

**Clayton Parks and Recreation
2007 Coed Sand Volleyball League
Rules and Regulations**

1. This league follows U.S.V.B.A. rules except for the following.
2. A team will be allowed 10 minutes past the official game start time to produce a minimum of four roster players before a forfeit is declared. The clock will start at the official game time regardless of how many players are produced.
3. Teams may play games with a minimum of four players and a maximum of six players. Teams must play with an equal or greater number of women to men on the court.
4. The league will consist of a ten-week format in which only one league champion will receive league awards. There will be no playoffs.
5. If the league ends in a first place tie, the winner will be determined by head to head record with teams tied for first. If there is still a tie, the winner will be determined by margin of victory in head to head scores.
6. Each match will be rally scoring and consist of 3 games or 1 hour. Each game will be played to 25 points and you must win by 2. If the last game begins after 45 minutes into the match, the game will be played to 15 and you must win by two.
7. Overhand and underhand serves are allowed. Jump serves are not allowed.
8. Free substitutions are allowed.
9. If the ball is hit more than 2 times on your side, a female must make contact with the ball before it passes over the net. Failure to do so will result in a point awarded to the other team and side out.
10. Only the captain can question the calls or be the player to voice any concerns during the match.
11. If a team forfeits 2 weeks during the season, the team will be removed from the league with no refund given.
12. If a team forfeits, for any reason, that game will not be rescheduled.
13. When serving the ball, the player has five seconds to make contact with the ball before a side-out is called.

14. The serve can be returned with a pass or a set. The serve cannot be blocked or attacked at any time.
15. Let services. If the ball touches the net on a serve, it is considered a live ball.
16. Any player or captain, who threatens any league official or representative in any way, will be suspended indefinitely. This may also result in team penalties or loss of game.
17. Any player fighting will result in forfeiture of the game. Players involved in the altercation will be suspended from the league indefinitely. Any player who verbally threatens another player or team may also be suspended from the league.
18. All issues regarding officials must be addressed immediately with the league supervisor.
19. The team's captain will be the contact person regarding all league schedules, standings, general information, suspensions and any item needed to be passed along or addressed to the team.
20. It is the duty of the captain to relay all information given to his/her team.
21. All teams must have a roster/waiver on file with the coordinator. All rosters must be turned in before the first game of the season. No additions may be made after the 3rd week.
22. Roster may be checked. An illegal player will result in forfeiture of game. Checks must be done before or during a game. The captain must ask the coordinator for a roster check.