



EAST FERRIS BEACH VOLLEYBALL RULES

DATES

- Team registration is due on May 17th, 2024.
- The first scheduled game will be the week of June 4th, 2024.
- Games will be scheduled:
Tuesdays & Wednesdays at 6:15pm, 7:00pm, and 7:45pm and
Thursdays at 6:30pm, 7:15pm, and 8:00pm

EQUIPMENT AND SHED

- Before the season begins, each team captain will be responsible for obtaining their team's shed key from the Municipal Office – 25 Taillefer Rd. Corbeil. The key is your responsibility and must be returned at the end of the season. A \$50 deposit is required for each key and will be reimbursed by cheque upon turning in your key at the end of the season.
- In the shed, you will find the boundary straps, balls, team binder, and score boards. At the end of each evening, please return the equipment in a neat and organized fashion.
- Nets will be put up by the township at the start of the season and will remain up all summer. Teams are not responsible for putting up or taking down nets.
- The posts for the boundaries are installed at all four corners of each court. Attach the boundary straps with the clips installed on each post.
- If damage occurs or defects are identified to any of the equipment or courts, please notify the league organizer at your earliest convenience. This will allow the organizer to contact the facility and request repairs in a timely manner.

WEATHER / CANCELLATIONS

- Every effort will be made to play each scheduled game, unless extreme weather conditions prevent it (i.e., heavy rain or lightning).
- Games will only be cancelled if there is lightning, or the courts are unplayable due to excessive water.
- If it is lightly raining and the courts are not too wet, games will go on.
- **Cancellation of games will be at the discretion of the 'Weather Representative' from each division. The organizer will make this designation at the beginning of the season.**
- Every effort will be made to make cancellation decisions by 4:30 p.m. Team captains for scheduled games will receive cancellation notices via e-mail and text message (if this contact information is provided).
- *Efforts will be made to reschedule cancelled games; however, there will be no guarantees.*

DEFAULT

- Any team who cannot field a team for league play must be in contact with the league organizer **AND** the opposing team captain as soon as possible. This will be considered a forfeit.
- Any team that has not been in contact with the organizer and does not show up will have to default.
- Whether a team forfeits or defaults, the opposing teams they were scheduled to play will be awarded 2 wins with the scores of 25-0 being awarded 3 points for the win.

DIVISIONS

Division – Women Recreational (4’s)
1. Teams may pick up 1 player from other teams. There must be at least 3 players from your team on the court to make the game legitimate.
2. Once a team member has served 5 consecutive serves, the team must rotate to a new server.
Division - Mixed Recreational (4’s)
1. There must be a minimum of 2 women on the court during play with 4 players. If you choose to play with 3 players, there can only be two guys on the court (the vacant spot can be considered a girl).
2. Teams can pick up 1 player from other teams. There must be at least 3 players from your team on the court to make the game legitimate.
3. Men cannot spike from front court.
4. Once a team member has served 5 consecutive serves, the team must rotate to a new server.
Division - Mixed Competitive (4’s)
1. There must be a minimum of 2 women on the court during play with 4 players. If you choose to play with 3 players, there can only be two guys on the court (the vacant spot can be considered a girl).
2. Teams can pick up 1 player from other teams. There must be at least 3 players from your team on the court to make the game legitimate.
3. Men are permitted to spike from front court.

GENERAL RULES

- Players must sign and submit a liability waiver before playing their first game.
- Every effort must be made to start games at the scheduled times.

GAME RULES

- A game consists of a best of 3 sets.
- The first 2 sets are played to 25 points with the third being played to 15, if needed. All sets need to be won by 2 points.
- During each game, the teams will switch sides for the first 2 sets. On the third set, the teams will switch after the first team reaches 8 points.
- All matches are scored by rally point.
- Winning in straight sets will award your team 3 points for the league standings.
- Winning in the best of 3 sets will award your team 2 points for league standings.
- Winning 1 of 3 sets will award your team 1 point for league standings.
- Each team is responsible to mark the scores in the score binder. If not recorded, neither team will be awarded points.
- There will be no referees; therefore, teams must step up and call infractions. If a play is disputed, please re-serve. **PLEASE BE RESPECTFUL AND REMEMBER WE ARE ALL OUT TO HAVE FUN!**
- Teams are responsible for their own scorekeeping.
- A ball spin will be done to determine which team serves. The ball will be placed in the sand and spun. The side the valve hole points when the ball comes to a stop will be the team that has serve.
- The serve must be done from behind the back boundary line without contacting or crossing the line.
- You are only allowed 1 toss per serve.
- Boundary lines are a part of the court, when the ball lands on or touches the line, it is considered in.
- Each team is allowed to contact the ball 3 times maximum before playing the ball over the net. Any part of the body can be used (hand, head, chest, leg, arm, foot, etc.).
- Players must rotate after the opposition loses serve. All rotations are in a clockwise direction. At this time, a substitution can be made with the person moving from the serving position.

- Players must stay on their side of the court during play. Anyone who goes under the net and makes contact with the ground is in violation.
- **No tipping allowed.**
- **Serves CANNOT be blocked or spiked.**
- A serve can be received with a “clean” volley.
- Touching the net is a violation. If you attempt to block, attack, or play the ball and come into contact with the net it is a violation and results in loss of point.
- Players may reach over the top of the net only on the follow through of a spike or block.
- No jump serves permitted.
- A ball can be received / saved with a kick, but it cannot be the hit that makes the ball cross into the opponents’ court.
- A block counts as one of the 3 hits. When the ball hits the block, 2 touches remain. The person who initially touched the ball on the block CAN also be the person of the second hit.
- A double hit is when a player hits the ball twice consecutively. This is a violation.
- Carrying the ball is a violation. A carry occurs when the player cradles, scoops, or throws the ball.
- In the event of a tie (at the end of the season or for playoffs), team results against each other will be used to break the tie (head-to-head). If a tie remains, total points for each team will be used to break the tie.

PRIZING

- The Champions, second place team, and consolation team from each league will be awarded a small monetary prize.

CONTACT

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