

SPORTS PARK TUCSON

2v2 Sand Volleyball Rules

I. TIME AND SCORING

1. All matches will be the best of three (3) games with a **45-minute time limit**.
2. If the match is not complete when the 45-minute time limit expires, the following will govern play:
 1. **If a team has the lead in the game, it will be considered a win.**
 2. **If both teams are tied 1-1 and in their 3rd game then next point wins the match.**
3. **GAME TIME is FORFEIT TIME.** If a team does not have the minimum number to start on the court at the scheduled game time, the team will forfeit the first set, you will then be given **15 min** for your late player, after the 15 min has elapsed, it will then be a forfeit of the match. **There is a \$20 fee for every match that is forfeited & this fee will have to be paid before the start of your next match!!**
4. The first two games of the match are won by the team who first scores 21 points and wins by 2 points or the team to reach 25 points first. The third game, if necessary, will be won by the team who reaches 15 points first.
5. Rally scoring method will be used in every game, with a point scored on every service.
6. The team winning the toss (or rock, paper, scissors) for the first game may elect to serve, receive, or take choice of side of court. The team who lost the toss (or rock, paper, scissors) may elect to serve, receive, or take choice of side of court for the second game. The teams will have to toss or (rock, paper, scissors) for choice of the 3rd game.
7. The server must announce the score before every serve. **Teams are responsible for keeping an accurate score and correctly relaying the final score to the League Coordinator.**
8. If a ball enters your court from another court, "Ball On!" should be announced & play will stop. Return the other ball, and your ball will be re-served by the player who last served.
9. If a ball enters your court from another court, play will stop and ball will be re-served by the player who last served.
10. **Teams will change sides every 7 points combined by both teams. (Wind rules)**

II. Roster Policies

1. **Waivers** - In order to participate in the Sports Park Tucson Volleyball League, each participant must go online to read & /acknowledge the team member waiver. Waivers are located on the website at SportsParkTucson.com and must be completed **no later than the player's first game**. Players not present the first week of play will still be required to read & /acknowledge the team member waiver before participating.
2. A full team shall consist of two (2) players.
3. Teams shall consist of two (2) men, (2) women or (1) man, (1) woman (coed).
4. All rosters will FREEZE after **15 days from the first game** of the season. **Game day of the third week will be the last opportunity to add players to the tournament roster.**
5. Only the players on the roster at the time of the freeze will be allowed to play in the tournament at the end of the season.
6. Players added after the **15th day from the start of the day of the first game** will be placed on the team's **TEMPORARY ROSTER** and can play in any game up until the League's tournament.

7. **There are no protests once a match begins.** Issues of player eligibility must be addressed with the Sports Park Volleyball League Coordinator on duty **before the match starts**.
8. All Team Rosters will be available online for authenticated users at SportsParkTucson.com.

III. TIME-OUTS AND SUBSTITUTIONS

1. There is one time-out allowed per team per game. A time-out will not exceed thirty seconds.
2. **Teams may do rotational substitution or one for one and must rotate in at change of side (every 7 points).**
3. Any player who is bleeding must be substituted for until the bleeding stops. A Sports Park Tucson League Coordinator has the authority to remove the player. If by removing the player who is bleeding the team falls below the minimum number necessary to play the following will apply: The game clock will stop and a maximum of five (5) minutes will be allowed for the player to stop the bleeding. A Sports Park Tucson League Coordinator must approve the player to re-enter. If the bleeding is not stopped within the allotted five (5) minutes the team will forfeit the match. **THE TIME ALLOWANCE IS ONLY FOR PLAYERS WHO ARE BLEEDING, AND THE TEAM CANNOT CONTINUE TO PLAY WITHOUT THEM.**

