

Gill Street Sports Bar & Restaurant  
2026 Sand Volleyball Registration Form – 2<sup>nd</sup> Session Only  
Volleyball League Contact: Scott Brown  
GillStreetLeagues@gmail.com  
Please print and fill out this form and return with payment to:  
Gill Street Sports Bar & Restaurant  
3002 Gill Street, Bloomington, IL 61704

**ALL TEAMS** are encouraged to take advantage of the discounted sign-up period!!! Returning teams AND new teams!! **RETURNING TEAMS MUST REGISTER AND PAY DURING THE DISCOUNTED PERIOD TO RETAIN YOUR SPOT!!!**

**Discounted sign-up period: Monday, June 1st – Monday, June 29th, 2026.**

Terms & Conditions: Players must be at least 18 years of age. Volleyball registrations are on a first come, first served basis. However, returning teams that played in our latest session will be given first choice to play on the same night **IF** they pay at any time during the discounted registration period. (i.e. if you played on Thursday last session, you get first choice for Thursday until the discounted registration period ends. Then ALL vacancies on ALL nights will be filled on a first paid basis. A new team that pays June 7th would have precedence over a new team that pays June 26th.)

**League Registration Fees**

Tuesday -Thursday Night Co-Ed Rec 6's or Co-Ed Int 6's Leagues

- Regular Rate is \$250
- Discounted Rate paid by June 29, 2026 is \$220

Sunday Night Co-Ed Rec 6's League and Monday Night Co-Ed **4's Int Only** League

- Regular Rate is \$225
- Discounted Rate paid by June 29, 2026 is \$200

Second session leagues will start right after the first session has been completed depending on any rainouts and will also run for 10 weeks. Your registration fee must accompany this form to secure a league entry. For more information, either call 309-661-NETS(6387) and ask for Scott Brown, or check out the Gill Street website at [www.gillstreet.net](http://www.gillstreet.net). Thank you!

Team Name: \_\_\_\_\_

Team Captain: \_\_\_\_\_ Cell Number: \_\_\_\_\_

Alt. Captain: \_\_\_\_\_ Cell Number: \_\_\_\_\_

**E-mail Contact:** \_\_\_\_\_

(Please note, a LEGIBLE e-mail address is **required**. All schedules and league information will be sent to this e-mail address.)

**Night Preference for 2026:** (Sunday 6's, Monday 4's, Tuesday 6's, Wednesday 6's, or Thursday 6's):

1<sup>st</sup> choice \_\_\_\_\_ 2<sup>nd</sup> choice \_\_\_\_\_ Rec or Intermediate (circle one)

Returning team from our last session???? Yes or No. Rec or Intermediate????

**Please read all rules prior to playing your first match.**

### **Roster and Forfeits:**

- Each player must sign the roster, release, and waiver form prior to their first match play. These forms will be made available at the bar every night before play begins. If it is discovered a team has any players that have not signed a roster, release, and waiver form, the team may be removed from the league. There is a maximum of 12 and a minimum of 6 players allowed per team. Please note all players must be at least 18 years of age. Anyone under 21 years of age must leave the premises by 10pm. Anyone underage caught drinking will be prosecuted, and their team will be removed from the league.
- Rosters will be kept on file and may not be changed after the fourth week of play. Rosters will not be checked unless the opposing team has a dispute before the match only.
- There is a minimum of 4 and a maximum of 6 players required to be on the court for each team to play a match. If playing with 5 or 6 players, there must be at least 2 females on the court at all times. If playing with 4 players, there must be at least 1 female on the court at all times. If a team needs an exception to these rules for any reason both captains must agree prior to the start of the match.
- If during the regular season, after the fourth week of play, your team needs to "pick up" a player that is not on the roster to play a match, that is allowed. However, that player must have signed a waiver form and is not eligible to play in the tournament. Once the tournament starts, only players originally on your roster are allowed to play in the tournament. **PLAYERS SHOULD BE ON ONLY ONE ROSTER PER LEAGUE NIGHT!** In addition, players need to be on the roster before the tournament begins. There should be no "ringers" brought in by a team just for the tournament.
- A forfeit of the first game of the match will be called 5 minutes after the scheduled start time of the match. The second game will be called 10 minutes after the scheduled start time of the match. If you need to forfeit, please call your opponent's Captain first and then call Gill Street and let us know. We will also attempt to inform the other team.
- If a team forfeits 2 or more times during the regular season, they may be prohibited from playing in the tournament, and possibly removed from the league, subject to management discretion.

### **Rainouts:**

- **RAINOUTS WILL NOT BE CALLED UNTIL AFTER 4PM**, or right up to game time depending on weather conditions, so please be at Gill Street ready to play at your scheduled time. **We will call the cell number of only the team captain if matches are cancelled. Please contact your team captain for all rainout info. Please do not call Gill Street.** In special cases of severe weather, if games need to be cancelled earlier in the day, we will call the team captain's cell number on file and we will do our best to notify all teams by email.
- If during a match the weather turns bad, any completed games will count in the standings. For any games in progress when bad weather strikes, the score will be documented and the team who is winning will be awarded the victory. This game can be replayed if the outcome should affect the league standings with any significance.

