Wilmette Park District – Beach Volleyball League Rules

LEAGUE ORGANIZATION

The Wilmette Park District has adopted the following set of rules to govern the Co-Rec Volleyball League organized and controlled by the Park District. Rules not covered herein will be determined by the "Official U.S.A. Volleyball Rules."

Wilmette Sports Department staff has the final power in decision-making in all matters pertaining to the league. Wilmette staff will call all meetings between team captains if necessary. Any special meetings desired by teams must be requested through the team captain. The Wilmette Park District reserves the right to modify any and all rules, regulations, and procedures as necessary.

TEAM/CAPTAIN RESPONSIBILITIES

1. Each team shall designate a "team captain" who will be the sole liaison between that team and the Park District. The team captain may be either a player or non-player.

2. Only the team captain can communicate concerns with the Park District.

3. To avoid confusion, players must speak to their team captain on all inquiries and not contact the Park District directly.

4. Captains are responsible for distributing copies of all league information (rules, schedules, etc.) to their players. This additionally includes any rule changes, rescheduled/make up games.

5. Captains are expected to inform their players of all rules and regulations prior to the first game, and as often thereafter as necessary to ensure no violations occur.

6. Captains are responsible for the conduct of their spectators and participants.

7. Captains are the only players that may address the referee. If a referee does not act appropriately, or if there is consistently poor officiating and/or knowledge of the rules, please contact the Sports Supervisor and appropriate action will be taken.

8. Captains must sign the score sheet, after each match, to ensure accuracy of score and players.

9. For safety reasons spectators children must be supervised at all times. Unsupervised children and their guardian will be asked to leave the Park District facility/ grounds. Participants are not allowed to play and supervise children at the same time.

ROSTERS & ELIGIBILITY

1. Rosters are due at the team's first scheduled game. Any team, which does not turn in a roster before their first game, will forfeit the match. Rosters may be turned in right before your scheduled match.

2. Roster changes will be allowed as designated by the Park District deadline, before the 5th game of the season.

3. Roster maximum of 12 players. No change to the roster will be after the 5th game, except in the case of an injury.

4. **To be eligible, a player must meet all of the following criteria:**
   - Must be 18 years of age on or before the first scheduled game.
   - Must be on the team's roster
   - Must have accurate information on the roster and sign-in sheet.

5. **A player is ineligible if they meet any of these restrictions:**
   - A player who is not 18 years of age on or before the first scheduled game.
   - A player not on the team's roster
   - A player using a false name or nickname on the roster and/or sign-in sheet.
   - Any team using an ineligible player will forfeit the match.
   - Any team giving false information on a roster shall be dismissed from the league without any money being refunded.

CODE OF CONDUCT

Players or captains in violation of the following shall be ejected from the match in which they are participating, as well as a minimum of two additional matches (at the discretion of Wilmette Park District staff):

1. Use of excessive foul language.

2. Possession and/or consumption of alcohol/drugs while on park property.

3. Under the influence of alcohol or any mind-altering substance while on park property.

4. Active participation in any type of disorderly conduct (fighting, etc.) will result in expulsion from the league for a minimum of one (1) full year, beginning the day of the incident, for both the player and the team.

5. We ask that you respect the rights of the staff. If, for any reason, a staff member is struck by a player or captain before, during or after a match, that person will be expelled from participation in any adult leagues indefinitely.

6. Use of excessive foul language by spectators, or spectators in possession of alcohol, must be policed by their respective team members. Violation of this rule will result in forfeit of the match.

GAME RULES

1. Game balls will be provided by the Park District. However, if both captains agree, teams may opt to use their own regulation volleyball during the match. Either way, the referee must approve the game ball used on the court and can refuse any ball they deem unacceptable.

2. The designated home team will determine their side and will serve for Set #1 & #3. The opposing team will serve Set #2 and teams will switch sides.

3. Players will not be required to have uniforms; however, all players must wear clothing that is presentable and appropriate for competition.

