



BEACH VOLLEYBALL LEAGUE RULES

Last Updated: February 2015



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1. RECENT REVISIONS & UPDATES

Recent Revisions

Last Updated

February 9, 2015

- **New League Offering** (Page 4) – Updated Roster Requirements to include Beach 3's offering, and updated corresponding Division/Level Specific Rules.

May 16, 2013

- **Division/Level Specific Rules** (Pages 6 & 7)
 - Clarified that there is a 5 serve maximum rule in Intermediate 4s.
 - Clarified that jump serves are not allowed in any 6s divisions, nor in Intermediate 4s division.

April 16, 2013

- **Weather** – Updated section to link to new policy, key changes listed below.
 - When games are 'on', all teams are required to go to their field ready to play. Any game that is not completed will be submitted with the partial score (if more than half was played), or as a tie. Games will not be rescheduled, refunds will not be issued.
 - In an 8 week season, the first cancellation of a season will result in an automatic season extension. If more than one cancellation occurs in a regular season, games will not be rescheduled and refunds will not be issued.
 - In a 16 week season, the first two cancellations of a season will result in an automatic season extension. If more than two cancellations occur in a regular season, games will not be rescheduled and refunds will not be issued.
 - Changes to the playoff rescheduling policy have been made and are detailed in section 4.

Defaults – Updated entire section. Default fee amounts have changed as of Spring 2013.

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2. SPORTSMANSHIP

The SSC encourages a fun-first, winning-second attitude in all leagues. All players are expected to abide by the SSC sportsmanship policies, any player or team who does not will be subject to suspensions or league expulsion.

ZERO TOLERANCE POLICY

In order to promote a safe and sportsmanlike environment for its players, the SSC has clarified its stance on unsportsmanlike behaviour. All players must understand the expectations for playing in SSC leagues. The Coordinator and/or the Team Captain is required by the SSC to ask players to leave the gym/field if they are involved with any of the following acts:

- Swearing directly at another player or the Coordinator.
- Intentionally pushing, shoving or making physical contact with another player.
- Making comments to instigate an altercation with another player.

In addition to being dismissed from the game, a one week suspension (or more) may be assigned by the SSC to the involved player or team.

REPORTING SPORTSMANSHIP CONCERNS

- If during the game you have a concern with the other team, address the issue respectfully with the team captain at the appropriate time (during play on the sidelines or at halftime).
- If at the end of the game you do not feel that the issue has been resolved, report the details of the issue to the SSC by 5pm the next day by using the online complaint form - [Click here.](#)

Click on the links below for full details on the following topics:

- [Full sportsmanship policy](#)
- [Nominate a team with great sportsmanship for the Lady Bing Award](#)

3. WAIVERS

- All players must sign a waiver every season before playing their first game. The waiver can only be completed online.
- Any player that subs in (even if only for one game) must fill out a waiver prior to playing. Captains are responsible to ensure that this is done.
- The waiver outlines the SSC's liability and sportsmanship policies.

4. WEATHER POLICY FOR OUTDOOR SPORTS

- There have been significant changes to the Weather Policy in 2013. Please review the [Complete Policy](#) for full details.

5. DEFAULTS

- For full details on defaults, please visit the [Default Information Page](#) on the website.

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6. EVENT COORDINATORS (EC)

Event Coordinators (ECs) are players in the club who help coordinate the games. Each facility has one Event Coordinator. The roles of an EC include:

- Bring the equipment to the facility.
- Facilitate the set-up and take-down of the field markers (with help from the players).
- Help manage game times as per the SSC permits.
- Help the teams to determine if they will play the games during bad weather.
- Inform players on SSC updates - please be respectful and listen to the EC while they read the announcements.

If there is no EC present at your game, all games are still to be played and captains will need to report the scores. If you would like to learn more about the benefits of being an EC, [click here](#).

7. SCHEDULES

- Schedules are posted online 48 hours prior to the first game.
- If the schedules are not posted you may assume the schedule has not been completed. Please do not contact the SSC regarding your schedule until after it has been posted.
- Games can be played anytime between 6:00pm-11:00pm on weeknights and 8:30am-11:00pm on weekends.
- Singles team names are assigned by the SSC office staff. All individuals' names will appear on the schedule with their team name.