### **General Playing Rules:**

- A Game ball will be provided by Gill Street. However, you may bring your own game ball as long as both captains agree to the use of said ball. If you use a Gill Street provided ball, please return them to the bar immediately after your match. Thank you.
- Captains can Rock/Paper/Scissors to determine first serve, otherwise, teams will "volley" to start the match. Whichever team wins the "volley" will have their choice of serve or side

for the first game. Starting serves will be alternating, meaning the team that did not serve first during the first game will serve first to start the second game after teams have swapped sides. Serve and Side to alternate again to start the third game.

- Matches are best 2 of out 3 games, rally scoring, which means a point is scored at the end of each series of plays, regardless of which team served the ball. Games are to 25 points. A team must win by two points. However there is a 30 point cap (final score of a game may be 30-29). If a third game is necessary, the third game will be rally scored to 15 points (team only needs to win by 1 point, therefore, first team to 15 points wins).
- If a team wins the first two games of the match and there is time remaining, teams may continue to play "for fun". However, please be courteous of the teams playing after you and allow them sufficient time to warm up prior to their starting time.
- Each team is allowed one time out per game for a length of one minute.
- Service area is anywhere behind the back boundary line and the imaginary extension of the side boundary lines. "Let serves" are allowed - if the ball hits the net on the serve and goes over, the ball is in play.
- Attacking or blocking a serve is not allowed.
- Each team is allowed 3 contacts prior to returning the ball over the net. Blocking the ball does not constitute a contact (a player may contact the ball consecutively after a block).
- If 2 players contact the ball simultaneously, it counts as 1 hit and either player may contact the ball for the next hit.
- The ball must be contacted cleanly and not held, lifted, pushed, carried, or thrown. The ball cannot roll or rest on any part of a player's body. A player may contact the ball with any part of their body as long as the ball rebounds immediately and does not "lie" against the body.
- A player may cross the plane under the net but must not make contact with an opposing player. If contact is made, the team making the illegal contact loses the point.
- Generally, if any part of the body touches the net during play, the team making the illegal contact loses the point. Incidental contact with the net, such as a ball being hit into the net with such force as to cause the net to touch a player on the opposing team, there is no foul.
- The ball may not be attacked from the opposing side until it breaks the plane at the top of the net. Blocking a ball which is on the opponents side of the net is allowed if the attacking team has completed its attack. An attack is considered complete when the attacking team has made their three allowable hits; the attacking team strikes or directs the ball with the intent to return it to the opponent's court; or the ball is falling near the net and the attacking team does not have a play on the ball.
- If two opposing players contact the ball simultaneously and the ball remains in play, the team receiving the ball is entitled to 3 contacts. If during such a play the ball lands out of bounds it is the fault of the team on the opposite side.
- The 10 foot line rule applies - any back row player may not cross the "line" to attack or block a ball.
- If a ball touches a boundary line it is considered "in".
- A ball is still in play if it hits the net and goes over into the opponent's court, either during the volley or on the serve.
- If the ball hits any of the perimeter fences it is automatically out of play. Tree branches are considered in play as long as it is brief contact. If the ball 'hangs' for a moment allowing the hitting team to gain an advantage, it will be considered out of bounds.

- A player may not run into the other court to play a ball. If any part of a player's body crosses the boundary lines on the ground of the other court, the ball is automatically out of play. If you reach with your body across the plane, the ball is still in play.
- The ball must go over the net between the antennas without hitting them.
- Rotation of extra players into the game should be done uniformly as to location and frequency.
- If teams cannot agree on a violation or line call, the point should be replayed.
- Remember, we are here to have fun. Any players arguing or fighting will be asked to leave the premises.
- Please, no smoking or drinking while on the volleyball court.
- In order to keep track of league standings, the winning team's captain should record their team's win at the bar.
- Gill Street is not responsible for any injuries that occur while using the volleyball facility in any manner. Players take full responsibility for any injuries, including bodily injury and/or damage to personal property.
- League information and other general announcements will be posted on the Gill Street Facebook page and website, [www.gillstreet.net](http://www.gillstreet.net), and we will also email information to team captains when possible.

### **Additional Rules Specific to Monday Night Intermediate 4's League**

Please follow all rules above with the exception of the following:

- There is a maximum of 6 and a minimum of 4 players allowed per team roster.
- There is a minimum of 2 and a maximum of 4 players required to be on the court for each team to play a match.
- Regardless whether playing with 2, 3, or 4 players, there must be at least 1 female on the court at all times.
- If a team needs an exception to these rules for any reason both captains must agree prior to the start of the match. Once in agreement, results stand.

#### **General Playing Rules:**

- There is no formal rotation requirement other than rotating servers with each new possession.
- The 10-foot line rule does NOT apply. All players are allowed to attack the ball from any court position.
- Open-hand tips are not allowed, but open-hand may be used to return hard-driven balls.
- You may send the ball over the net as a "set" if you are square to the net and it is intentional, rather than tipping.

We thank you all for your participation!!!