4. All matches will utilize USA Volleyball Rally Scoring. A point is awarded on every rally regardless of which team is serving. A set is won when a team has scored 25 points and is at least two points ahead (to a maximum of 27 points).

5. Each team is allowed two 30-second timeout per set. Time outs will only be granted after a rally has ended. At the last five minutes of the hour, no more time-outs are permitted. Only team or floor captains may call time-outs.

6. Teams will be given approximately three (3) minutes between sets.

7. The serving order shall be maintained throughout each game. During service, only one toss or release of the ball is allowed. Allowing the ball to drop for re-service is a fault.

8. During serve, it is a fault for the server's foot/feet to contact the service line prior to or during contact of the serve.

9. If the ball contacts the antenna(s) or any other inanimate surface, or goes out of bounds on a serve, a side-out is ruled.

10. If a ball contacts and crosses over the net into the opponent's court, it is legal and is a live ball. No blocking or attacking of a serve.

11. Setting of the serve is legal. Reaching over the net to attack the ball is a fault. A portion of the ball must cross the plane of the net before it may be attacked.

12. During play, it is a fault for a player to step onto an adjacent court.

13. Players may partially or completely cross the center line below the net or outside the poles, either before, during or after a legal play of the ball provided this does not interfere with the opponent's play nor create a safety concern.

14. While playing the ball, the ball may contact any part of the body. Ball contact with the body (even an open palm) is not automatically an illegal hit; if neither prolonged nor double-contacted, it may, in fact, be legal.

15. While playing a ball on its first-hit, multiple contacts by one player are legal, provided they are one motion of playing the ball. "First-hit" balls can be UGLY while remaining LEGAL. Prolonged contact is always illegal.

16. While overhand receiving a hard driven ball, it is acceptable for the ball to be slightly held or double-contacted.

17. When contacting the ball with one hand other than for setting the ball toward a teammate, the ball 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 with the back of the hand from the wrist to the knuckles. One-handed placement or redirection of the ball with fingers (a dink or open hand tip) is a fault.

18. It is a fault to set the ball over the net when the path of the ball is not perpendicular to the setter's shoulders.

19. During a back-row attack, the ball must have an upward trajectory if contacted on or in front of the attack line while the ball is entirely above the height of the net.

20. Shoes are not permitted. However, players may wear sand socks.

21. It is a fault for a player or a player's clothing to contact the net. Incidental contact with a player's hair is not considered a fault. It is not a fault if a player's hat, visor or sunglasses fall off during play and then contact the net. However, if an opponent's body/hands are near the net, and the ball contacts that opponent's hands through the net, even causing the ball to deflect its direction, no net fault has occurred unless the referee determines that the opponent attempted to "play the ball" through the net (intentionally causing an unnatural rebound of the ball off the net)… referee's discretion.

22. If the opponent returns the ball to your side in a fashion that results in the ball hitting any inanimate surface (other than the playing net), the ball is ruled "out" on that opponent.

23. In contrast to USAV rules: Simultaneous ball contact between 2 teammates will be considered 1 contact.

24. The "Pursuit Rule" is not in effect in this league. Once the ball crosses the center line outside the antennas, it will be ruled "out". The "girl-rule" is not in effect at all levels. (a female is NOT required to contact the ball during a team's multiple contacts).

25. If an official cannot see a "line call," a replay shall be ruled.

PLAYER REQUIREMENTS/SUBSTITUTIONS

1. Teams may have a maximum of 3 male players and 3 female players on the court at one time. Teams playing with four players must have 2 males and 2 females. In all cases, teams cannot have more than a plus one gender differential, of either gender, on the court during co-ed games.
2. The serving order and positions on the court shall prohibit 3-males in consecutive positions (i.e. a 3-man front row) as often as "eligible team ratio" allows.
3. If a team starts with less than six (6) players and the sixth player arrives after any set has started, they may only enter the set during a "dead ball."
4. Requests for "regular set interruptions" such as time-outs and substitutions may be made only after a ball has been declared "dead" and before the next beckon for service.
5. Substitutions/Rotations can be done, during each set, by one of following ways:
   - If using the rotation method, a position must be declared for that entire set - this will be used as the rotation spot. All players must rotate out when they move into that spot. All substitutions must also rotate in at that same position.

