

# River Forest Park District Sand Volleyball Rules

Last revised 3/1/17

The River Forest Park District has developed the following set of rules and regulations to govern sand volleyball leagues organized or controlled by the park district.

These rules have been developed as a guide to enjoyable participation. The purpose of each rule is very important. It is essential that all players follow these rules. Rules will not be changed during the season. Any new ideas concerning the rules will be discussed at the beginning of the next Sand Volleyball season or during the organizational meeting.

The Athletic Supervisor has the final decision making power in all matters pertaining to the league.

## **Objective**

This league will strive to provide a wholesome and fun recreational pastime to all those interested in athletic programs conducted by the River Forest Park District, abiding to the principles of good sportsmanship, honesty, and fair play regardless of active or inactive participation. Thank you for being a part of our league and we hope your experience will be enjoyable.

## **Player conduct and Zero Tolerance Policy**

**Each captain will be held accountable for the conduct of his/her team members, fans and making sure members play in accordance with all rules and in a sportsmanlike manner. Players are expected to treat opposing players, Park District personnel with respect. The site supervisor may eject a player from a game or match for unsportsmanlike conduct. An ejected player must leave the park/building before play will continue. Any ejected player will automatically be suspended from that team=s next scheduled game as well as any park district activities that occur between the two games (including games in other leagues). Any player ejected from 2 games during the season (regardless of division), will be suspended for at least the remainder of the season. Further action may be taken by the Athletic Supervisor, depending on the severity of the incident. There will be Zero Tolerance for unsportsmanlike behavior, including, but not limited to trash talking, taunting, inappropriate language, fighting, threats towards game officials or other players, alcohol, illegal drugs and also tobacco use on any field of play during the games or any behavior that precludes to the safe enjoyment of the game. Alcohol is not permitted! NO SWEARING WILL BE ALLOWED! IF ANY UMPIRE HEARS A PLAYER SWEAR, IT IS AN AUTOMATIC EJECTION! NO QUESTIONS ASKED. If more than one person on a team is carrying on, the team will forfeit that game. Anyone exhibiting any such behaviors listed above may be immediately ejected from the premises and may be permanently barred from play or attendance. Ejected players/teams will not be refunded the league fee. The Athletic Supervisor will make a decision regarding any additional discipline for any of these circumstances.**

## General Rules and Rules of Conduct

- 1.) Before participating, each player must fill out the roster form completely, sign the waiver, and pay any fees that are due. If this is not completed the player is ineligible and teams will receive a loss for any game in which ineligible players participate. Team captains are responsible for the age requirement of the league and roster additions.
- 2.) A maximum of 15 players can be on the roster at any one time. **Rosters are set after week two. They must be turned in to the office or site supervisor.**
- 3.) Teams must have at least three players present to begin a game. In the mixed leagues, there must be a minimum of 1 and a maximum of 6 women on the court at all times and a minimum of 0 and a maximum of 3 men on the court at all times. A maximum of 6 players can be on the court. In the case that both teams agree, they may play with more than 3 males. This must be agreed upon by captains and the site supervisor, prior to the first serve!
- 4.) If you know ahead of time that you will not be able to make a scheduled game, please notify us as soon as possible. This will still result in a loss for your team. If you do this twice, then this will count as a forfeit.
- 5.) Game time is the start time, since there are only 3 players needed to start a game we will start all games on time to prevent any games from getting cut short. If not ready in five minutes the first game will be forfeited and an additional five minutes will be given for the 2<sup>nd</sup> and 3<sup>rd</sup> games. If a team shows up after the game has been forfeited, they may play A just for fun game until 5 minutes before the next match is scheduled to begin.
- 6.) **The match will start at the scheduled game time in both league and tournament play. The allowed time for the games is 55 minutes. All games will be rally scoring to 25. In the event of a tie, teams will have to win by two points. There will be a cap of 30 points. Meaning if game is still tied at 29-29 the next point (30) wins.**
- 7.) **The home team is listed on your schedule and will be allowed to serve first.**
- 8.) Teams are allowed one sixty second time out per game.
- 9.) Teams will not rotate players on their respective first serves. On all other side-outs players will rotate one position clockwise and the right back player serves. Note: If a player arrives late, he/she may rotate in at any position. This rule only applies when there are 5 or less players present on the team. Also in case of an injury, a player may substitute at any position.
- 10.) **The serve may be hit in any manner with the hand; the foot can not touch or cross the service line.**
- 11.) **If the ball contacts the net on a serve it will be called a "let serve" (net serve) and the ball will be in play.**
- 12.) **A team cannot play the ball more than 3 times before it crosses the net (a block is not a hit).**
- 13.) **Any part of the ball touching a boundary is in.**
- 14.) **Front line players are permitted to spike and back line players can also provided they leave from behind the 10-foot line.**
- 15.) When blocking a ball the player may reach across the net but must not interfere with a ball being

set up by the opposing team. When spiking, the ball must break the plane of the net if coming from the other side.

16.) When playing the ball, there must be immediate impetus given to the ball on contact. Holding, lifting, throwing, and/or carrying the ball are illegal hits and point or side-out will be called by the opposing team.

17.) A replay shall be called when two opponents simultaneously hit the ball out of bounds or when opposing players commit a double foul.

18.) Simultaneous contact of the ball by two parts of a persons body are allowed and considered one hit. When bumping a serve or spike, this is a legal single hit. When two players of the same team contact the ball at the same time it is one play and either can play the next hit when blocking. When opposing players contact the ball simultaneously any player can make the next hit which will be considered the first contact by that team.

19.) As a general rule it is illegal for a player to touch the net, interfere with the opponent under the net, or make successive contacts on the ball.

20.) A player may not block, or spike a serve.

21.) A player may cross the center line with his/her feet as long as a part of the foot/feet remain on or above the center line and the player does not interfere with an opponent.

22.) Teams are asked to call their own lines and illegal hits, net fouls, etc. Site Supervisor is keeping score.

23.) For weather related issues call the Rain Hotline 708-802-1314 after 2:30 pm.

**Ties at the end of the season will be broken down as follows:**

- 1. Head to head competition (if only between two teams)**
- 2. Least amount of points allowed, awarding good defense. (games between tied teams only)**
- 3. Points scored, awarding offense. (games between tied teams only)**
- 4. Repeat #2, but for the entire league against all teams.**
- 5. Repeat #3, but for the entire league against all teams.**