

## THE CHAPEL CO-ED SAND VOLLEYBALL LEAGUE RULES

1. **Maximum of 6 players on court. Teams should strive for an even balance of guys and girls.** Minimum of two ladies per team is required. Four guys and two girls is an acceptable balance. If a team chooses to play with five players, at least two ladies are required. If a team chooses to play with four players, at least one lady is required.
2. A team may have extra players that rotate in and out of the game. The minimum number of girls must be maintained.
3. New players may be added to team rosters by submitting league fee & Chapel Consent Form throughout the season. **To be eligible to play in the tournament, a player must have played at least twice during the regular season.**
4. **A player may not transfer from one team to another.** Substitute players are permitted to play for any team. The intent of this rule is to allow teams the opportunity to pull subs from around the court. The intent is not to permit a player to play consistently on two teams, or to have a team whose subs all come from the same other team and equal or outnumber the remaining regular players for a given game. **For the tournament, subs from other teams are permitted only from teams that have already lost.**
5. **Games must start on time.** Teams will have a 10min warm-up period before the game starts. At game start time teams play with who they have or forfeit their 1<sup>st</sup> game. The 2<sup>nd</sup> game will begin 10mins after the forfeited game. If a team forfeits their 2<sup>nd</sup> game, the 3<sup>rd</sup> game will begin 15mins after 2<sup>nd</sup> forfeit.
6. **Every match will consist of 3 games to 21 points, rally scoring.** Must win by two. Cap of 23. Games end when time is up regardless of score. Playoff games are played with the same scoring rules except the third game is uncapped.
7. **Captains decide who serves first.** After first game, losing team serves. Teams change side for each game.
8. A male player may return the ball back to the other side of the net without a female touching it. **No girl-touch rule.**
9. **Serves** may not be blocked or attacked. All players must be included in the serving rotation.
10. **Following are considered faults:**
  - a. server may have one re-serve (ball incorrectly tossed and let dropped or caught), second re-serve will result in side out.
  - b. any part of body or clothes touching net (exception - hair)
  - c. body can cross center line, but if interferes with opponent then it is considered a fault
  - d. ball coming to rest during contact (no lifts, catches, carries or throws) Pancaking is an acceptable hit
  - e. contacting ball over net before opponents third hit (if impetus of ball is coming over net then ball can be blocked)
  - f. catching a ball that has not contacted out-of-bounds object
  - g. any time two hands are apart contacting ball when bumping
  - h. any interference with opponents while they are making an attempt to play the ball
  - i. more than three contacts (block does not count)
  - j. any back row attacker leaving their feet 10 foot from the net (judgment call) and contacting ball above height of net
  - k. contact the ball 2 times consecutively except during or after blocking or at the team's first contact.
11. **All balls striking the net and going over are still in play – even serves.** The ball may be played when any part of the ball has crossed the plane of the net. Balls may be played out of the net as long as a player does not touch the net.
12. A ball is **“IN”** when its first contact with the ground is on the playing court or on a boundary line/rope. The ball is **“OUT”** when its first contact with the ground is completely outside the playing court, and it does not cause boundary lines to move or it completely crosses the net outside the posts or it touches an object out of play.
13. **Teams will call their own faults.** Please show respect to the other team if there is a question on a fault. If there is any question whether a fault occurred, please replay the point. After all, “the ball doesn’t lie” ;)