



Cleveland Metroparks Sand Volleyball Rules of Play



Format

6 player teams (at least 2 females + 2 males)

- May play with 5 players (at least 2 females + 2 males)
- May play with a minimum of 4 players (at least 1 female + 1 male)

4 player teams (at least 1 female + 1 male)

- May play with a minimum of 3 players (at least 1 female + 1 male)

2 player teams (at least 1 female)

Regular Season

- 1 Match per Week, 3-Game Match (Play all 3)
- Rally Scoring, Win by 2 (To: 21, 21, 21) (Cap: 25, 25, 25)
- Maintain Rate of Play

Playoffs

- Single-Elimination Tournament, seeding based on regular season performance.
- Best of 3 game series, Win by 2 (To: 21, 21, 15) (Cap: 25, 25, 19)
- Higher Seed Choose: Side or Serve

Self-Officiated

- All discrepancies in the game must be handled by the teams. A manager will be on-site to interpret any rules, if necessary. Discrepancies that cannot be settled will result in a replay of the point.

Equipment

Game Volleyballs Provided. May use own ball if agreed upon with the opposing team captain. Please bring your own ball to warm up with.

Sport Specific Rules

Starting the Game

- A coin flip, or rock-paper-scissors, will start each game. Winner will choose to serve, or choose their side of the court. Teams will switch sides of the court in-between each game.

Game Play (All Rules come from the USA Volleyball Rule Book)

Serving

- Players must rotate the server position
 - 2s – Players may remain in locked positions, or rotate freely.
 - 4s – Players may remain in locked positions, or rotate freely.
 - 6s – Players must rotate clockwise when starting a new server



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- Service may be made anywhere behind the end line.
- The server should call the score with each service.
- Rotational Fault: Point to opposing team if you have been found to have served out of order.
- Attacking the Serve: A player is disallowed to complete an attack hit on the opponent's service, if at the moment of the hit, the ball is entirely higher than the top of the net.

Playing the Ball

- Each team is allowed 3 contacts. Any additional contact is considered a fault. A LEGAL BLOCK is not considered a single contact.
- The ball may contact any part of the body to remain in play. (Kick balls = Legal)
- Scooping, lifting, pushing, or allowing the ball to roll on the body will be considered a held ball and illegal.
- The ball must travel over the net, and between the antennae to be legal.
- Sets that drift over the net are legal.
- Ball "IN": The ball will be declared "in" if any part of the ball contacts the sand, including the boundary.
- Ball "OUT": The ball will be declared "out" when all parts of the ball contact completely outside the boundary.
- Blocking: Any attempt to deflect the ball while in the front zone, with any body part above the net, is considered a block.
- Illegal Back Row Attack: It is illegal for a back-row player to complete an attack hit from the front zone, if at the moment of the hit, the ball is entirely higher than the top of the net.

Contact with the Net / Antennae

- Contact with the net by a player between the antennae, during the action of playing the ball, is a fault.
- Players may touch the post, ropes, or any other object outside the antennae, provided that it does not interfere with play.
- When the ball is driven into the net, causing it to touch an opponent, no fault is committed.
- Hair contacting the net is not a net fault.

Substitutions

- Unlimited substitutions may be made ONLY at the server position. Players DO NOT need to make a full rotation prior to subbing out. Injured players may sub out from any position.
- A player is restricted only to the player they substituted for.



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4's Division Specific

- No setting over the net.
- No "open-handed tipping. It is legal to knuckle the ball or roll the ball over the net.
- Directional blocking is allowed.
- Everyone is allowed to attack and block at the net.

2's Division Specific

- A player must complete a setting action that is square to the shoulders when setting over the net. The exception is when the player is attempting to set to their teammate.
- No "open-handed tipping. It is legal to knuckle the ball or roll the ball over the net.
- Directional blocking is allowed.
- Everyone is allowed to attack and block at the net.

Late Team / Forfeit Rule

- Late Team: 10 Minutes Late – 1st game forfeit, 20 Minutes Late – 2nd + 3rd game forfeit.
- A team may forfeit twice during the season, a third forfeit will result in removal from the playoff bracket.
- If your team needs to forfeit, please email sportandsocial@hermesleveland.com in as far advance as possible.

Player Eligibility

- Only the players on your roster prior to Playoffs are eligible to play in the tournament.
- Players may be added at any time during the regular season.
- Multiple Teams
 - Regular Season – a player may compete on multiple teams in the same league.
 - Playoffs – a player may only compete on one (1) team in the same league night.

Ejection Policy

Any player that is ejected from a game, for any reason, will automatically be suspended for the following league game, whether it be on that night, or the following week. Any ejected player will be asked to leave the property for the remainder of the game. Two ejections in one season will result in suspension for the remainder of the season and playoffs. Ejections will occur by using illegal equipment, fighting, taunting, arguing with the referee, etc.

Questions

Any questions regarding leagues should be directed to the On-Site League Manager, or the League Commissioner at sportandsocial@hermesleveland.com.

PLEASE TREAT MANAGER & BAR STAFF WITH RESPECT!