

Lucky 66 Sand Volleyball Rules

Liability

All participants in the league assume the risk of injury. Lucky 66 Bowl and Volleyball Inc., its employees, and volunteers shall not be liable for injury to person, loss or damage to personal property arising from or in any way resulting from participation in league. **All participants must sign a waiver before competing in league play.**

Submitting a Roster

- Each team must submit a roster with a maximum of 8 players and a designated team captain
- Each roster must be complete with participant initials
- No player may register for more than one team
- Rosters must be finalized the Friday league play begins
- The volleyball director may allow changes to the roster if a team faces any problems such as injury, illness, players quitting, or other circumstances up to the directors discretion
- The director reserves the right to deny a team's roster request
- **No player who is not on your roster may play on your team**
- All players must have a minimum of 4 matches of play to be allowed in the end of the season tournament

General Rules

- Recreational sand volleyball is self-officiated unless the director assigns a referee to the match
- Players will call their own faults. Team captains may call major faults on their own team and the opposing team
- Disputes should be resolved between captains. Replay the point if the dispute can't be resolved
- **GOOD SPORTSMANSHIP** is required of all participants! This means no aggressive verbal or physical behavior towards teammates or opposing team. Refrain from using vulgar and offensive language. The volleyball director has

the right to dismiss, suspend, or disqualify any player or team for non sportsmanlike conduct at any time

Teams

- Teams will consists of 6 players, with at least one female and one male on the court at all times. A team may START a game with a minimum of 2 players, one female and one male. The team also must be paid for the week before game play.
- If a team doesn't have the minimum players, the volleyball director will determine if the match can continue
- At any time the director reserves the right to check rosters and take team attendance

Timing and Scoring Regulations

- A match shall consist of a 50-minute time period, playing 3 sets (Sets 1 and 2 to 21 and set 3 (if necessary) to 15)
- The game is over when one team scores 21 points
- At the end of the 50-minute time period, whichever team is ahead at the time will be declared the winner. In the case of a tie, the next point scored will win the set
- There will be a 10-minute break in between matches to allow teams to warm up
- Teams must be ready to play 10-minutes after the start time. If a team shows up late, the team that arrived on time has the following options:
 - They may forfeit all 3 sets
 - They may call for a forfeit of set 1 and play 2
- Rally scoring will be used (a point is scored for every serve)

Serving Regulations

- A coin toss will be done between the two team captains. The winner has the choice of serving, or what side they want to receive on. The coin toss will be done before the start of the third set with the same two choices.

- Service takes place any where beyond the back line. The server may not step o the service line when serving
- The server must announce the score out loud before serving the ball with the serving team score announce first
- The players of the serving team must not screen the server, and adjust their position when asked to by the opposing team
- Blocking or attacking a serve is illegal
- On change of the server, all players shall rotate clockwise. The player in the right front position becomes the server. Positions of players may be changed only after a completed game

Game Play

- The ball must be cleanly hit and not held, lifted, pushed, carried, or thrown. The ball can't roll or come to rest on any part of the body
- When playing the ball, players may use any part of their bodies, including feet, as long as the ball is cleanly hit or pops off at contact
- When contacting the ball with one hand, the ball must be cleanly hit with the palm or heel of the hand, or knuckled over. One-handed placement or redirection of the ball with the fingertips (open-hand tip) is a fault
- Players may step under the net to the opposing side without penalty, unless they interfere with a player on the other side
- If two or more players on the same team contact the ball simultaneously, it is considered one hit. Either player involved may hit the next ball without penalty
- The ball is out-of-bounds when it touches any surface, object, or sand outside the lines. A ball touching the line is considered "in". A ball may be played from the out-of-bounds but it must cross the net within the antennas

Faults

- Players touching the net with any part of their bodies

- A team contacts the ball four times before returning it to the opponents
- Catching or throwing the ball is not allowed
- A player that contacts the ball twice in succession unless the first contact is a block
- When two opposing players commit faults simultaneously, the point is replayed

Blocks

- A ball touched by a player, playing at the net, and attempting to block a shot by an opponent shall not be counted as one of the three hits permitted to the team
- In blocking, the blocker must place his/her hands and arms beyond the plane of the net provided the action does not interfere with the opposing player. The blocker is not permitted to touch the ball beyond the plane of the net until the opposing player has attacked the ball
- If two or more players from opposing teams contact the ball simultaneously above the net, any of the players involved are eligible to participate in the next play, which shall be considered the first of three contacts allowed to the team

Substitutions

- Substitutions may be made at any time the ball is dead as long as the substitute occupies the position that the player was in. There is no limit on substitutions

Playoffs

- Teams will be seeded in playoff according to the league record. If there is a tie, the team with the best record against the team ties with, shall be ranked higher. If the record is tied, the decision will come down to point differential in all wins and losses for the season.

Rainouts

- Due to the limited days available to make up a postponed game, we will endeavor to play in mild weather such as wind, rain, snow, or cold conditions. If unfavorable conditions arise, the team captains will be notified by the volleyball director to hear if the game is cancelled. Teams must be flexible in attending days for make up games, which will be assigned by the director.

Protests and Appeals

- Team captains shall enter protests or appeals at the time of the infraction. If the team captains can't solve the protest, the director will be called in to make the final decision. **All decisions made by the director or staff of Lucky 66 are FINAL!**

Children

- Children not participating in league play may not be on the courts at any point in time.

Absences

- If you know you and your team will not be here on one of the your league nights, please call Lucky 66 Bowl and Volleyball to let them know that you will not be here and if you want to make up. Please tell them your team name.