

2018 ADULT SAND VOLLEYBALL

Co-ed 4v4

FALL LEAGUE

PROGRAM STRUCTURE

This is a recreational league geared toward participants interested in having fun. All skill levels are welcome, and all matches will be self-officiated. We will be offering two divisions: competitive and recreational.

Divisions

- Co-ed 4v4 (recreational and competitive) (max. # of 8 players on the roster)

Cost: Co-ed 4v4/\$100 per team

***Please Note:** Players cannot play on more than one (1) team in the same division.*

Season: Monday, Sept 10th-Monday, Oct 29th (8 weeks). Games will be played every Monday

Location

Matches will be played on the sand volleyball courts located at Tom Brown Park, across from the Animal Services Center.

Player Eligibility (4v4 League only)

Players must be 18 years of age by the start of the season (September 10th, 2018).

Equipment & Uniforms

Tallahassee PRNA will provide game balls, nets, and rakes. Uniforms are not provided or required. Players may wear hats, visors, or sunglasses at their own risk. If any of these items fall into the net, it is NOT considered a net violation.

Schedules

Schedules will be available one (1) week before the season begins.

Co-ed 4v4- Limited to 1st 32 teams to register

- Co-ed teams will play one (1) match per week. Matches will be scheduled Monday nights with the first round starting at 6:15, 7:00, 7:45 and 8:30.

RULES AND REGULATIONS

Co-ed 4v4

1. Four person teams are required to have three players to start a game. Of that 3, at least one must be a female. If a team has 3 guys to start the game, it will be a forfeit.
2. Two (2) players on the court must be female unless team is playing shorthanded with only 3 players in which case one player must be female.
3. Court size is 9 meters x 18 meters.
4. When serving, the server rotates, but the players do not need to rotate positions. Rotation for 4-person teams shall be clockwise.
5. Substitutions are allowed during a match, before games begin, but not in the middle of a game. Exception is made in case of injury. If injury occurs, substitution will be allowed during a game.
6. Blocks DO NOT count as a touch.
7. Both sexes are not required to touch the ball before going over the net.

8. Net Height-We will play at standard men's height, roughly 8 feet tall. This is the second notch from the top on the nets at Tom Brown Park. All matches will be played at this height.

General Rules and Regulations

Rosters and Registration

1. Each team is required to have a team manager. The team manager must fill out the roster form and have paid the team fee before playing.
2. Teams are allowed substitutes, but they must be added to the roster form and approved by the Athletic Supervisor before matches begin or a forfeit will occur.

A team of four is allowed four substitutes or a maximum # of eight players on the roster. Substitutes can be added after the start of the season, if the team roster is not at maximum.

Preparation for the Match

1. A match consists of 3 games, the best 2 out of 3 games wins the match.
2. First serve will be determined by a coin flip. The team winning the coin flip may choose to serve first or may choose their side.
3. Matches will start promptly. Teams will be allowed a maximum of ten minutes past start time to wait for additional players. After ten minutes, if a team does not have enough players to begin, game 1 will be forfeited. After fifteen minutes, all games will be forfeited and the match will be awarded to the opposing team.
4. Alcohol consumption is not permitted within the sports complex, before, during or after matches.
5. Pets are not permitted in the immediate vicinity of the sand courts.

Scoring

1. Games 1 and 2 will be played to 21 points using rally scoring. This means a point is scored on every serve, regardless of which team served. The team who scored the last point is next to serve. Teams must win by 2 points. Games 1 and 2 will be capped at 23 points.
2. Game 3, if necessary, will be played to 15 points using rally scoring. Teams must win by 2 points. Game 3 will be capped at 17 points.
3. Scoring will be kept by both teams and announced before each serve. Final scores must be signed by both team managers and reported to the site supervisor.
4. If the ball lands out of play or hits any object out of the play, it is considered out; however, players may run out of bounds to play the ball. If the ball hits any part of the line, it is considered IN.
5. The ball is considered IN, if inside the poles. If the ball travels over the poles, the ball is considered OUT.
6. Jump balls are permitted when a ball or other safety issue comes onto the court. All other plays must be called to the best of the ability of the teams playing. This league is self-officiated.

Service

1. A serve that hits the net and remains in play (a let) will be considered a legal serve. Blocking the serve at the net is a violation and a point is awarded to the serving team.
2. No limitations on serves, a serve may be underhand, overhand or a jump serve. A fault occurs when the ball is not served within the boundaries of the opposing team's side or the server steps on, over or under the line before serving. If a fault occurs, a point is awarded to the opposing team.

Faults, Violations and Illegal Hits

1. If a team touches the ball four times on their side or twice in a row by the same player, it is considered a fault.
2. If the ball is held by a player or comes to rest, it is considered an illegal hit.
3. If a player uses his/her fingers for an underhand hit, it is considered an illegal hit. This may be avoided by contacting the ball with a closed fist.
4. If a player touches the net with any body part or reaches over the net to strike a ball it is considered a fault. Hats, visors or sunglasses falling into the net, are NOT considered a net violation.

Switching Sides and Timeouts

1. Teams will switch sides every 7 points for a 21 point game (games 1 and 2) and every 5 points for a 15 point game (game 3, if necessary).
2. Each team is awarded one (1), 30-second timeout per game which may be taken anytime there is a dead ball. Timeouts do not roll over to the next game(s).

Athletic Supervisor: Akita Heatly, p: (850) 891-3837, e: Akita.Heatly@talgov.com