



## **6 X 6 Sand Volleyball League Rules & Regulations**

Visit us on the web at: [www.macomb-mi.gov/rec](http://www.macomb-mi.gov/rec)  
Schedules and Standings are posted on our website.

***The Macomb Township Parks and Recreation Department has the right to amend any portion of these league rules at any time in order to ensure fair play.***

### **WEATHER CANCELLATIONS:**

- In the event of inclement weather or poor court conditions, the Macomb Township Parks & Recreation Department will make decision to cancel and update the rainout line by 4:30pm.
- After this time, decisions to play or cancel are made by teams and parks workers at the courts.
- Games must be interrupted or discontinued in the presence of thunder, lightning, or other life-threatening conditions and the courts must be vacated.
- **The hotline number is (586) 992-2909.**
- Any matches that are cancelled will be rescheduled by the Macomb Township Parks & Recreation Department.

### **GENERAL PARK RULES:**

- **No Alcoholic** drinks or glass bottles are allowed to be brought into the park. No Alcoholic beverages may be consumed in the parking lot.
- **Smoking/chewing tobacco, chewing gum & seeds of any kind** are prohibited on the volleyball courts. Please help us keep the courts clean and groomed for play by following this rule.

### **TEAM MANAGER RESPONSIBILITIES:**

- Teams are required to keep a record of the team line-ups and game scores each game.
- Score sheets, clipboards and pens will be provided in the league bin.
- Please check and agree with the opposing team after the game before signing and turning in score sheets. Score sheets should be left in the league bin and will be picked up by the league administrator the following day.

### **ROSTERS:**

- Rosters must be signed & completed by the start of your first league game.
- Blank rosters will be located in a binder in the league bin week 1.
- Please take a blank roster sheet, complete it, and put it back in the league binder folder pouch.
- Games should not start until a team roster has been completed and turned in to the binder.
- The roster is also a league waiver and must be on file in order to participate.

- Three (3) males and three (3) females constitute a legal lineup.
- You may play with as little as four (4) players.
- **You can never have more males than females on the court at any time, unless the other team approves the illegal lineup for play. If the other team does not agree, the match will be declared a forfeit.**
- **Teams may choose to play more females than males at any time.**
- Deadline for adding players to the roster is the **fourth played match**. No person will be added to a roster after this time. Exceptions are made due to injury, illness or hardship subject to the league director's decision.
- Non-rostered players are ineligible and may not participate in the league. Any team caught using illegal players will be forced to forfeit.
- Substitutions can be made at any point throughout the match.
- All managers must file an injury report on all players injured during the course of the match on the back of the score sheet. Any player bleeding must be removed from the game until cuts are cleaned and properly bandaged.
- You must be 18 years of age to participate in the league.

#### **AWARDS:**

- League champion will receive championship t-shirts.

#### **FORFEITS:**

- Ten minutes past the scheduled game time is forfeit time.
- All games must start when you have the minimum players needed.
- If a team does not appear for play at their scheduled time, the opposing team will be awarded a 3 point win and the match is forfeited. Forfeiting team receives (0) points for the match.
- Three forfeits by a team in any one season will result in that team being dropped from the league. Teams ejected from league play will not be eligible for refunds of any fees paid.

#### **THE GAME:**

- Teams are guaranteed 8 league games.
- Team uniforms are optional and not required.
- The second team listed on the schedule is responsible for keeping score, verifying it with the other team, and turning it in to the league bin.
- All games are **self-officiated**.
- Rally scoring for league play.
- All matches are three games in length.
- A game is won when a team scores 25 points win by 2 or the first team to reach 27. **Exception:** For the playoffs only, all sets must be won by 2 and the cap of 27 does not apply.
- Matches are limited to a one (1) hour time limit. If 3 games have not been completed by the one-hour mark, the team with the most points in the game at that time will be awarded the win. Teams should announce a 5 minute warning at the 55 minute mark for courtesy purposes.
- Teams will change sides after each game.
- There will be a one (1) minute break between games.

- Each team may take a maximum of (1) one minute time out and two (2) 30 second sand-time-outs each match.
- Any act that purposefully delays the game shall result in a warning for the opposing team manager. If the act is deliberately repeated, a protest may be filed with the league director.
- To start the game, teams will volley for serve to determine who begins serving the first set. For the second and third sets, the loser of the previous set will begin serving.

