

# SPORTS PARK TUCSON

## 2v2 Sand Volleyball Rules

### I. TIME AND SCORING

1. All matches will be the best of three (3) games (3 sets) with a **45-minute time limit**.
2. If the match is not complete within the 45-minute time limit, the following will govern play:
  - a. **The team that is in the lead for the current game will take a win for that game.**
  - b. **If there is a tie in the 3rd game or the series is 1-1, then next point wins the match.**
3. **Games must start on time.** There will be a 5 minute grace period, but if a team does not have the minimum number to start on the court after the grace period, the team will forfeit the first set. After **20 minutes** from the game's start time, 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. **For 2v2 Leagues, teams will switch sides every 7 points combined by both teams.**

### II. ROSTER POLICIES

1. Each participant must join the team's roster by creating an account online and acknowledging the team-member waiver on our website **no later than the player's first game**. A team cannot play if they do not have any valid players from their roster, the match will be recorded as a loss. The teams may still play for fun, but you cannot replace your whole team if you want the scores to count.
2. A full team shall consist of two (2) players. For the men's league, the two (2) players can be two (2) men or one (1) man and one (1) woman. For the women's league, the two (2) players must both be women. For the co-ed league, the two (2) players can be one (1) man and one (1) woman or two (2) women.
3. **Teams will NOT have the option to ask the opposing team if they are fine with playing a match without the valid player requirement.** The match will be recorded as a loss for the team that does not fulfil the player requirement. The teams may still play for fun if they want.
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 tournament.
7. **There are no protests once a match begins.** All issues of player eligibility must be addressed with the League Coordinator on duty **before the match starts**.
  8. All Team Rosters will be available online for authenticated users.
  9. League Coordinators will **NOT** be allowed to play in regular season play or tournament while they are working with the exception of 2v2 Leagues.
  10. In the 4v4 and 6v6 Leagues, teams that are in the C division are allowed to have one **(1) B** player on their roster. A/B division teams will be allowed to use as many C level **SUBS** as needed. However if a C level player (**Sub**) is **consistently** and **successfully** playing on an A/B level team every week, we will then ask them to choose a level of play.
  11. Players cannot be on more than one roster for any given league unless they are only a sub for multiple teams in one league. In this case, they can only play for one team in the tournament.

### 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. Any player who is bleeding must be removed from the game until the bleeding stops. This player may be substituted by another eligible player from the team's roster.
3. **There are no substitutions allowed for 2v2.**

### IV. INJURY CLAUSE

1. **In the event that a player gets injured WHILE PLAYING, the player may be substituted by another eligible player from the team's roster.**
2. For any games that occur after the day of the injury, the team will need to replace the injured player with another eligible player that is already on their roster.

### V. 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. **The ball must be served if the server tosses or releases for an attempt to serve** (There's no re-serve because of a toss, drop).
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 hit, whether or not the ball is touched by the block.
7. 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 in.** 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. If a player overhand passes (sets) a serve, the play becomes a dead ball and a point for the opposing team.**
14. **To legally overhand pass a first ball when using finger action (i.e. setting), you have to be defending a hard-driven attack.**
15. Players MUST be squared with the ball in order to set the ball over as an attack. If in the event that a setter sets a player and the ball goes over, but the setter was not squared, the team who set the ball over loses the point.
16. Players cannot reach over the net unless they are blocking an attack. The attacking player can hit the ball when it is coming over the net, **when it breaks the plane of the net** (when a little piece of the ball is on the attacker's side). If the ball breaks the plane of the net and the opponent's setter is setting the ball, the opponent is ALLOWED to play the ball.
17. **All Blocks count as one of your 3 touches, a joust does not count as a block or a touch for either team.**
18. In 6v6, back row players can jump and attack the ball but must be at least 10' from the net.

## VI. 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.

## VII. SMOKING AND CONDUCT

1. Please refer to the League Coordinator to learn about the designated smoking area.
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.**

## VIII. TOURNAMENT/PLAYOFF INFORMATION

1. **All rules stated above are also used for tournament play.**
2. The final tournament will be **double elimination**.
3. **Only the top 8 teams will be eligible for the final 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
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. Teams will also not be responsible for approving forgiveness on Roster Checks or having more men than women. Only eligible players on the tournament roster can play in the tournament and Co-ed teams cannot have more men than women.**
8. Players cannot switch teams on tournament day. If you are playing in the tournament with Team A and Team A drops out of the tournament and Team B asks you to play with them (because you are also on their roster), you cannot play with Team B. You need to choose a team on tournament day and if they get eliminated, then you cannot advance.
9. **Tournament matches do not have a 45-minute time limit.**
10. **Once a team drops to the loser's bracket, that team plays another loser's bracket opponent 1 game to 25, win by 2, or the first to 27 points.**
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.
13. The team with the higher seed going into the tournament will get to elect to serve, receive, or take choice of side of court for the first game and, if necessary, the third game. The team with the lower seed may elect to serve, receive, or take choice of side of court for the second game.
14. **If the team from the loser's bracket wins the first match of the final match-up against the last team in the winner's bracket, the next match will be a 1-game match to 25, win by 2, or first to 27.**

### **ALL VOLLEYBALL GAMES ARE SELF- OFFICIATED.**

This is an honor system that has been in place 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 the 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 League Coordinator ejects a player from the game or the park, the Team Captain will be ejected too. It is also important that a Team Captain attends and signs-in at the Team Captain Meeting that happens on the first day of play.

**We promote good sportsmanship, fair play, kindness & respect towards all staff members, team players, and their guests.**

## **Don't forget to register for next Season!**