**Beach Volley Ball Rules Social 6v6**

The rules

governing sand volleyball are basically the same as those governing indoor

volleyball with a few small yet significant differences. Listed below are the

rules of the game. Teams will play 3 games to 21 rally score with a cap at 25.

Serves that hit the net and go over the net to the opponents side will be

"live" and are good serves provided they are played by the opposing

team or they land in bounds.

**Setting the serve is illegal at the COMPETITIVE and SOCIAL levels.**

**BVB**

**SPECIFIC RULES**

Social Coed

6`s (4 men and 2 women) MAX 10 players per roster

3 GAMES = 1

MATCH. Winner of match is first team to win 2 games.

**MINIMUM**

REQUIREMENTS

 Six

player teams must have at least five players (minimum two females) on the court

at all times. Teams with less than six players may pick up another player from

another team, as long as opposing team Oks it.

Teams have

until ten minutes past the designated start time to field a full squad. If at

that time one team is unable to field a full team (minimum number of players

required according to the rules), it will result in a forfeit of the first

game, if they are still unable to field a full team by 20 minutes after the

designated start time it will result in a Match forfeit. During the regular

season, a team may play a legal game with less than the required number of

players or players from other teams if the opposing team consents.

**SERVICE POSSESSION & LINEUPS**

 A team earns service possession for the start of the first game by winning female shotgun, Rock/Paper/Scissors best 2 out of 3, or a awesome ECSS challenge. The teams will then alternate start service every other game.

ROTATION

 Coed

formats may line up in any gender order. This means that males may be next to

males and females next to females. It is NOT required to alternate males and

females.

 In 6s

there must be 3 front row and 3 back row players.

 In 6s

players must rotate position in a clockwise order for each side-out for

service.

**SUBSTITUTIONS**

 Teams are

only permitted to substitute a player on THEIR side-out. Meaning when your team

wins a point is when you can sub.

 Players arriving late to a game must wait for a side-out to fill a missing position.

**PLAYING THE**

BALL

 SERVES

Failure to serve within 10 seconds will result in a side-out

-Serves that hit the net and go over the net to the opponents side

will be "live" and are good serves provided they land in bounds.

CONTACTS

- Each team is allowed a maximum of 3 successive contacts of the ball

in order to return the ball to the opponent's area. (Exception: In the action

of blocking an attacking ball, the touch, or contact resulting from the block

attempt does not constitute one of the three successive contacts.)

 ATTACKING THE NET

  In 6s only the three players that are in the front row of the rotation are allowed to attack the net. Violation of this rule would include any hitting or blocking that occurs above the plane of the net.

 SIMULTANEOUS CONTACTS

- When two non-blocking teammates touch the ball simultaneously, it is considered one contact, and any player may make the next contact in all recreational and intermediate leagues. In competitive level, if teammates touch the ball simultaneously this counts as TWO team contacts, and either player may make the 3rd contacts. When two blocking teammates touch the ball simultaneously, it is not counted as a contact, and any player may make the next contact.

-When two opponents simultaneously and instantaneously contact the ball over the net, the

ball remains in play and the team receiving the ball is entitled to another

three hits. If such a ball lands out, it is the fault of the team on the

opposite side of the net from where the ball lands.

 CHARACTERISTICS OF THE CONTACT

 - The ball can contact any number of body parts

down to, and including the foot, providing such contacts are simultaneous and

the ball rebounds immediately and cleanly after such contact.

 HELD BALL

- The ball must be contacted cleanly and not held, lifted, pushed, caught, carried

or thrown. The ball cannot roll or come to rest on any part of a players body.

It can rebound in any direction.

 HAND SETS

- A contact of the ball using the fingers of one or two hands to direct the ball toward a teammate is a set. The ball must come into contact with both hands simultaneously and leave both hands simultaneously to avoid a double hit call. A player may set the ball over the net in front or behind them only in the direction in which their shoulders are squarely facing. Rotation of the ball after the set may indicate a held ball or multiple contacts during the set but in itself IS NOT A FAULT. Setting the serve is legal in all leagues. No spiking or blocking of the serve is allowed

ATTACKING THE BALL OVER THE OPPONENTS COURT

- A player is not allowed to attack the ball

on the opposite side of the net. If the ball is hit above the spikers side of the

net and then the follow-through causes the spiker's hand and arm to cross the

net without contacting an opponent or the net, the action does not constitute a

fault.

**BLOCKING**

 Blocking

is the action close to the net which intercepts the ball coming from the

opponents side by making contact with the ball before, during or after it

crosses the net. In Competitive leagues the block touch is considered one

contact and the team has two remaining contacts remaining.

