

SAND VOLLEYBALL BY-LAWS

1. U.S.V.B.A. Rules apply unless otherwise noted in these by-laws!
2. It is absolutely mandatory that any child brought to the adult volleyball program be under adult supervision at all times. Please cooperate!!
3. No smoking or chewing tobacco on the sand volleyball courts.
4. This Department & the City of Marshall are in no way responsible for lost or stolen valuables.
5. A team may carry not more than twice the number of players allowed to play during the match on their league roster. (8 for 4-person volleyball and 12 for 6-person volleyball)
6. **FORFEITS:** A team will forfeit the first game of a match at the scheduled game time if the minimum numbers of players are not present. A team will then have 15 minutes to put the minimum number of players on the court to start the second game of the match. If the team does not have enough players after 15 minutes the match will be a forfeit. A team must start and finish a match with at least the minimum number of players allowed. A team with less than the minimum number of players shall forfeit that game. (Minimum players for 4-person = 2) (Minimum players for 6-person = 4)
7. **ALIGNMENT**
 - A. **SIX PLAYERS,** 3-front/3-back row at the time the serve is contacted constitutes a regulation team. If 6 players are present, 6 must play. If only 5 players are present 3 must be front row at the serve **ONLY** front row players may block or spike. If a 6th player arrives that player must enter in the center back position on the first dead ball. Other players must rotate in as described below.
 - B. **FOUR PLAYERS,** all players may block and spike.
8. All leagues must change sides every 8 points.
9. **ROTATION:** Teams must rotate all players present into the game in the same order. Rotation is made in the position adjacent to the server each time your team gains the serve.

or

SUBSTITUTION: May be used in lieu of rotation. Teams must so inform the opponent prior to the **MATCH**. A player may enter a game 3 times with starting counting as 1 entry. A substitution can be made when the ball is dead with the incoming player replacing the player leaving the game. A re-entering player must assume a position in the same position in relation to teammates as the original entry.
10. Teams are responsible for calling own violations. Be fair & be consistent. **DISAGREEMENTS WILL BE REPLAYED.**
11. **RALLY SCORING:** A match is won by the team that wins the best of three games. The first 2 games of a match are scored with rally scoring. First team to 21 points and must have a 2 point advantage. The deciding game (game 3) is rally scoring to 15 and must have a 2-point advantage. If the serving team wins the rally, it scores a point and continues to serve. If the receiving team wins the rally, it scores a point and gains the right to serve. Each team is responsible for keeping the score. The server shall announce the score prior to each serve attempt. The team listed first on the schedule serves first in the 1st and 3rd (if needed) games of the match. The team listed second selects which side of the court to begin play.
12. Two 30 second time-outs are permitted each team during each game, per serve attempt.
13. A ball landing on any boundary line is good. **DISAGREEMENTS SHALL BE REPLAYED.**
14. **ADJACENT COURTS:** If a player enters an adjacent court after playing the ball, the ball is dead and a point/side out is awarded, unless there is no match scheduled on the adjacent court(s).
15. **A PLAYER MAY NOT:**
 - A. Return a serve with a Block or Spike
 - B. Contact the ball twice in succession, if attempting to hit the ball more than once.
 - C. Contact the net while the ball is in play (4's can cross under the net)
 - D. Hold or catch the ball
 - E. Serve out of regular turn
 - F. Contact the ball until the ball has broken the plain of the net **EXCEPT**
 - (1) when following through a hit made on player's own side
 - (2) when attempting a hit
 - (3) when faking a hit
 - (4) when blocking or attempting to block a ball if the opponent has had the opportunity to complete their attack (**BLOCK = ARM'S LENGTH FROM NET**)
 - G. On offense, a player cannot contact the ball once the ball has entered the opponent's side.
16. A team may not contact the ball more than three times before returning it. **EXCEPTION** - a block does not constitute a hit and the blocker may participate in the subsequent hit and a block is not one of a team's 3 hits.
17. **CO-REC VOLLEYBALL RULES** - all other rules are in effect plus...
 - A. Serving order and position on the court shall alternate male/female.
 - B. When a team plays the ball more than once a female must make one of the hits.
 - C. One back row player may block when there is only one male player in the front row in 6-person volleyball.
 - D. 6-person games may be played with 4 players; two of one gender and two of the other. If you have 5 you cannot have 3 male, 2 Female, but you can have 2 Male and 3 females
4-person games may be played with 2 players; 1 of one gender and 1 of the other.
18. All matches will be the best of 3 games rally scoring to 21 and win by 2 points. The 3rd game will be rally scoring to 15. Records will be kept based on **Matches** Won/Loss. The end of season tournament determines league winner.
19. The Marshall Recreation Department will attempt to contact the team managers by **4:30pm** if matches are cancelled because of weather. If you don't hear anything from the Recreation office and the message machine (781-5166 after 5pm) does not have a message about volleyball being cancelled then all teams must report for their assigned match times. Make-up matches will be made-up by extending the season an extra week, (this would push back the season ending tournament a week), added to a scheduled league night with later times or some matches may not be made-up!
20. Have respect for the equipment please. The nets, the game balls, and the court have all been improved to make the game more fun for all. Pulling on the nets, slamming the balls, throwing the ball as hard you can against the net, and trying to adjust the nets yourself are examples of things not to do.
21. Game time is start time. Some warm-up time will more then likely be given, but sometimes nights are running late so this will not be possible. Be courteous of other teams and try to get your match going, and if the supervisor asks for things to get rolling, please start ASAP.