



www.SpikersVolleyball.Net

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2024 LEAGUE RULES

Tuesday - Recreational
Wednesday - Intermediate
Thursday - Competitive

General Information

- The League Director has full discretion for rule adoption, settling protests, banquet, awards and all other matters pertaining to the operation of the League.
- The courts are the primary responsibility of the Sponsors, secondarily the Team Captains, and when necessary, the League Director will intervene. No court will have games played on it if safety is an issue. *See page 4 for the Sand Volleyball Court Requirements.*
- All players **must** be 21 years of age on or before the team's first game.
- The Waiver Release Form & Roster, with player information, **must be signed personally by each player** before being eligible to play.
- This is a **COED SIX** League. The team roster shall consist of a maximum of 12 players. A minimum of six players (3 male, 3 female) is required to register in the League.
- Players may not be a regular player on more than one roster on the same league night. Players who play on more than one league night must choose one team for the end-of-season tournament. A player must play in FOUR regular season matches (minimum of one full game per match/ doesn't have to be all three sets) to be eligible for the end-of-season tournament. Double header matches count as two nights. Any exceptions, such as medical, will be up to the discretion of the League Director.
- A team fee is required for each team and each night.
- **No** players or team visitors shall bring their own food or beverage to any sponsor establishment during any Spikers League game or event.
- Team drinks and featured bar specials are at the sole discretion of the individual establishments. Any concerns on this issue should be brought to the League Director's attention, do not take it up with bartenders or sponsors. Visiting teams should patronize the home team's bar. Remember, without our bar sponsors the Spikers League would not exist. This is a mutually beneficial relationship.
- Teams and/or players that fail to follow the rules may have their games forfeited and/or may be ejected from the League without refund at the discretion of the League Director.

Game Information

A. GAME TIME AND SCORE SHEETS

1. All three games are played and all count towards the standings.
2. There is a grace period of 15 minutes to begin the first game. If it does not start by 7:15, the team short players will forfeit the first game. By 7:30 the remaining two games are forfeited if a team is still short players.
3. A five-minute break is allowed between games.
4. The home team is responsible for filling out the score sheet and having it signed by the visiting team's captain. **SCORE SHEETS ARE TO BE SUBMITTED WITHIN 24 HOURS OF THE SCHEDULED MATCH.** Teams that do not timely submit score sheets are eligible to forfeit of those games.
5. Each participating player's first and last names are to be printed on each score sheet.

B. JUDGING

1. Each team captain will be responsible for calling their own team violations.
2. All participants are expected to know the League's rules.
3. Any ruling disagreements are only to be discussed between the team captains and are not disputable by other team members. If both captains cannot agree, the point will be replayed.
4. Players and spectators will not interfere with calls made by the captains, nor will they promote poor sportsmanship (ex. Swearing, arguing, taunting).

C. PLAYING THE GAME (VOLLEY)

1. Games are RALLY SCORING. ALL three games are played to 25, no cap. Must win by two points.
2. Serve, receive or choice of side for the first game will be determined by rock-scissors-paper. The second game will alternate the serving team, meaning the team that serves the first game will also serve the third. The third game is NOT determined by rock-scissors-paper. Please re-read this rule
3. Teams must switch sides when a team reaches a score of 13. Teams will start the next game on the same side from which they ended the previous game.
4. Maximum of three hits per side. In the Recreational Division a female must hit the ball at least once, if more than one hit is used. For the Intermediate and Competitive Divisions, this rule will take effect upon a female injury as noted below in Rule E5.
5. A player may have successive contacts with the ball during a single attempt to make the team's first contact on any first ball over the net, provided the fingers are not used to direct the ball. Other than the first ball received over the net, a player may not hit the ball twice in succession. Blocking does not constitute hitting the ball.
6. If two or more players of the same team contact the ball simultaneously (other than a block), it is considered one play and those players involved may not participate in the next hit.
7. A player may play the ball with any part of the body.
8. A ball that touches a boundary line is in.
9. A player may not block or attack a serve.
10. A back row player can only attack from behind the 10-foot line. A back row player's hit is not an attack if both feet are on the ground and the ball is below the top of the net when hit.
11. A back row male player may participate in a block if there is only one male front row player.
12. Each team is allowed two 60 second timeouts per game. Timeouts are not charged in the case of injuries.

D. THE SERVE

1. Server must serve from behind the end line and between the extensions of the sidelines and may not step on, over or under the end line until after contact.
2. The ball may be served under or overhand. The server only has one attempt to serve the ball. (Example - once the ball is tossed, it must be hit over the net or a sideout occurs.)
3. Let serves (ball touches the net) are good if they land within the opponent's boundaries.
4. Before each serve, the server must state the score loud enough for the opposing team to hear. This is an expected courtesy and does not result in a sideout but may result in a reserve for the first offense. The serving team determines when to serve, not the receiving team.
5. In the Recreational Division, when a server's overhand serve scores 5 consecutive points, the server must switch to underhand serving for the remainder of that service run (not the game).