 MULTIPLE CONTACTS

- Multiple contacts of the ball by a player(s) participating in a block

shall be legal provided it is during one attempt to intercept the ball.

Multiple contacts of the ball during a block shall be not counted as a contact,

even though the ball may make multiple contacts with one or more players of the

block.

 PARTICIPATION AFTER A BLOCK

 - Any player participating in a block shall have

the right to make the next contact, such contact counting as the first of three

hits allowed the team.

 BLOCKING A SERVE

- Blocking or attacking a serve is prohibited.

 BLOCKING A BALL ACROSS THE NET

- Blocking of the ball across the net above the opponent's

court shall be legal provided that such a block is:

(1) After a player of the attacking team has spiked the ball unintentionally directed the ball into the opponent's court, or has

exhausted their third allowable hit.

(2) After the opponents have hit the ball in such a manner that the ball would clearly

cross the net if not touched by a player, provided no member of the attacking

team is in a position to make a legal play on the ball

(3) If the ball is falling near the net and no member of the attacking team could

reasonably make a play on the ball.

**PLAY AT THE**

NET

 PLAYER CONTACT WITH THE NET

- No part of the body may touch the net at anytime unless

a ball or person driven into the net causes the contact. Player contact with

the net in a manner not directly relating to or affecting the course of play is

not a violation. Contact with hair or part of the uniform will not be

considered a fault.

 SIMULTANEOUS CONTACT BY OPPONENTS

- If opponents contact the net simultaneously,

it shall constitute a double fault and the point shall be played over.

 INTERFERENCE

- Beach volleyball allows any and all parts of the body to cross

the center line as long as there is no interference with the opposing player.

**TIMING**

LENGTH

 Each match will be allotted 50/60 minutes (depending on facility) of playing time.

Any warm up time used beyond the scheduled start time will cut into this match

time. If the third game has yet to start and only ten minutes remain in playing

time, all rally scored matches will end at 15 points with a cap of 19.

**COURT SIZE**

6s - The court size for 4s and 6s is 60 feet long x 30 feet wide.

**LEAGUE**

**POLICIES**

**GAMES:**

During the

regular season matches are to be played within time allotted (warm up time is

included). The scoring format will be 3 games to 21 points using the Rally

Scoring Format switching sides at every 7 points. You must win by 2 points, however,

the score is capped at 25. If the third game has yet to start, and has only 10 minutes

remaining in the hour, the third may be played to 15 using rally scoring

switching sides at every 5 points (cap at 19).

**REFS:**

This is a

self ref league. Which means every team will police each other and use the honor system. We will have a field rep on hand to settle any disputes. Their rule is final.

If you know

in advance that your team is going to forfeit a game, we encourage you to call

our office or email so as to help us schedule your opponent a game.

Teams have

until ten minutes past the designated start time to field a full squad. If at

that time one team is unable to field a full team (minimum number of players

required according to the rules), it will result in a forfeit of the first

game, if they are still unable to field a full team by 15 minutes after the

designated start time it will result in a Match forfeit. During the regular

season, a team may play a legal game with  players of other teams if the opposing team

consents.

**STANDINGS:**

The updated

standings will be posted weekly, displaying each teams rank within its skill

level. Rank is based on record.

**PLAYOFFS:**

EVERY TEAM MAKES THE PLAYOFFS (unless team has been removed at ECSS discretion). Playoffs

will begin immediately following the end of the regular season and will

typically last between 1 and 2 weeks. After teams have been seeded according to

their records all captains will receive an email with the 1st week of playoff

game times roughly 3 days before their league playoff date. Teams will not

receive a call for any other weeks of playoffs! It is the responsibility of ALL

TEAMS to check the playoff brackets at the league or online to find out what

time they will be playing the following week if they win. In playoffs it is not

uncommon, (and in some cases will be necessary), for teams to have more than

one match in a given night. No substitutes will be allowed during playoffs.

All players

must have signed the waiver by the second week of the season in order to be

eligible for playoffs. All eligible teams will make the playoffs. Playoff

eligible teams will be determined on a league by league basis. Teams that have

violated the forfeit policy during the course of regular season will not be

eligible for playoffs. Playoffs are single elimination.

Seeding:

Teams are seeded based upon a record, head to head and points given up. Teams

may play more than one game per day/night, and/or play games on days/nights

other than your regularly scheduled league day/night if necessary. ECSS

reserves the right to schedule playoff games on days other than teams regularly

scheduled league night. Any questions regarding rules, policies, or eligibility

of players must be addressed before the start of the game. Any team that would

like to challenge the eligibility of an opposing player must do so before the

start of the game. No protests will be considered valid after a

game has

started.

