

CITY OF SANTA BARBARA - SPORTS

Revised June 27, 2022

BEACH VOLLEYBALL LEAGUE RULES

City of Santa Barbara Parks & Recreation beach volleyball leagues are designed to be competitive and FUN. Referees are not provided and therefore players/teams will be expected to call their own violations and follow the league rules. Please enjoy the beach league and refrain from being too concerned about the opposing team's non-calls, substitute player skill level, etc.

The rules provided below are based on CBVA rules and are the **GUIDELINE** for the league.

TEAMS

- Women doubles teams consists of 2 women.
- Men doubles teams consists of 2 men.
- Coed doubles teams consists of 1 male and 1 female player.

INCOMPLETE TEAM AND FORFEIT

- A women's doubles team forfeits if the team is coed.
- A men's doubles team forfeits if the team is coed.
- A coed doubles team forfeits if the team is not coed.

FORFEIT RULE

If a team forfeits 2 or more matches during the regular season, the league director reserves the right to exclude the team from playoffs.

SUBS

- Teams may share subs throughout the regular season.
- Subs must declare allegiance to **ONLY** one playoff team.
- Teams using a sub for playoff matches start the best of 3 match down 0-1.
 - PRIOR TO THE MATCH Team A must declare to Team B that Team A is using a sub.
 - PRIOR TO THE MATCH Team B may accept the challenge and declare the match will begin 0-0.
 - Or, PRIOR TO THE MATCH Team B must declare the match will begin 1-0 in Team B's favor due to Team A using a sub.

ADDING PLAYERS

Teams do not need to add subs to their team roster this season. Any sub is eligible to play for any team during the regular season. The expectation is team captains will recruit subs appropriate for the division and skill level.

SCORING SYSTEM

A game consists of a best 2 out of 3 matches (Rally Scoring):

- Games 1 and 2 are played to 21 points. Win by 2.
- 3rd game (if needed) is played to 15 points. Win by 2.

SWITCHING SIDES

Teams switch sides every 7 points in games 1 and 2. Game 3 switch sides every 5 points.

TEAM RECORDS

Results of matches are recorded as either a 2-0 or 2-1 victory; or 0-2 or 1-2 defeat.

Team captains of winning teams are expected to submit scores choosing option 1 or 2:

- Option 1: report scores to B-Lee.
- Option 2: if you can't find B-Lee, text scores to Jeff Smith @ 805-696-0230 or email Sports@SantaBarbaraCa.Gov.
- Option 3: report scores directly to TeamSideline by responding directly to email received.
 - Win 2-0 or 2-1.
 - Loss 0-2 or 1-2.
- Scores not reported will be recorded as double forfeits.
- Forfeit: Score is recorded 2-0 for winning team.

GAME SCHEDULE

The game schedule is accessible online at <http://TeamSideline.Com/SantaBarbara>.

Teams are scheduled two matches per night starting at 5:30pm and 6:30pm.

The regular season consists of 14 matches played over 7 weeks (not including holidays).

All matches are required to be played on the night scheduled.

PLAYOFF SYSTEM – week 8

Single elimination.

Divisions with 6 teams (Coed B-Division):

- Teams 1-4 are seeded into playoff bracket 1 (Championship Bracket).
- Teams 5-6 do NOT make the playoffs.

Divisions with 8-10 teams (Women's A, Men's AA and Coed A Divisions):

- Teams 1-4 are seeded into playoff bracket 1 (Championship Bracket).
- Teams 5-8 are seeded into playoff bracket 2 (Consolation Bracket).
- Teams 9-10 do NOT make the playoffs.

Divisions with 12 teams (Coed AA-Division):

- Teams 1-8 are seeded into playoff bracket 1 (Championship Bracket).
- Teams 9-12 are seeded into playoff bracket 2 (Consolation Bracket).

Division with 16 teams Men's A-Division:

- Teams 1-8 are seeded into playoff bracket 1 (Championship Bracket).
- Teams 9-16 are seeded into playoff bracket 2 (Consolation Bracket).

PREPARATION OF THE MATCH

- Team captains Roe-Sham-Beau before first game. Winner chooses serve or side.
- Game 2: the opposite team gets to select side or serve.
- If a third game is required Roe-Sham-Beau – winner's choice – serve or side.

BALL "OUT"

The ball is out of bounds when:

- Ball's first contact with the sand is completely outside the playing court and does not touch any portion of boundary line.
- Ball crosses the net outside the antenna, over the antenna or touches the antenna.
- Ball goes under the net after the attacking team's third contact.
- Ball touches an object out of play.
- If the boundary line is accidentally moved, players will decide whether the ball is in or out by judging where the line **should have been**.

PLAYING THE BALL

Each team is entitled to a maximum of three contacts to return the ball to the opponent's side of court. A player may not contact the ball two times consecutively except during or

after blocking or when digging a hard driven ball. Blocking constitutes a team contact (any player may make the first contact of the ball after the block – including the blocker) and the team has only 2 additional contacts to get the ball over the net.

SIMULTANEOUS CONTACTS

- If two opponents simultaneously and instantaneously contact the ball over the net, the ball remains in play and the team receiving the ball is entitled to another three hits. If such a ball lands out of bounds, it is the fault of the team on the opposite side of the net from where the ball lands.
- A joust occurs when players of opposing teams cause the ball to come to rest above the net through simultaneous contact. A joust is not a fault and play continues as if the contact was instantaneous.

ASSISTED HIT

A player is not permitted to take support from a teammate or any object in order to reach the ball. However, a player who is about to commit a fault may be stopped or held back by a teammate.