8. ROSTERS & SUBS

- When registering a full team, there is no maximum limit to the number of players that you can have on the roster.
- A full team on the court consists of:
 - Beach 2's:
Co-ed: 2 players with a minimum of 1 female.
Men's: 2 players with no females.
 - Beach 3's:
Co-ed: 3 players with a minimum of 1 female.
 - Beach 4's: 4 players with a minimum of 1 female.
 - Beach 6's: 6 players with a minimum of 2 females.
- The minimum amount of players required in order to not default is:
 - Beach 2's:
Co-ed: 2 players with a minimum of 1 female.
Men's: 2 players with no females
Beach 3's:
Co-ed: 2 players with a minimum of 1 female.
 - Beach 4's: 3 players including at least 1 female.
 - Beach 6's: 4 players including at least 1 female.
- A sub-list can be requested from the office. If you recruit a sub, it is your responsibility to ensure they are ready to play (know the rules, will play at the proper level and have submitted a waiver).
- A team may bring in subs that are not listed on the roster. They must fill out a waiver prior to playing.
- In the spirit of sportsmanship, captains are expected to replace players with a person of a similar skill level. Bringing in "ringers" for regular season is discouraged and is not allowed during championship playoff games.

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- If you are playing in a league where there are other SSC teams playing before you, your team may borrow players under this condition: to increase your team to a minimum full line-up. The SSC considers it to be an unfair advantage if a team borrows players to bolster their line-up.
- Individual team rosters will be e-mailed out 48 hours prior to game one.
- Subs in Playoffs:
 - Subs are expected to play at the same skill level of the player that they are replacing.
 - The top 4 teams can only bring in subs that have played at least one game in the regular season.
 - To help avoid defaults in the **playoffs**, teams, excluding the top 4 (teams ranking 1-4 in the standings after regular season games), are welcome to bring in subs who have not played at least one regular season game with the team.

9. FACILITIES

AS OF 2009, THE SSC HAS BEEN PUT ON PROBATION FROM THE CITY RENTALS OFFICE DUE TO SEVERAL COMPLAINTS FROM VARIOUS SOURCES REGARDING INNAPPROPRIATE BEHAVIOUR AT THE FIELDS. ANY PLAYERS RESPONSIBLE FOR FURTHER COMPLAINTS WILL BE SUBJECT TO FINES AND EJECTION FROM ALL SSC LEAGUES.

- The SSC rents facilities from Parks and Recreation or private establishments. As tenants, players must respect the standards and rules of each facility.
- Consumption of alcohol is not allowed at the fields; players caught violating this by-law are subject to fines from the City and/or the SSC.
- Most fields do not have a port-a-potti or washroom. Players must not urinate on public property.
- Any player who causes the SSC to receive a complaint regarding a field rented by the SSC will face a \$100 fine and may be ejected from the league. For full details on the Facility Complaint Policy, please [click here](#).
- Players are expected to clean up after themselves, please do not leave any garbage behind.
- Any player who causes the SSC to receive a complaint regarding a facility may be ejected from the league.
- Facilities are chosen based on quality and location. Some leagues utilize many facilities; the SSC always tries to ensure a fair distribution of locations throughout the city in each division.
- The SSC asks all players to arrive 15 minutes prior to the game start time. This 15 minutes should be used to change shoes, stretch, set up nets, and any other pre-game preparations.
- Players are responsible for property damage.

10. EQUIPMENT

- The SSC provides Wilson AVP official game balls, lines and nets.
- The courts will be set-up by a SSC Coordinator prior to game time.
- Players are not permitted to bring their own volleyballs for game play as Wilson is the official SSC Volleyball sponsor.

11. REPORTING RESULTS

- After each game/match both captains must submit the game scores directly to the coordinator or the score sheet that the coordinator provides.
- Teams that do not report scores are subject to a default loss.
- No mercy score will apply, teams play until one team reaches 25 points.

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12. STANDINGS

For all SSC sports, scores are to be reported by the Coordinator to the office by midnight the day after the game. The SSC admin staff will process scores and post the updated standings to the website within 72 hours of the games. Each set of SSC standings will display notes at the bottom outlining how the standings are calculated.

HOW TEAMS ARE RANKED

- 1st criteria: Winning % of matches.
- 2nd criteria: Differential of games won vs. games lost.
- 3rd criteria: Differential of points scored vs. points allowed.

13. PLAYOFFS

- All teams qualify for 2 playoff games/matches. The top 4 teams will play for the league championship.
- League champs receive t-shirts and need to attend the Season Ending Party to pick them up.
- Sportsmanship during the playoffs is very important – a team that wins their playoff game but has sportsmanship issues may have their win overturned and may not be allowed to continue this season or in future seasons.
- Best-of-3 games match as per usual. In most cases, there should be enough time for all matches to be completed. However; IF TIME IS CALLED AND THE MATCH HAS NOT BEEN COMPLETED, the following scenarios can occur:
 - If time is called during the 2nd game or after two games have been completed: If the 2nd game is tied, the team who won the first game will be the match winner. If each team has won a game, the team with the highest points differential is the winner. In the event that both teams have the same total points, one additional point must be played to determine the match winner.
 - Teams may not start a 3rd game unless more than 5 minutes remain in the match time.
 - In a 3rd game, 5 total points must be played for the game to count.
- If time is called in a third game, the team who is ahead when time is called is the match winner. If the game is tied when time is called, one more point would be played to determine the match winner. Serve would remain with the team who had the serve when time was called.

