

SQUEALERS SMOKE SHACK BAR & GRILL
KIDS SAND VOLLEYBALL LEAGUE RULES AND REGULATIONS

I. Players and Substitutions

- 1A. All PARENTS of players must complete registration, which includes filling out a league waiver to be eligible to play.
- 1B. Roster limit is 10.
- 1C. Team requirement - A team consists of 6 players, but may start a game with a minimum of 4 players. A team may have any combination of girls and boys on the court at any times.
- 1D. In order to receive a forfeit win, a team must have a minimum of 4 players on the court.
 - if neither team can field a team, it is a double forfeit
- 1E. It is highly recommended that players NOT wear jewelry (i.e. chains, rings and earrings).

II. Rosters

- 2A.. All roster additions must be done before the 3rd week of the season.
- 2B. No roster additions/changes will be accepted after 3rd week of the season.
- 2C. A team will forfeit any game in which it is determined that a player has participated who is not listed on the team roster.

III. Pre-game Preparation

- 3A. FORFEIT TIME IS 10 MINUTES AFTER SCHEDULED STARTING TIME
- 3B. The Home team can select to serve or receive first ball OR (2) which side they want to start on.
- 3C. Nets on Court 1 and Court 2 will be lowered to 6'6" for the 8-11 year old teams.

IV. Length of Matches and Games

- 4A. Best two-out-of-three games decides match winner.
- 4B. Rally Scoring Format is used for all games.
- 4C. First two games are to 25; third game is to 15 - must win by 2 in all games, unless cap of 30 is reached in first 2 games, or 18 in the final game..
- 4D. Intermissions between games will be kept to a minimum to stay on schedule.

4E. Teams switch sides and service each game.

V. Hit Characteristics

5A. The ball may touch any part of the body (kicking IS allowed).

5B. The ball must be hit, not caught or thrown.

5C. Plays involving finger action - if the play is defensive and reactive in nature, as in the case of a hard-driven ball, momentarily held or double-hit balls are NOT faults. If hitting with the fingers in cases of off-speed hit defense or setting, the action must be clean with no holding or double hitting.

VI. Faults

6A. Four hits - a team hits the ball 4 times before returning it

6B. Assisted hit - taking support of teammate or any structure/object in order to reach the ball

6C. Held ball - player does not hit the ball (unless when in defense of a hard-driven ball or when simultaneous contact by two opponents over the net leads to a momentary held ball)

6D. Double Contact - a player hits the ball twice in succession or the ball touches two different parts of his/her body

6E. Back row spiking.

VII. Other Playing Rules

7A. Ball may contact any part of the body during a block.

7B. Blocking does NOT constitute a team contact, and any player may make the second contact of the ball after the block. The blocking team will have 3 contacts after the blocking contact.

7C. Any front row player can block.

7D. Players, including their clothing, cannot touch the net during play. It is NOT a fault if a ball driven into the net causes the net to touch the player.

7E. Players may go completely under the net to play a ball, but may not interfere with an opposing player.

7F. If a serve hits the net and goes over, it is in play. ("let serve rule")

7G. Players may not block or attack-hit a serve when the ball is entirely above the top of the net.

7H. If any foreign object enters the court during play, the ball becomes

dead. Replay the point.

7I. A ball may be played out of the net.

7J. A player may go outside the court to play the ball.

7K. Nets will be at 6'6" for 8-11 year old teams.

7L. Service is allowed to take place at the 30' mark for all players, however, the 40' boundary line will remain in effect for the entirety of the game.

7M. After a server earns 3 consecutive point in a row from his/her designated serving line, the serving team keeps the ball and rotates servers.

VIII. Substitutions

8A. Teams may utilize a traditional substitution format or a continuous rotation, as long as each player does not occupy more than one position in the service order in a single game.

8B. Rotation order must stay the same throughout the game, but can be changed between games in the same match.

8C. Players must start in their rotational positions, but may switch right after the serve.

IX. Miscellaneous

9A. Profanity and unsportsmanlike conduct can result in ejection and/or disqualification from future matches.

9B. Refunds will NOT be issued for ejections or suspensions for unsportsmanlike conduct.

9C. A Parent or Legal guardian is required to stay on the premises with the minor children under 15 years old.