CHARACTERISTICS OF CONTACT

- A player may touch the ball with any part of the body.
- A player may have successive contacts with a hard-driven ball.
- The ball must be contacted cleanly and not held (including lifted, pushed, caught, carried or thrown).
- The ball may not roll or come to rest on any part of a player's body.
- An exception is allowed during the defensive play of a hard-driven ball, which is an attack-hit or blocked ball traveling at a high rate of speed. In that case, the ball may be momentarily lifted or pushed, providing that the attempt is one continuous motion.
- A contact of the ball with two hands, using the fingers to direct the ball, is a set.
- A player may set the ball in any direction towards his/her team's court, provided that the ball is contacted simultaneously by both hands and does not visibly come to rest.
- Rotation of the ball after the set may indicate a held ball or multiple contacts during the set, **but in itself is not a fault.**
- A legal set directed towards a teammate that unintentionally crosses the net is not a fault.
- If the ball is intentionally set into the opponent's court, the player must contact the ball above his/her shoulders and must direct the ball perpendicular to the direction his/her shoulders are facing.

- When contacting the ball with one hand, it must be cleanly hit with the heel or palm of the hand (a “roll shot”), with straight, locked fingertips (a “cobra”), knurled fingers (a “camel toe”) or the back of the hand from the wrist to the knuckles.
- One-handed placement or redirection of the ball with the fingers (a “dink” or “open hand tip”) is a fault.

PLAYER AT THE NET

REACHING BEYOND THE NET

- While blocking, a player may touch the ball beyond the net, provided they do not interfere with the opponent’s play, before or during the attack-hit.
- A player is permitted to pass his/her hand(s) beyond the net after an attack-hit, provided that the contact was made within his/her team’s playing space.
- Within the limits of the three-team contacts, a player may contact a ball that has crossed the net below the net (or outside the posts) in an attempt to recover a ball that has not been contacted by the opponents. The recovered ball must cross the net below the net (or outside the posts).

PENETRATION INTO OPPONENT’S PLAYING AREA

- Players may partially or completely cross the center line below the net or outside the poles before, during, or after a legal play of the ball, provided that this does not interfere with the opponent’s play.
- Incidental contact with an opponent is ignored, unless such contact interferes with the opponent's opportunity to play the ball. While opposing players are not required to avoid the ball or the player, they cannot intentionally interfere with any legal attempt to play the ball on their court.
- If a player crosses the centerline and interferes with an opponent during the continuation of a play, it is a fault.

CONTACT WITH THE NET OR POSTS

It is a fault for a player or a player’s clothing to touch any part of the net.

Exceptions are:

- Incidental contact of the net by a player’s hair.
- If a player’s hat, visor or glasses fall off during play and then contacts the net.
- When a ball is driven into the net and causes the net to touch a player, no fault is committed.

- Once a player has contacted the ball, the player may touch the posts, ropes or any other object outside the total length of the net, provided that it does not interfere with play.

SERVICE

SERVICE ORDER

- If the serving team wins the rally or a replay is directed, the player who served the previous rally serves again. If the serving team loses the rally, the next server on the receiving team serves the ball.
- If a player is discovered serving out of order, after the ball is dead, that player continues to serve with no loss of points. The opposing team remains in their service order, but the offending team will reverse their original order of service to ensure that no player will serve three consecutive terms of service. Excessive misuse of this privilege is unsportsmanlike conduct.

EXECUTION OF SERVICE

- The server may move freely behind the end line.
- At the moment of the service or take-off for service, the server must not touch the ground outside the service zone.
- The player's foot may not go under a boundary line. If the end line is moved by the server it is a fault.
- After the service contact, the player may land on the court or outside the service zone.
- It is the responsibility of the server to assure that both teams are ready for service.
- The server may only have one attempt to serve the ball.

SCREENING

The server's teammates must not prevent the opponents, through screening, from seeing the server or the path of the ball. On an opponent's request, a player must move sideways, bend over or bend down.

RECEIVING SERVICE

- It is a fault to double contact the reception of a serve.
- If during reception of a serve, a player attempts to receive serve in an open handed setting motion, it is a fault and the serving team wins the point.

- A player on the receiving team may stop play when not ready for a service as long as no attempt to play the ball is made. In this case, the rally is canceled and replayed. Misuse of this privilege is unsportsmanlike conduct.
- A served ball may touch the net and the receiving team plays the live ball.
- It is a fault when a player completes an attack hit above the plane of the net on the opponents' service.

ATTACK-HIT

All actions to direct the ball towards the opponent's playing area, except in the act of serving and blocking, are considered to be attack-hits. An attack hit is completed the moment the ball completely crosses the vertical plane of the net or is touched by a blocker. A player may contact an attack-hit at any height, provided that contact with the ball is made within the player's own playing space.

BLOCK

Blocking is the action of player(s) close to the net to deflect the attacked ball coming from the opponent by reaching above the height of the net.

HITS BY THE BLOCKER

The first hit after the block may be executed by any player, including the player who touched the ball at the block.

BLOCK WITHIN THE OPPONENT'S SPACE

In blocking, the player may place his/her hands and arms beyond the net provided that action does not interfere with the opponent's play. The player is not permitted to touch the ball beyond the net until the opponent has made an attack-hit.

BLOCKING CONTACT

A blocking contact is counted as a team hit. The blocking team will have two hits after a blocking contact. Consecutive, quick and continuous contacts may occur by one or more blockers, provided that these contacts are made during one blocking action.

TIME-OUT

No timeouts permitted.

GAME BALL

Each team shall provide a minimum of one game ball. Please write your name and phone number on your beach volleyball so it can be returned to you if lost and found.