



## PEORIA COMMUNITY SERVICES DEPARTMENT ADULT SPORTS



### ADULT SAND VOLLEYBALL ~ RULES AND REGULATIONS

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Welcome all captain's, officials, participants, and fans to the Peoria Adult Sand Volleyball program. This program is based on good sportsmanship, fun, and exercise for all individuals involved. We hope that you will enjoy your experience in our program, just as we are looking forward to cooperating and communicating with you throughout the season. Our staff would like to take this time to wish you the best of luck this season.

#### ROSTERS and CAPTAIN'S MEETINGS

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- All teams must be represented at the pre-season captain's meeting.
- Players must be at least 16 years old prior to the start of the season.
  - Players ages 16 or 17 years of age must complete an Age Waiver Form before they compete.
- Each team roster is to be submitted by the manager/captain at the time of registration. A team must have a minimum of four (4) players and a maximum of ten (10) players on its roster to start the season.
- The captain must be listed on the roster if he/she intends to play in ANY games.
- A team may add up to 5 players throughout the course of the regular season.
  - No players will be added during the playoffs. The last day to add a player to your roster is the day of the final regular season game.
  - To add players please see the site lead before the start of your game.
- Players may play for only one team per division.

#### ELIGIBILITY OF PLAYERS

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- A team captain may request ONLY one (1) eligibility check per game. An official will make a stoppage of time and the request must be made known to the league supervisor/official.
- Eligibility requests MUST be made **prior** to the start of the start of the 2<sup>nd</sup> game of the match.
- A player is illegal/ineligible if:
  - The player does not have a valid ID in possession (at court),
  - The player's name does not appear on the roster or drop/add forms,
  - The player does not meet the age requirements, or
  - The player appears on more than one roster in the same division.

##### PENALTY:

The illegal/ineligible player is automatically ejected from the game and the team using the illegal/ineligible player forfeits the game. A second ejection for the same player during the season **may** result in a suspension for the remainder of the season. All decisions made by the league supervisor/official in this matter are final.

#### PARTICIPANT CONDUCT

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- The supervisor and/or official have the authority to forfeit any game, eject players, captains or fans **WITHOUT WARNING** from the game for any conduct deemed unbecoming or detrimental to the game.
- ALL CAPTAINES ARE RESPONSIBLE FOR THE BEHAVIOR OF ANY PLAYERS, ASSISTANTS, OR FANS IN ATTENDANCE.
- The players' **Code of Conduct** is strictly enforced and will govern incidents and occurrences.
- The consumption of alcoholic beverages by any player, captain, spectator, or other person attending the game, match or recreation activity **WILL NOT BE TOLERATED**. Any individual that consumes or appears to have consumed alcohol will be asked to leave immediately. If the individual does not comply with the field supervisor's request to leave, that player's team will automatically forfeit the game and further consequences may be imposed. Alcohol is not allowed within the entire facility, including the adjacent parking lots, sidewalks, streets or alleys.
- All conduct matters will be presented to the league coordinator for further consideration.

#### LEAGUE STANDINGS and TOURNAMENT FORMAT

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- Standings will be available at <http://www.peoriaaz.gov/sports> and will be updated weekly.
- All teams will be seeded for the tournament, based on their regular season record. In the event of identical records, the following tie breaker system will be in effect:
  - Amount of Games Forfeited – Team with the least amount of forfeits will become the higher seed.
  - Head to Head Match-up
  - Number of Games Won
  - Number of Overall Points Scored
  - Coin Flip
- If you know ahead of time that you will not be able to field a team please call the League Coordinator at 623-773-7186 or email [franz.fuhrmann@peoriaaz.gov](mailto:franz.fuhrmann@peoriaaz.gov) by 5:00p on that, or the previous, business day.



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### FORFEIT TIME

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- Scheduled start time is game time. If a team is not prepared to play:
  - Team will have a five minute grace period for the start of the first game of the match to reach the player requirements. After the first five minutes have expired the first game of the match will be declared a loss for that team.
  - The second game will be set to start 15 minutes after the scheduled start of a game. If at that 15 minute mark the team is still not set to play, another five minutes will be granted. Once that second five minute time period has expired the second game of the match will also be declared a loss for that team.
- If a team forfeits three times, the team may be dropped from the league.
- If a team forfeits twice, the team will lose the right to pre-register for the following season.
- It is the team's responsibility to be at the court before the scheduled start time.

