



Semi-Competitive 4's - League Rules

1. Player Requirements

- 4 players on the court. A default occurs if there are less than 3 players
- The opposing team may waive the minimum player requirement and have the match count as an official game. This determination must be made prior to the start of play. This understanding must be made clear at the net and prior to the start of play by both Team Captains
- A minimum of 1 female must be always on the courts

2. Start Time

- Please arrive 15 minutes early to ensure that your games start on time.
- If a team does not meet the minimum requirements five minutes after the official match start, they will default the first game 21-0. If the minimum requirement is not met fifteen minutes after the match begins, then they will default the match. A default match is counted as a loss.
- After 6 games or 2 weeks of defaults, teams will be ineligible from further competition.

3. Substitutions – Each team is allowed to have as many subs as they want. Subs must check in with the BVB Coordinator at Spike Hut as well as sign a waiver before playing. ***Note:** Although a team can have an unlimited number of subs play for them during the season, you can only have **two** subs per match. Subs must be present for at least half of the regular season games to qualify in playoffs. Valid **i.d. must be shown.**

4. Scoring and Standings

- You will play a maximum of 3 teams per night. Each match is 40-minutes in length, within the designated time limit teams will play best out of three games.
- Two games are played to 21 points with rally point scoring (i.e. a point is scored on every serve) and must be won by 2 points but with a 23 point cap (first to 23 points wins and does not have to win by 2)
- The third game is played to 15 points and must be won by 2 points, with a 17 point cap (first to 17 points win and does not have to win by 2)
- If time runs out, the team leading in the third game wins and if the score is tied, then one rally point will be played to determine the winner of the match.
- If at the end of the 40 minutes the two teams are tied in games won, then the team with the most total points will be declared the winner of the match. If the total points are even, then one rally point will be played to determine the winner of the match.
- The Team Captains are responsible for recording the score of each game in the match and fill the score sheets in the binders located at each court. Both Team Captains must initial the scores for it to count.
- In the case of a tie in the standings, the following tie breakers will be used: Head to Head, Set Ratio, Point Differential, Flip a coin.

5. Referees

- There are no referees, all games are self-officiated. Teams are required to call their **OWN** violations and the closest player with a clear view of the play makes the judgment on scoring and in/out decision.
- Teams are expected to be honest and keep a high level of sportsmanship at all times.
- If you feel your opponent is not being accountable, your Team Captain may politely intervene to discuss fouls called or uncalled
- If there is a dispute, please re-serve the point.

6. Play

- A player may never block a serve
- A player may execute an open-handed volley on a serve. This is the only time a double is allowed unless the ball is hard driven or a hard-driven dig
- A player may execute an open-handed volley on first contact (every time the ball crosses the net, including free balls) with the ball
- You may not send the ball over on first contact
- A ball may be volleyed over the net only if you are square to the direction of the ball
- Maximum of 3 hits per side
- If the ball lands on the boundary line, it is considered in
- No open-handed tipping. A play is not allowed to complete an attack-hit using an “open-handed tip” or directing the ball with the fingers. Players who contact the ball with one hand and are putting the ball over the net must cleanly hit with the heel or palm (a roll shot), with straight, locked fingers and locked wrist (a cobra), knurled fingers (a camel toe), or with the back of the hand (locked wrist and locked fingers/knuckles). Once handed placement or redirection of the ball with the fingers (dink or open-handed tip) is a fault
- A hard-driven ball is classified as a ball hit with full swing with very little arc
- Sets that drift over the net are permitted
- When digging a hard-driven spike it can be double-hit and momentarily lifted. Open hand digs are okay
- Except for the hard-driven spike or block, you can never double-hit the first contact
- A block does not count as 1 of 3 team contact. You may play off of your own block
- No replay for “joust” above the net
- “continuation” exists. For example, if you touch the net after spiking a ball it is still a “net” even if the ball hits the sand before you touched the net
- A player may not return a third hit with a volley over the net
- Players can play the ball off any part of their body, including their feet

7. **Player Rotations** – Players do not have to rotate around the court, but you must rotate your server.

8. **Playing the Ball** – Players may play the ball off any part of their body, **including feet**.

9. Contacting the Net and Center Line

- Players may not touch the net at any time during play (**if you touch the net, it is the other teams ball**).
- A player may pass under the net (the imaginary center line) without violation, as long as they do not touch anyone on the other team, interfere with the play or get in the way of the opposition. A player is then allowed to return to their own side and the play continues.
- Please avoid doing this when possible, to eliminate the possibility of injury.

10. Serving

- Net serves are allowed (the ball is allowed to contact the net on the serve).
- The server must clearly release or toss the ball before contacting it for serve. A player may only have one toss per serve attempt.
- A server may serve the ball from anywhere along the baseline.
- The same server continues to serve if his/her team successfully wins the point.
- The server’s teammate must not prevent the opponents from seeing the server or the path of the ball through screening. On an opponent’s request, a player must move sideways, bend over or bend down.

11. Court Side Changes

- After every game, teams must switch sides.
- In the case of a match going to 3 sets, teams will switch sides when one team reaches the 8 point mark.

12. Playoff Eligibility

- Each player must play at least half of the regular season games, in order to be able to play in the playoffs, unless it is cleared with the Beach Volleyball Coordinator. This prohibits teams from adding 'ringers' to their teams for the playoffs.
- Subs may be used in the playoffs, if they meet the minimum game requirement (half the regular season games)

13. Court Etiquette

- Please keep the courts safe for all players. Beach chairs and lawn chairs along the end of the courts are permitted, but please be careful of obstructing courts and creating a hazard to players' safety. You may be required to remove your chair from courtside if asked by the Beach Volleyball Coordinator. Please children clear of the court area.

14. Teams Deposit Return

- A team's deposit will be fully refunded if the team has 0 No-Shows. 50% will be returned if the team has only 1 week of No-Show. None of the deposit will be returned if a team has 2 or more weeks of No-Show. No-Show is when a Team misses 2 or more of the games in a single week. Please let the coordinator know if your team will be missing any games at least 3 hours before the scheduled time.

15. Liability & Waiver of Claims

- Each player must sign a waiver before his/her first game to validate their participation with Bingemans Beach Volleyball League. The submitted waivers will reflect who is on your roster list. Note: If you add a player to your team throughout the season, that player must sign a waiver before they play, **even if it is only for one game.**