E. PLAYER ROTATION

1. Players rotate in a clockwise manner every time their team wins the serve after the game starts.
2. Teams must be set in an alternating male – female rotation pattern.
3. Incoming player rotations may occur only by rotating into the middle back position upon winning the serve.
4. Players leaving the game for any reason (other than regular rotation and substitutions), including injury, must sit out the remainder of that game.
5. Teams must have a minimum of four players to play a game and a minimum of two must be females. Teams that play with **less than three female players will be subject to the ghost rule**. The ghost plays

similar to a physical player and another player cannot occupy the ghost position. The ghost position will rotate as a normal player and side out when serving. The following team combinations are allowed: (3 female & 2 male; 3 male & 2 female; 2 female & 2 male; 3 female & 1 male; 4 or more females). Female players can always take the place of a male player. It is highly recommended that teams have enough substitutes on their rosters to avoid the situations of less than 3 female players. Teams that consistently violate this rule may have their matches forfeited. All decisions will be up to the League Director, and all decisions will be final. (*The ghost rule will be in effect for the year-end tournament.*)

6. The ghost rule will not be in effect when a female player gets injured during the match and can no longer play in the match, however the girl rule (Rule C4) will be in effect in this situation.
7. Substitutions during a game, in the Competitive Division, may occur at any time with notice given to the opposing team's captain. Substitutions may only be made between the same two players in a game and the substituting player must remain in the game until he/she rotates a position.
8. Multi-Team Subs – A regular player may play for another team on the same league night but can only play a maximum of three matches during the season. These players are to be noted as “Sub” on the score sheets when they play and also on the team roster.

F. BASIC VIOLATIONS

1. When the server steps on, over, or under the line before completing the serve.
2. Hitting the ball illegally (carrying, lifting, palming, throwing, etc.). An illegally set ball has excessive spin (an absolutely perfect set has no spin). Illegal sets spin sideways, spin excessively backwards when setting forward and spin excessively forward when setting backwards.
3. Touching the net with any part of the body or clothing. If the ball is driven into the net with such force that it causes the net to contact a player on the opposing team, no foul shall be called, and play continues.
4. Reaching over the net to play a ball, except under the following conditions:
 - When executing a follow-through of a hit.
 - When blocking a ball which is in the opponent's court but is being returned. The blocker must not contact the ball until after the offensive team attempts to return the ball.
 - When blocking after the opponent team's third hit.
5. Going under the net if it interferes with the ball or an opposing player participating in the play.
6. Failure to serve in the correct order.
7. Blocking or attacking the serve.

G. RAIN/FOUL WEATHER

1. Complete teams are required to show up and be ready to play or are subject to forfeit as noted in “Game Time and Score Sheets” above.
2. Matches will not be called until 7:30.
3. DO NOT cancel the game in advance because of the weather forecast.
4. It is up to the discretion of the two present team captains to decide whether or not to play. It is suggested that teams NOT play if the National Weather Service has any warnings in effect or severe lightning is a threat to players. Normally temperature, rain, barometric pressure and the existence of rainbows should not be considered game cancelling weather factors.
5. Rescheduled dates for makeup games must be agreed upon by both captains on the night of the postponed game. Just like any other game, the captains must sign and complete a score sheet listing the players who are present and documenting the makeup date. This score sheet must be emailed to the league score keeper by the next day.
6. Ideally the games should be made up at the location that was originally scheduled, however it is not mandatory. If the two teams play each other later in the season, the games may be made up on that night.
7. The League Director will intervene when necessary and any forfeit decisions will be at the discretion of the League Director.

Be a good sport, be kind, considerate & drink responsibly = a fun & successful season!!

THANK YOU 😊 in advance for your cooperation and support!

SAND COURT REQUIREMENTS

Remember, the reason for the Court Requirements is for player safety.

- **COURTS:** Shall be sand ONLY. Courts must be well-groomed; no rocks, foreign objects, or holes. Keep them weeded, and at least 8-10 feet around the court shall be clear for volleys occurring outside of the boundary lines. If you have questions about your court, please check with the League Director.
- **SAND:** The type of sand can make or break a volleyball court. We are recommending that you call before ordering your sand or performing any major maintenance. We have resources that are experienced in building and maintaining sand volleyball courts. If you have questions, please check in advance.
- **SIZE:** 60' x 30'. Optimally, 8-10 feet around the court is desired for safety.
- **BOUNDARIES:** Should be easily identifiable and in good condition. A 1 or 2 inch wide web tape boundary is recommended.
- **ATTACK LINE** (also known as the 10 foot line): Can be marked on both sides of the boundary line. This is 10 feet back from the net on both sides.
- **SERVING AREA:** Ideal conditions call for a 10', but no less than 5'.
- **NET:** Shall be 8'0" at each post with minimal sag in the middle. The net must extend from one sideline boundary to the other.
- **NET ANTENNA:** Optional and beneficial. The net posts are considered the antenna if net antennas are not installed.
- **LIGHTS:** Are mandatory due to the fact that games have had to be stopped due to darkness. For safety reasons and for tournament play there must be lights. Please call us to approve the lights before the season begins. We have received complaints in the past, and we would like to eliminate problems prior to the start of the league.

Team Sponsors are solely responsible for the condition of their courts.

Team Captains should inform the sponsors of any court issues that may arise.

Home Team Players should arrive in plenty of time before their match to ensure that the court is ready before game time.

League Director may request court modifications for player safety.