ADULT CO-ED SAND VOLLEYBALL RULES 2025

**Team Composition/Players**

Players must be 18 or older, are not currently in high school, or currently representing the high school in summer activities.

1. 6 players to a team (6v6)
	1. Prefer 3:3 (male: female)
	2. 4:2 (Male: Female) or vice versa
2. If playing with 5 players,
	1. there must be a 4:1 or 3:2 ratio (male: female or female: male).
3. If playing with 4 players,
	1. they must have 1 from the opposite gender.
4. Less than 4 is a forfeit.
5. Each team may bring in anyone to play for them.
	1. Only those who have played with you during the regular season are allowed to play on your team in the tournament.
6. Players can only play for 1 team during tournament play.
7. ALL players are required to sign a waiver before they can play.

**Gameplay (Call your own matches. If you have a dispute over a call, reply instantly)**

1. Will be allowed a max of 5-minute warm up time before matches.
	1. A volley will determine which team gets the choice of serve or side of court.
	2. Teams will change service and side after each game.
2. Rally scoring. Every point will count towards score.
	1. Play 3 games per match.
3. ALL 3 games will be played to 21.
	1. Must win by 2pts or first team to 25.
4. Legal Volley
	1. A female player must touch the ball during your 3 hits.
	2. Only time a female would not have to touch the ball would be if it is a 1 hit.
	3. Use of feet is legal and counts as one of your 3 hits.
5. Legal Serve
	1. May serve from anywhere behind the end line.
	2. If the serve hits the net and continues over to opposing side, it is a live ball.
6. Rotation/Substituting and Tardy Players
	1. Rotation/Substituting of players is allowed.
	2. Substitutes must stand away from the playing area for player safety.
7. If a team has less than 6 (6v6) and the match has started, the late player may enter play immediately at the next dead ball.
	1. If a team has 6 (6v6) or 3 (3v3) players, the late player can rotate in on the next team’s service.
8. There is no center line, a foot fault will only occur if a player interferes with an opposing player or completely passes under the net.
	1. Players cannot contact the net, poles, or cables while point is in play.
	2. If contact occurs, then the opposing team is rewarded with the point and service.
9. Players may block or set above the net.
	1. Double hit while attempting to block is a legal hit if it is in the same receiving motion.
	2. Players in the back row cannot come up to the net to spike.

**Game Forfeits**

1. Team fails to provide the required number of players while adhering to ratio rules 5 minutes after games should start.
	1. The remaining games will be forfeited if a legal line-up is not provided within 15 minutes after games should start.
	2. If a team is unable to play on a scheduled night, they must contact the other team and the Director at least 2 days in advance, unless it is an emergency.
	3. Failure to do so will be deemed a forfeit and 3 games will be awarded to the opposing team.
	4. Make-up matches not completed by the end of the season or the Wednesday before the tournaments are considered a forfeit.

**League Standings and Schedule**

1. Standings are determined by the total of games won.
	1. If two teams are tied in the standings, seeding will be based on head-to-head play.
	2. If a tie remains, it will be determined by a coin flip.
	3. The length of the regular season schedule is dependent on the number of teams.
	4. There will be a 2-week post-season tournament to follow.
	5. Following the last week of the regular season play tournament bracket and start time, brackets will be sent to the captains.

**Cancellations & Make-ups**

1. Decisions to cancel a match or league night due to inclement weather will be made by the Parks & Rec Department no later than ½ hour before play.
	1. Cancellations will be announced online and via text.
	2. If an entire night is rained out, it will be added to the end of the season,
	3. Provided that it will not cause the season to run too late into the end of summer and impact tournament play. If this is the issue, teams may be asked to play make-up games on their own time.
	4. If a match is cancelled in the middle of play only games completed will count.
	5. If a team is unable to be reached to schedule make-up, please contact the Director. If the Director does not get a response, 3 games will be allotted to the team that contacted us. If the two teams cannot come to an agreement, then each team will be allotted 1 game each.

**Equipment**

1. Equipment will be provided by the Parks & Rec Department to be used during league play only.
	1. If you choose to stay and play afterward, please bring your own equipment.

**Misc. Information**

1. Please respect the equipment and pick up after yourself.
	1. If children are present, they must stay in your sight and stay out of the field of play for their safety and the safety of the players.
	2. Participants must behave respectfully and courteously in the spirit of fair play towards teammates, opponents, and spectators.

**Captains Responsibilities**

1. Making sure their team members get a schedule.
	1. Making sure their team knows the rules.
	2. Making sure their team is contacted in case of weather cancellations and schedule changes.
	3. Lining up make-up games with other captains when necessary.
	4. Contacting the Parks & Rec Director/Program Coordinator with match results. Any results not submitted by the end of the season will be ruled as 1-1.

**Teams and players who do not abide by these rules and other policies established by Denison Parks & Rec may be dropped from the league at any time with or without notice. No refund will be given**.