

Volleyball Rules

A. Net Play

1. You may go completely under the net into your opponent's court as long as there is no interference with the opponent.
2. The ball must cross the net anywhere between, but not over, the poles. Net antennas are not used.
3. The ball can contact the net when being served.
4. The ball can be played back to one's side of the net if it has crossed past the imaginary extension of the net on the sides of the court or under the net as long as a team has one or more contacts left.

B. Playing the Ball

1. Soft dink (open hand, finger tip) is not allowed. Ball must be cleanly hit or "pop" off the hand.
2. You can never double-hit the first contact. If you receive the serve open handed (the serve is never considered a hard-driven spike regardless of its velocity), expect it to be called illegal. The tradition of the beach game does not allow a double hit or finger action on the first contact as does the indoor game.
3. The ball can be played with all parts of the body.
4. When using a setting motion to send the ball into the opponent's court it must be released in the direction in which the shoulders of the player are facing either front or back.
- 5. Recently changed, beach rules now require the server to clearly release or toss the ball before contacting the ball for serve.**
6. A player may only have one toss per serve attempt.
7. It is illegal to move the court boundaries during the serving motion, even if the movement is caused by sand.
8. No replay for "joust" above the net.
9. "Continuation" still exists in the beach game, meaning that, for example, if you touch the net after spiking ball it is still a "net" even if the spike hit the sand before you touched the net.
10. **NO PROTESTS ARE ALLOWED!** Teams enter the league with this understanding. All issues will be addressed immediately.

C. Protocol

1. Games will begin at 6:00pm and 7:00 pm. **GAME TIME IS FORFET TIME**

2. A coin toss will take place before the start of the game. The winner of the coin toss will determine which side of the net they want or take the serve first.
3. One official will be used per match. The official will keep score. It is your team's responsibility to ensure the score is correct before the serve.
4. Teams must have at least 2 players (1 female if Coed) to start a game. Late players may enter in the open position until the serving rotation has been completed.
5. A match will be 3 games to the score of 15, winning by 2 points. No cap, the official will announce "rally scoring" in effect after 45 minutes. There will be a 17-point cap on rally scoring. Teams will be allowed one time out per game. Time outs will be limited to a one (1) minute.
6. In game 3 switch sides with opponent every 8 points in a game to 15. This is to equalize the advantage of sun, wind, etc.
7. Each team will play a 10game schedule, plus a minimum of 2 tournament games. (Weather permitting)
8. Season ending Tournament will be double elimination. Match will be best 2 out of 3 games with Rally Scoring in the 3rd game, if needed. Players must be on the roster and have played at least 3 regular season matches to play in tournament.
9. **COED ONLY:** You may play with 3 females and 1 male, but can never have more males than females.