-Speed

scoring rules still apply during the playoffs.

-Teams may

play more than one match per day.

In cases

where several cancellations have occurred during the season, teams may be

required to play on a different night of the week.

(Example:

Thursday semi-finals may be played on Thursday and finals held on Friday.)

**WAIVERS:**

In order to

participate in the league, each participant must sign the team waiver. Waivers

are provided and must be completed and handed in no later than the first night

of play. Players not present the first week of play will still be required to

sign a waiver with our staff before participating.

**PLAYER**

ELIGIBILITY:

PLAYERS ARE

ISSUED A ECSS LEAGUE SHIRT AND MUST WEAR AT ALL TIMES DURING GAME PLAY TO BE

CONSIDERED ELIGIBLE Players who have been placed on the roster and signed the

waiver are eligible for playoffs. A formal protest may be filed before a game

if an opposing players eligibility is in question. The player in question will

be required to provide his/her player information (name, address, phone #, and

signature) in writing to a ECSS staff member prior to the start of the game.

This qualifies as an official protest. Any protest made during a game or after

a game will NOT be considered a formal protest. The game will then be played in

its entirety as scheduled. Teams will be notified of all rulings on the

identified eligibility discrepancy by the following business day decisions

will not be made on site. If the protest is proven to be legitimate, it will

result in the forfeiture of the game in question. Games subsequent to the

protested game may be rescheduled. The above procedure will also apply for any

other logged protests. All rulings by ECSS staff are considered final.

**SPORTSMANSHIP:**

The idea of

ECSS is to have fun. We hope that all participants keep that in mind when

becoming involved. Although the games may become intense, you still can be

competitive while maintaining good sportsmanship. With this said, any behavior

deemed unacceptable by staff may result in suspension and/or ejection from a

game or the league.

Abuse of

officials/referees, and other staff will not be tolerated. ECSS reserves the

right to remove a player from a game or a league if they are considered to be

bringing down the quality of the league. ECSS will not tolerate fighting!

Fighting will be an automatic ejection from any game and in most cases ejection

from the league for the remainder of the season.

**STAFF:**

To

coordinate and run the league, our staff will be available at all times to help

the league run as smoothly as possible. If you have questions regarding

schedules, policies, rule interpretations, directions to the bar, etc. please

ask.

**LEAGUE**

CANCELLATION/RAIN OUT:

Leagues may

be cancelled due to extreme weather conditions, dangerous or unplayable

conditions in the facility, facility constraints, etc. ECSS staff makes every

effort to play all scheduled games, thus we will not cancel games unless

absolutely necessary. Therefore, if you are calling concerning a decision on a

cancellation, remember we will not have an answer until close to the start of

the league.

If the

league is cancelled, ECSS staff will send out a text on our textline immediately.

If possible, the ECSS will then email all of the captains to let them know. It

is then the captains responsibility to inform all teammates of the

cancellation. If a league is cancelled on site, ECSS staff will attempt to

contact those teams still scheduled to play the remainder of the league

day/night. Depending on the time of cancellation, some teams will have to be

notified on site. If we do cancel, follow next weeks schedule (ex. If April 13

is cancelled teams should follow the April 20 schedule for their next game).

The games that are cancelled will be made up towards the end of the season if

time allows. In extreme circumstances, ECSS reserves the right to run a shortened

season without a refund. ECSS reserves the right to move games or weeks to an

alternative location when deemed necessary

Without

compensation. ECSS also reserves the right to schedule games on days other than

your regularly scheduled league day/night if necessary.

**PRIZES/**

JERSEYS:

Each team

will receive one shirt per player that has created and online account and officially

added themselves to the online roster. Rosters will be considered final by the third

week of the league. The shirts will be handed out at either the league sponsor

bar during a preseason pick up party approximately a week before the season

starts or at the courts prior to your 1

st game. You will be informed

of the details via email ahead of time. Each team will receive a pre-bundled

set of colored jerseys with various sizes. Teams are required to wear these

shirts during league play. Additional shirts and sizes can be purchased from

the ECSS for an additional change. The top teams in each division will receive

a prize of great emotional, spiritual, and most importantly, social value.

These

policies are designed to make the league run as smoothly and safely as

possible, and provide continuity for its participants. Each player in the

league is responsible for this information: please advise your team of these

rules and thanks for playing.