IV. SERVICE/CHANGE OF SERVE/CONTACTING THE BALL

1. Players are free to position themselves anywhere on the court. There are no positional faults. No restriction exists as to which players may participate in a block or an attack. Teams must maintain a service order.
2. **Let serves: ARE ALLOWED FOR ALL LEAGUES** (Serves that hit the net and continue over the net to the opponent's side of the net will be live).
3. A player **may not block a served ball**.
4. A player is not allowed to attack the ball on the opposite side of the net. If the ball is hit above the spiker's side of the net and then the follow-through causes the spiker's hand and arm to cross the net without contacting an opponent or the net, the action does not constitute a fault.
5. One reserve may be awarded if the server tosses the ball and allows it to fall to the ground.
6. Multiple contacts are more than one contact by a player during one attempt to play the ball. Multiple contacts are permitted and counted as one hit only when the first ball over the net rebounds from one part of a player's body to other parts in one attempt to block or on any first team contact, whether or not the ball is touched by the block.
7. Simultaneous contact is more than one contact of the ball made at the same instant. When a player contacts the ball with one or more parts of the body at the same instant, it is considered one hit. When teammates contact the ball at the same instant it is considered one hit and any player may make the next hit. When opposing players contact the ball at the same instant, the player on the opposite side of the net from which the ball falls shall be considered the player who touched the ball last.
8. Successive contacts of the ball are two or more separate attempts to play the ball by one player with no interrupting contact by a different player. A player shall not have successive contacts unless there is simultaneous contact or successive contacts by a player whose first contact is a block.
9. **The ball may contact any part of the player's body.**
10. **Open hand, finger tips are not allowed.** A ball cannot be carried, held or thrown; the ball must be cleanly hit or "pop" off the hand or a swinging motion must be made.
11. If any part of the body touches the net it will result in the loss of point. Players are allowed under the net as long as it doesn't interfere with the play or they don't come into contact with

an opposing player.

12. Each serve must result in a point, side-out or replay.
13. **AT NO TIME DURING THE GAME MAY YOU OVERHAND PASS (SET) A SERVE. Your hands must be together on the point of contact with the ball.**
14. **All Blocks counts as one of your 3 touches, a joust does not count as a block or a touch for either team.**
15. **The Server has one (1) attempt to serve the ball and NO reserve serve may be awarded if the server tosses the ball and allows it to fall to the floor. The result will be loss of point.**

V. OUT OF BOUNDS

A ball is out of bounds and becomes dead when:

1. It touches the floor or objects on the floor completely
2. It touches the floor or objects outside the court's boundary lines
3. It touches a non-player
4. It enters a non-playable area (adjacent courts)
5. It touches any part of the antenna or goes outside of the antenna.

VI. SMOKING AND CONDUCT

1. The smoking area is located against the fence on the backside of field 3. **NO EXCEPTIONS!**
2. Excessive and/or foul language will not be tolerated and could lead to you being kicked out of the park for the remainder of the day.
3. **All players are on their honor and need to make calls on their side of the court.**

ALL SPORTS PARK TUCSON VOLLEYBALL GAMES ARE SELF- OFFICIATED.

This is an honor system that has been in place at Sports Park Tucson from the beginning. Players should make their own calls. Team Captains are encouraged to enforce fair play rulings. If there is a questionable call or play, or teams disagree over a call, an automatic replay will be instated. Since Sports Park Tucson volleyball games are self-officiated, teams are not required to send team members as referees or line judges for any games, but are responsible for keeping their own game score.

Team Captains,

Please remember **YOU** are responsible for your team and **YOU** need to help settle disputes fairly. If a Team Captain cannot manage their team and the Sports Park Tucson Volleyball Coordinator ejects a player from the game or the park, the Team Captain will be ejected too.

Sports Park Tucson promotes good sportsmanship, fair play, kindness & respect towards all staff members, team players, and their guests.

TOURNAMENT/PLAYOFF INFORMATION

1. **All rules stated above are also used for tournament play.**
2. **All teams make the playoffs.** (Unless unpaid forfeit fees have left you not in good standing with the league.)
3. **Sports Park Tucson hosts a double elimination tournament.**
4. **Captains are responsible for confirming their team's end of season team record.** If there is an incorrect score posted for your team, the captain is responsible for notifying the League Coordinator before the second day past their last regular season game.
5. **Once playoff brackets are posted the tournament seeding will not be changed.**
6. **Teams will be seeded based on the following criteria:**
 - a. Game record is used to determine place in standings and will be used to determine playoff seeding.
 - b. If two or more teams are tied in game record:
 - i. Average Point Differential
 - ii. Least number of forfeits
 - iii. Earliest sign up date/time
7. **Before each match of the tournament, EACH PLAYER WILL HAVE TO USE THEIR ID TO CHECK-IN. It is no longer the responsibility of the teams to call a roster check.**
8. **Tournament matches do not have a 45-minute time limit.**
9. **Once tournament play begins**, each team plays their first bracket opponent 2 games to 21, win by 2, or the first to 25 points wins. If a 3rd game is needed, the first team to reach 15 points wins. As long as you are in the winners' bracket, you will continue to play the best 2 out of 3 games.
10. **Once a team drops to the loser's bracket**, that team plays another loser's bracket opponent 2 games to 21, win by 2, or the first to 25 points wins. If a 3rd game is needed, the first team to reach 15 points advances, and continues to play as long as they keep winning.
11. **If a team loses their game** in the loser's bracket (2nd loss in the tournament), they are eliminated from the tournament.
12. **Awards** will be presented on-site following completion of the tournament.

Don't forget to register for next Season!