14. LEAGUE SPECIFIC RULES

- On all courts, nets should be set to the highest setting. Teams may lower the nets if it is agreed amongst ALL players in that match to do so. Using time to change net height does NOT increase the length of time that teams get for each match. If you are concerned about the net height, please talk to the Coordinator at the courts.
- To start the match, teams will 'rock, paper, scissors' and the winner will choose between side or service. First serve and side will alternate for the second game. In the event of a third game, teams will 'rock, paper, scissors' again to determine side or service. In a third game, teams will switch sides once either team reaches 8 points.
- If a serve touches the net on the way over, the ball is in play.
- A player can set a serve, but cannot block a serve. The ball must come into play.
- Players are to call balls in or out of bounds. If there is a dispute, resume play by re-serving the ball with no point awarded.
- Players are to call their own fouls. If an obvious foul is missed, a player on the opposing team may politely point this out. Generally, teams should NOT call fouls against their opponents. Obvious fouls are: carries, double hits, touching the net, going under the net and contacting another player, etc.
- If a player touches the net or crosses under the plane of the net at any time this is considered a foul and will result in a point for the opposing team.
- **A double hit on the first contact after a serve is allowed (e.g. the serve hits the defender's arms and then chest). A double-hit is also permitted on a hard-driven spike/hit. Please note that a ball that ROLLS along a player's body is illegal.**
 - Area of Contact: Players may contact the ball with any part of the body, including areas below the waist.
 - Reaching beyond the net:

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- In blocking, a blocker may touch the ball beyond the net, provided that he/she does not interfere with the opponents' play. A player is permitted to pass his/her hand beyond the net after an attack hit, provided that the contact has been made within his/her own playing space. You can penetrate the plane of the net to block a spike. However; if a setter is trying to set his player, you can't reach over the net and block that set. If you are spiking the ball, your hand can cross the net as long as you start the contact on your own side.
- Serving: If, while serving, you miss and it hits the ground, it counts as a serve so will be loss of possession and a point for the other team.
- A Sky-Ball serve is allowed.
- Jump serves are permitted in Intermediate Plus and higher levels.
- 3 hits are allowed per possession
 - A block does not count towards the 3 hits.
 - Any contact, intentional or unintentional, counts (all body parts are live).
 - All contact with the ball must be 'clean' - players are NOT allowed to catch, throw, push, scoop, lift, double hit or carry the ball.
- The SSC attempts to provide antennae at all beach courts. For those that do not have antennae, players should use the court line to estimate where the antennae would extend vertically from the plane of the net. Any balls that pass over the net clearly beyond the imaginary boundary would be out.

DIVISION/LEVEL SPECIFIC RULES

Beach Volleyball 4's, 3's, + 2's

- Intermediate division only: If one player serves 5 consecutive points, the team retains service possession but must rotate to another server.
- No Open Handed Tipping: Players who contact the ball with one hand and are putting the ball over the net must cleanly hit with:
 - The heel or palm of hand (a roll shot)
 - A straight, locked fingers and a locked wrist (a cobra)
 - Curled fingers (a camel toe)
 - The back of the hand (locked wrist and locked fingers/knuckles).
 - Please note that one handed placement or redirection of the ball with the fingers (dink or open-handed tip) is a fault.
- Jump serves are not allowed in the Intermediate division.
- There are NO court position restrictions or requirements in 4's, 3's, or 2's beach volleyball, but service rotation must remain the same throughout a single game. For example, players can stay in the same court position an entire game (at the net/back row etc.), but each player MUST serve in the same service rotation for the entire game.
- If a player is going to 'set' into the opponent's court, the player must contact the ball with 2 hands above the shoulders and it must be set directly forward or backward in relation to the player's body. 'Dumping' is not allowed.

Beach Volleyball 6' s

- If one player serves 5 consecutive points, the team retains service possession but must rotate to another server.
- Player rotation is established at the start of each game. Players must be in their correct rotation prior to each serve. After the ball has been contacted by the serve, players may assume whatever positions they wish for the remainder of the point.
- Hard hitting is not allowed in the Recreational division.
- Jump serves are not allowed.
- Open handed tipping and dumping are allowed
- There must be 2 females on the court at all times.

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- HITTING IN INTERMEDIATE: Some harder hitting should be expected in the Intermediate division, but please be respectful of your opponent by following these guidelines:
 - If you cannot control your harder hits, don't hit hard.
 - Do not hit hard at players that you know cannot return a hard hit.
 - If you make a few unreturned hard hits start mixing it up with tips, off speed hitting, etc.
 - KEEP IT FUN FOR EVERYONE BY BEING RESPECTFUL AND COURTEOUS. Teams with opponents that are not respecting the above policies are encouraged to approach your opposing team captain to ask the hard hitter to lay-off.

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