

152 CLUB SAND VOLLEYBALL RULES

-BASED ON USAV RULES WITH 152 CLUB MODIFICATIONS-

League Sessions & Match Times

- Summer Session I dates: May 6th - July 14th (Monday Leagues start on April 28th to account for missing Memorial Day).
- Summer Session II dates: July 21st - Oct 2nd (Oct. 6th for Monday leagues to account for Labor Day).

M-Th Match times: 6:00 PM | 6:50 PM | 7:40 PM | 8:30 PM | 9:20 PM

If there are double headers, we try our best not to schedule you an early match followed by a late match, but things can be overlooked. If you see something like this in the schedule, feel free to reach out to the league organizer.

Match Format:

- All matches are played as **best of three games**.
- Games are played to **21 points** with **rally scoring** (cap at 23 points).
- The third set (if needed) will be played to **15 points** (cap at 17).
- Teams switch sides at **11 points in the third set**.

Game Start & Forfeit Policy

- **Match start times:** Teams must be ready to play at their scheduled time.
- A **10-minute grace period** will be given before the first set is forfeited.
- Forfeits occur in the following order if a team is late:
 - **10 minutes late:** 1st game forfeited.
 - **15 minutes late:** 2nd game forfeited.
 - **20 minutes late:** Full match forfeited.
- A team must have at least **4 players** present to start a match (for 6's) and **2 players** for 4's and 2's.

Timeouts & Substitutions

- Each team is allowed **one 30-second timeout per set**.
- Player substitutions may only occur during a dead ball.
- Substitutions are unlimited during the match.

Serving Rules

- **Let serves** (when the ball hits the net and goes over) are legal.
- **No blocking or attacking serves** (if you contact the ball above the plane of the net, it's a fault).
- Overhand and jump serves are allowed.

Ball Handling & Contacts

- Second contact doubles will **not** be called in our M-Th volleyball leagues. This eliminates arguments with the ref and also allows for athletic plays. There is no advantage on hitting a ball that is a “double” contact. However, all doubles that cross the plane of the net will be called and enforced.
- **No lifts or carries**—the ball cannot come to rest in a player’s hands.
- Teams are allowed **three touches** before returning the ball.
- A block **does not** count as one of the three touches.

Net & Court Rules

- **No net contact**—any contact with the net results in a fault. **Please use the honor system and call your own nets.** This is a safety issue.
- Players may cross the centerline **as long as it does not interfere** with opponents.
- Players cannot **enter another court** to play a ball.

League Standings & Playoffs

- Standings are based on **win percentage**.
- In the case of a tie, head-to-head results will be the first tiebreaker.
- All teams qualify for **playoffs**, but seeding is based on standings.
- A player must have played at least **one regular-season game** to be eligible for playoffs.
- Playoffs are double elimination and will last for two weeks.

Mens/Womens/Coed 4s

- Net height: The net height is 7'11-5/8" for men and coed, and 7'4-1/8" for women.
- Player Requirements: Must have at least 3 players to start a match. 1 female and 2 males is allowed; number of males cannot be more than 1 over the number of females. (Coed 4's)
- Setting: Both women and men can set the ball
- Ball-Handling Calls: Sets & ball-handling calls will be adjusted with league level of play and ultimately is up to the referee. Double contacts will NOT be called on the second contact. Double contacts will be called for all balls crossing the plane of the net.
- Finger Action Over Net / Sets Over Net: No finger action/tips over the net, including redirecting on a block. If not attacking, the send over the net must be a bump, closed fist/knuckle or a set over where the ball is pushed in a straight line to it’s destination
- Rotation: There is no rotation, but servers must be rotated after every serve.
- All players can attack the ball anywhere on their side of the court.
- No guy/girl rule.

Reverse 4v4

- All rules for Coed 4v4 applies
- Play is on a women’s height net and only women are allowed to attack & block the ball in front of the 10ft line.

- Male players can only hit from behind the 10 ft line.
- No jump serves for male players

Hi-Lo 4v4

- All rules for Coed 4v4 & Reverse 4's applies
- Nets: Half of the league is played on a women's height net and the other half on a men's height net. On the women's net, the two women are front row and the two men are back row. On a men's net, the roles are reversed.
- Playing Rules: While playing on a women's net, Reverse 4's rules are in play and while playing on a men's net, Coed 4's rules are in play.

Coed 6s

- Teams must have at least 4 players to play. Teams may borrow subs from other teams during regular season play, but **NOT** during playoffs.
- A team can play with one more male player than female players however **teams with 4 men and 2 women are not allowed.**
- A female must be one of the contacts before the ball is returned to the other side/team.
- Teams must rotate and serve in turn. A server continues to serve until a sideout is declared. Teams rotate on the first serve.
- Positions may be switched following a serve, however, back row players are not allowed to jump/hit/block within the 10 ft line. Players must return to and be in their rotation positions prior to each next serve.