### LEAGUE DIRECTOR and SCOREKEEPER

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- Each team captain must report to the Site Lead/Official at least ten (10) minutes prior to scheduled game time to report line-up and check-in.
- Teams will be responsible for keeping score.
  - The score should be announced before each serve.
- Court Supervisor will be responsible for enforcing all time limits (45 minutes per match)

### PROTESTS

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- There will be no game protests.

### COMMUNICATION/GAME CANCELLATIONS

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- The Peoria Community Services Department reserves the right to adjust league format during the season.
  - Unavoidable game cancellations due to rain, irrigation, and other factors will be rescheduled by the league director, unless unable due to prior facility conflicts. In the event that games are cancelled, pro-rated refunds may be given.
  - Make-up games may be played on a night different than that of your league.
  - Decisions on rain-out games can be obtained after 3:00pm by phoning the rain-out information hotline at 623-773-7575.
- It is the responsibility of each captain to maintain regular communication with the League Director for newsletters, flyers, rescheduling of games, tournament brackets, rulings, and standings.

## PLAYING RULES

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### GAME/MATCH

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- A regulation match will consist of the best two (2) out of three (3) individual games.
- The first two games of a regular season match will consist of rally scoring to twenty one (21) points.
  - Teams must win by minimum of 2 points.
- The third game (if necessary) will consist of rally scoring to fifteen (15) points.
  - Teams must win by minimum of 2 points.
- If the time limit (50 minutes) expires during a match...
  - If there is no winner of the third game at the time limit, the third game will be a draw and both teams will receive 1.5 games in the official standings.
- Teams will flip a coin prior to the first game of each match.
  - The winner of the coin flip shall receive the choice of serve/receive or which side of the court they would prefer play on.
  - The team losing the coin flip will receive the opposite choice.
  - The team not serving in game one will serve to start game two.
  - Another coin flip will occur prior to the start of the third game of the match.
  - The process of the coin flip will be repeated prior to each match.
  - During the post season tournament the choice will automatically go to the higher seeded team.
- Teams shall switch sides at the conclusion of the each game.

### PLAYER REQUIREMENTS

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- All teams must have a minimum of three (3) players from the roster on the court.
  - For coed matches there may never be more than two male players on the court at one time.
  - The number of female players allowed on the court is unlimited.
- If at anytime a team cannot meet these requirements the match will be a declared a forfeit.



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### SUBSTITUTIONS

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- There are no regulations on when and where a player can substitute on the court. Free substitution is allowed throughout the entire match. A player may only serve once per four person rotation.
  - EXCEPTION: A team playing with fewer than four players.
- Teams are required to meet minimum player requirements at all times.

### GAME PLAY

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- The player serving may do so from anywhere behind the end line.
  - At the moment of service or take-off for service, the server must not be inside or in contact with the court boundary.
    - After the service contact, the server may land on the court or outside the court.
- On the serve the receiving team CANNOT attack or block the ball.
- A player may only serve once in a team's four person rotation.
  - This means that a minimum of three other players will serve prior to a player serving again for a second time during a game.
    - EXCEPTION: A team playing with fewer than four players.
- The ball may contact any part of the body as long as it is legally hit.
- The receiving team may set a serve to another player on their team.
  - The receiving team may NOT set a serve over the net off of the original serve.
    - A set is defined as an open handed hit with both hands.
- Each team will receive a single one (1) minute time out for each game of the match.
  - Timeouts do not carry over from one game to another.

### CO-ED RULES

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- There are no special co-ed rules for purposes of this league.

### JEWELRY

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- All jewelry must be removed before the start of the match.
- Any ear or facial piecing unable to be removed may be taped with the approval of the site supervisor.
- The game official may stop the match to ask a player to remove or conceal jewelry.
- A player not complying with these rules will be asked to leave the court to resolve the issue with the supervisor.

### COMMUNICATION and CONDUCT

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- Children must be supervised at all times.
  - Children are required to stay in the bleachers/seats and must not play on any apparatus in the gym, in the foyers, or restrooms of the gym.
  - If children are not kept in the bleachers/seats, under direct adult supervision, the gym supervisor will stop/forfeit the game if necessary.
- Any communication to the officials or league director must be through the team captain or captain only.
  - The captain or captain must identify him/herself to the game official prior to the game starting.
- Any communication to the officials or league director must be done during a break in the game.
  - DO NOT approach the league director during play to question him/her.