## PLAYING RULES:

- **Definition of a Fault:** A fault is any action that violates the rules.
  - **Results of a Fault in Rally Scoring:** A fault committed by the serving team will result in a point. A fault committed by the receiving team will result in a point.
  - **Double Fault:** Occurs when players from opposing teams commit faults simultaneously and the point should be replayed.
  - **Serving Faults (after contact):**
    - The ball hits net and does not go over the net.
    - The ball passes under the net.
    - The ball passes over or outside the supports.
    - The ball touches a teammate or other object before entering the opposing court.
    - The ball lands out of bounds.
  - **Ball Contact:** Any contact of the ball, whether intentional or unintentional is considered a team contact.
  - **Maximum Team Contacts:** The ball may be contacted no more than three (3) times by a team in an effort to return the ball over the net. The only exception to this rule is if contact is made off a block.
  - **Ball Contact:**
    - The ball may contact any part of the body.
    - The ball may contact multiple parts of the body provided such contact is simultaneous.
    - A ball must be hit cleanly and not held, lifted, pushed, carried, or thrown.
    - The ball must pass within the supports or their vertical extensions.
    - A ball may touch the net and go over and is in play.
  - **Ball in or Contacting the Net:**
    - Ball that is hit into the net may be played again within the limits of the team's three (3) hits.
  - Ball that contacts and passes over the net, ropes or cables within the supports is a legal play.
    - **Blocking/Contact with the Ball:**
      - The block is the attempt by a player or players to interrupt the ball before or after it crosses the net.
      - A blocker or blockers may contact the ball multiple times in one attempt. This constitutes a team's first contact only.
      - A blocker who has made the first team contact while blocking can then make the second team contact.
      - If a ball contacts the top of the net and a blocker and the ball return to the attacker's court, this team shall have three more allowable contacts of the ball.
      - When a ball is blocked back into the attacking player, the attacker is not subsequently considered a blocker and he/she may contact the ball only once.
      - A blocker may block the ball that has penetrated the vertical plane of the net.
- A blocker may block a ball on the opponents side of the court when the attacking team has made its third contact, directs the ball into the opponents court, or attacking team has unsuccessful attempt**

**to attack.**

**M. Player Contact of Net & Supports:**

- A player may not contact the net with any part of his body or clothing.
- It is not a fault when a player has incidental contact with the supports or support cables.
- A player may cross under the vertical plane of the net to play the ball as long as it does not interfere with the play of your opponent.
- A player does not have to intentionally avoid the ball or opponent which has come on to their side of the court from under the net. Any such player may not intentionally contact the ball or opponent if the opposing player has a possible play on the ball.

**N. The Serve:**

- The act of putting the ball into play by hitting the ball with hands (open or closed) or arms.
- A ball may touch the net and go over and is considered in play.
- The ball must be served from any point behind the end lines & between the sidelines.
- The server may not step on the end line or touch the playing surface until ball is contacted.
- Server may choose not to strike initial toss and try the serve toss again.
- No serve can be blocked and/or attacked.
- A serve can be set or bumped.
- Teammates are to alternate the serve each time they side-out.
- A player continues to serve until his team commits a fault.
- The teammates of the server must be within the court in a motionless position at time of the serve.
- Each team is responsible for assuring the opposing team complies with the proper service order. If the service order is violated, the teams in violation will lose the serve and all points earned by that server.
- The teammates of the server must be within the court in a motionless position at time of the serve. They may not obstruct the view of the receiving team intentionally.

**O. Playoff Eligibility:**

- Players must have played in at least 3 matches during the regular season in order to be eligible to participate in the playoffs.

**LEAGUE STANDINGS:**

- Each team will receive a point for any sets won during a match.
- League standings are based on the number of sets won throughout the season.
- Standings will be posted weekly on our web site [www.macomb-mi.gov/rec](http://www.macomb-mi.gov/rec)
- Tie Breaker #1-Ties in points between teams will be decided by better win/loss record.
- Tie Breaker #2-Ties in win/loss record will be decided by head-to-head results among teams tied.
- **In any given year if registration presents us with a 9-team league, the 9<sup>th</sup> place team does not qualify for the playoffs.**