

# City of Bloomington Sand Volleyball Rules

## **Roster/Waiver Forms**

A City Roster/Waiver Form must be completed and signed by all members of your team. The roster/waiver must be returned by your team's first game. Forfeits will be marked for all teams that have not submitted a roster. Those forfeits will become permanent after week 3 of league play.

Players who have not signed your team's roster/waiver are considered illegal players. Games that illegal players compete in can be ruled forfeits. Players can be added to your roster as long as you do not go over the 12 player limit.

## **Schedules**

Schedules are created using a software scheduling program. After a schedule has been created, the League Director manually manipulates the schedule, if needed, to balance out game times. Game times are balanced so that a team will not have more than one more or one less game at a particular game time than the league average. Ex: If the league average is two 6 pm games, a team may have 1, 2, or 3 games scheduled.

Teams will have equal number of home and away games. If a team does play an odd number of games, it will have either one extra home or away game.

Scheduling requests will be considered, but not necessarily always granted.

Make-up games will be added on to the end of the regular season when possible. All cancellations will be updated on the Adult Sports Weather Line (952) 563-8878 option 1.

## **Team/Player Conduct**

Players must be at least 18 years of age to participate in the Adult Athletic Leagues.

During the regular season a person may play for any team, provided that two of the teams are not on the same evening. Teams must show up for games on time. If there is a need to forfeit, that team must contact both the League Director and the listed manager of the team that they are scheduled to play by 3 pm on the day of the game. Only rostered players are allowed.

Physical altercations will result in immediate suspension from league play for the individuals that were involved, as determined by the League Director. Verbal confrontations will be reviewed and appropriate disciplinary action will be issued on an incident by incident basis, and letters will be sent regarding any altercations and course of action taken to document the incident.

Abusing City Staff will not be tolerated.

In the event a call is under debate between teams, simply PLAY THE POINT OVER. If the Staff member becomes over involved in a disagreement he/she will instruct the teams to replay the point.

The League Director will review any situation where a player/manager is ejected from the game to determine if further action should be taken. Repeated offenses during a season will result in suspension for the remainder of the season.

The City of Bloomington is NOT responsible for lost or stolen items.

## **League Rules**

- A team shall consist of six players. However, a team of four players will be allowed for a legal game. If a team has less than four legal players for any reason, the match will be considered a forfeit. If a fifth and sixth player arrives after a match has started, the player can enter the match when they arrive.
- Begin games promptly at your assigned times. Please be considerate of the other teams in the league by being ready to start at on time. Games will be terminated on the hour, a victory can be decided by 1 point. Your hour includes warm up and playing time.
  - Forfeit time:
    - 10 minutes—1st game forfeit
    - 15 minutes—2nd game forfeit
    - 20 minutes—3rd game forfeit
  - The score recorded for a forfeited game is 25-0
- Teams must supply a ball to warm up prior to each match. The two teams will decide upon which ball to play with.
- Three games will be played during each match. It is not a best of three.
- For the first game of the match, the home team has the choice to take the serve or choice of playing the areas.

## **League Rules (Continued)**

- The team not serving the first game shall serve the second game. The team not serving the second game shall serve the third game.

- Teams shall change playing areas at the end of each game of the same match.
- The server shall stand behind the end line and may not step on or over the end boundary line until after the serve has been hit, the server has the width of the court to serve from.
- Each server is allowed one re-serve per service term when a serve attempt is not made.
- Before the serve the server must announce the score of the game for both teams to hear.
- At the beginning of each game, the team serving shall NOT rotate. After the team first serving has lost the serve, their opponent **SHALL** rotate for their first serve. Teams shall rotate in a clockwise direction.
- Blocking the serve is not allowed.
- It is permissible to run out of bounds and play a ball before it contacts an object considered out of bounds. Once a ball contacts any object other than a player out of bounds, it is considered dead.
- A player may step on the center line but only one foot is allowed to cross the line **without interfering with a play.**
- When a ball touches a boundary line, it is considered in bounds.
- Players are not to scoop, hold, or lift the ball. The ball must be clearly hit.
- It is legal to contact the ball with any part of the body as long as it does not visibly come to rest even momentarily. Balls can be played with the feet, knees or any other part of the body below the knees.
- A team shall not play the ball more than three times before it crosses the net.
- Successive plays of the ball by a player whose first play is an attempt to block shall be permitted. The next play shall count as the first of three hits allowed this player's team.
- If two players contact the ball simultaneously, it counts as one hit and either may play the next shot.
- Contact of the net by a player is not a fault, unless it interferes with the play. Plays that are considered interfering include, but are not limited to:
  - Touching the top of the net or antenna
  - Taking support from the net
  - Creating an advantage over the opponent
  - Making actions which hinder an opponent's legitimate attempt to play the ball
- A spiker must contact the ball on his own side of the net, but may in the course of his/her follow through cross over (but not touch) the net.
- Substitution must take place only when the ball is dead, and if the team is not rotating players.
- 25 points wins the game provided there is a two point lead with a 27 point cap.
  - (Possible scores can be 25-23, 26-24, 27-25, 27-26).
- Teams may use an eight-player rotation; whereby, two players rotate outside the court and are not allowed to participate until rotating back within.
- Teams are responsible to make all judgment calls on your own side including "fouls" and rule interpretations. In the event of a dispute, simply play the point over.

### **Co-Rec Rules**

- In co-rec play, if the ball is hit more than once on a side, then one of those must be made by a female.
- Males and females should be in alternating positions on the court.
- A team shall consist of no more than six players, the following are considered legal team makeups:
  - Three females and three males
  - Four females and two males
  - Three females and two males
  - Two females and three males
  - Two females and two males
- When a team is playing with three males and two females only two males are allowed to block or attack in any rotation.
- Back Row Player may also block when there is only one male player in the front line position.

### **Adult Sports Weather Line** (952) 563-8878 opt. 1

**League Director**  
Mike Ramirez  
mramirez@BloomingtonMN.gov  
(952) 563-8880

**Sports Coordinator**  
Eryn Hubbard  
ehubbard@BloomingtonMN.gov  
(952) 563-8676

**Bloomington Parks and Recreation**  
1800 West Old Shakopee Road  
Bloomington, MN 55431  
(952) 563-8877

**Dred Scott Playfield**  
10820 Bloomington Ferry Road  
Bloomington, MN 55431