- Substituting one player for another. If a team uses this method, it must also be declared before the set. If player A substitutes in for player B, then player B can only come back in for player A. This process can also be used for any other set of players.
- A player who is bleeding, or has an open wound, or has an excessive amount of blood on his uniform must leave the game and may not return until the situation has been resolved.

6. If a player suffers an injury during play:
   - The play stops immediately, and a replay is ordered if the injury/interruption affects the outcome of the play.
   - The player is given 30 seconds to return to play.
   - If the player cannot return to play within time, the team may utilize their time-out and/or substitution.
   - If the injured player cannot safely return to play within time, AND no other players are available, that team will be allowed to play without that player for the remainder of that day, even if this would cause them to have a less than eligible number/ratio of players on the court.
   - The injured player will be allowed to return to play, in their original position, as soon as they elect to return. Note: If a player utilizes this rule, later returns to play, and then utilizes this rule a second time during that match; they will not be permitted to re-enter the match.

REFEREES

1. Referees must be treated with respect at all times.
2. All disagreements with a referee's application/interpretation of a rule MUST be conducted by the team captain in a civil manner.
3. In the event of a "no-show" by the scheduled referee, teams must agree to play the scheduled games without the referee. The scores will count toward the standings.
4. If a referee does not act appropriately, or if there are consistently poor officiating and knowledge of the rules, please contact the Wilmette Sports Department and appropriate action will be taken.
5. The referee's clock is the "official clock" for their specific court.
6. Captains may request a "time check" in between points and games, provided it does not cause a delay of game.
7. Officials will not officiate scrimmages.

END OF THE SEASON TOURNAMENT

A single elimination tournament is conducted at the end of league play. League standings determine the seeding of each team in the tournament. The number of teams qualifying for the

end of the season tournament may vary depending on the number of teams in the league. League information, including schedules and standings, will be available on Team Sideline.

FORFEITS

- ***Forfeits occurring without notice of 24 hours will incur a $40 fine.***
- All sets must start with the required amount of players (4) per team on the court. If a team cannot, then a forfeit is ruled.
- Should both teams be unable to field the minimum number of player's necessary, both teams will be credited with the applicable number of losses.
- All forfeits will be recorded as an 11 - 0 loss.
- If a team forfeits 2 matches, the team will not qualify for the post-season and tournament seeding will be adjusted.
    - Future league consideration will be evaluated, and teams may lose returning team status (Park District discretion).

PROTESTS

Protests based solely on a decision that involved accuracy of judgment on the part of an official will not be considered. Protests will be accepted on rules interpretation if announced immediately. All information including the score, time, and protest must be recorded with the referee and opposing team captain.

Written protest: Acceptable protests must be in writing to Wilmette Sports staff within 24 hours after the scheduled time of the game. A written account along with a $20 protest fee must be submitted during the 24-hour period. The fee will be returned if the protest is won. A decision on the protest will be returned within 48 hours.

RAIN OUTS AND CANCELLATIONS

1. Do not assume games are canceled because of weather conditions. Every effort will be made to play the games, even in the rain. If games are determined to be playable and your team does not show, you will lose by forfeit.

2. Information regarding cancellations will be available via Rainout Line. Rainout and cancellation information will be available as soon as a decision has been made.

3. Instructions for the Rainout Line can be found on Wilmette Park District website.
4. Staff at Gillson Beach will ensure safety for players in case of poor weather (lightning, thunder).

5. Rainouts will be rescheduled following the regular season and as late-season doubleheaders (schedule permitting).

6. Teams will be given at least one week advance notice (up to the 4th match of the season) for all make-up games.

GENERAL INFORMATION

If you have any questions regarding the league, please contact Joe Franzen, Sports Coordinator at 847-920-3928 or email jfranzen@wilpark.org OR Sports Supervisor Brad Wessel at 847-256-9690 or email bwessel@wilpark.org.