one team reaches 23 points. The third game (if necessary) will be to 15 points (win by 2), with a cap of 17 points. Revert to standard scoring when one team reaches 13 points.**
- F. After a forfeited match, a fee of \$25 (\$40 for two matches in one day) MUST be paid prior to the team's next week matches, or that match will be forfeited as well.
- G. If a game has been postponed, and a team does not receive re-scheduling information within three (3) days, it is the responsibility of the team to contact the league office.
- H. A non-resident team consists of two (2) or more players residing outside the Adrian City Limits.

WITH ANY PRECEDING MODIFICATIONS, U.S.V.B.A. RULES SHALL GOVERN PLAY.

Rules in BOLD print are points of emphasis.