

City of Grapevine
Parks and Recreation Department
BEACH VOLLEYBALL RULES & REGULATIONS

All league games will be played in accordance with the current United States Volleyball Association (USVBA) Official Guide, with the addition of the following:

I. Eligibility

1. Players in all Adult Leagues must be sixteen (16) years of age or older prior to the start of league play.
2. All players must carry current picture identification with them at all times during all league games.
3. Players will be allowed to play on more than one team during a season, but cannot play on more than one team in the same league.

II. Rosters

1. Each team will be allowed to a maximum numbers of players, including the playing coach. Coed "Six" will be allowed a maximum of twelve (12) players. Family Division: Roster max for each team is 9.
2. Final rosters must be turned in prior to the team's first game. Team managers are required to forward their team the roster link to complete. Completed rosters will be printed out for the first week of games for team managers to sign and confirm all players. Roster link: <http://www.teamsideline.com/org/content/EntryForm.aspx?d=wJvCnXRzJvhxT8N6PX94hxS8XDGIff%2fY00CH%2f0PK3Fs%3d>
3. There will be no roster changes allowed for any reason after the final roster has been submitted.

III. Equipment/Uniforms

1. Matching uniforms are NOT required.
2. Officials may ban any equipment that they deem as unsafe or illegal.
3. No jewelry may be worn at any time during the game.

IV. Playing Rules

1. Teams should be present at least 15 minutes prior to game time.
2. **Rally Play Scoring:** An official match will consist of three (3) games. Each match will be 45 minutes in length. The score shall be rally play for all three (3) games. The 1st and 2nd game will go to 21 points, win by two. The third game will be to 15, win by two, unless the 45-minute time limit has expired. If the score is 10 to 9 during the 3rd game, then that will be the final score. (Example: If the time expires during the 3rd game, and the score is 8 to 7, then the team with 8 will be credited with the win.)
3. No grace period! Game time is forfeit time.
4. If a team forfeits a game due to failure to have sufficient players to start a game at the scheduled time, the score will be recorded as 1-0. A waiting time of up to 15 minutes will be allowed for the 2nd and 3rd game, before each game is declared a forfeit and recorded as 1-0.

5. A \$25 forfeit fee will be charged to teams if they do not notify the city by noon of the day of the game. If a team forfeits two (2) complete matches due to lack of players at the start of a season, the team will be dropped from the league with **no refund** of entry fees and all teams scheduled to play the offending team for the remainder of the season will receive a win by forfeit. Make up games scheduled on days other than the original league night will **not** apply.
6. There will be free substitutions. All substitutions must be made during a dead ball. Substitutes are not required to replace the same player each time. Substituting upon each rotation will be allowed. The same method of substituting must be continued throughout the game. Example: A substitute rotates in at right front position; all substitutes must rotate in at the right front position throughout the entire game. Men must substitute for men and women must substitute for women.
7. There will be two timeouts per team allowed for each game. Each timeout will be for 30 seconds. After each timeout, players resume their previous location in the rotation.
8. After each game, the teams will exchange court sides.
9. The winner of the coin toss will determine first service. The other team will have choice of court side. The second game will begin with the original first game receiving team serving first. The third game will begin as the first game began (coin flip, etc.)
10. **Blood Rule** – A player, coach or official who is bleeding or who has blood on his/her uniform will be prohibited from participating further in the game until the appropriate treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time considered reasonable is left to the official's judgment.
The official will:
 - a. Stop the game and allow treatment if an injured person would affect the continuation of play.
 - b. Immediately call a coach, trainer or other “authorized person” to the injured player.
 - c. Apply the rules of the game regarding substitution, reentry and short-handed player if necessary.
11. Each Team Manager should initial the official's score sheet after each match. This will insure that all records are correct and have been accepted by both Team Managers. Failure to initial the score sheet will be an indication that the Team Manager has accepted the score sheet and has forfeited his/her right to review. **League standings will be based on the score sheets.**

V. Special Rules for “Competitive” Leagues

1. Teams are required to play with a minimum of five (5) players: three (3) male and two (2) female. NOTE: The competitive teams advancing to state play must start with six (6) players. No more than 3 of the same gender can play on the court at any time.
2. The serving order and positions on the court at service will be an alternation of male and female, or vice versa.
3. When a ball is played more than once by a team, a female player must make one of the contacts. Contact of the ball during blocking will not constitute playing the ball. There is no requirement for a male player to contact the ball regardless of the number of contacts by a team.
4. When only one male player is in the front line at service, one male back line player may be forward of the attack line for the purpose of blocking.
5. No female back line player may participate in a block.

6. A serve that hits the net and lands on the line or in bounds of the other court is considered in play; however, if the ball hits the net and lands out of bounds, then it is side out.

VI. Special Rules for “Recreational” Leagues

1. Spiking will be allowed.
2. Overhead or overhand serves will be allowed.
3. Teams are required to play with a minimum of four (4) players, no more than three (3) players of the same gender. Players will be positioned on the court as if all six (6) players were present. The same gender will never serve back to back.
4. The serving order and position on the court at service will be an alternation of male and female, or vice versa. All six players rotate in order with every server, then they can switch positions across the court once serve is made. Back row male can pull up to block ONLY.
5. When a ball is played more than once by a team, a female player must make one of the contacts. Contact of the ball during blocking will not constitute playing the ball. There is no requirement for a male player to contact the ball regardless of the number of contacts by a team.
6. When only one male player is in the front line at service, one male back line player may be forward of the attack line for the purpose of blocking.

VII. Special Rules for “For Fun” Leagues

1. There will be no spiking allowed.
***The ball can only be contacted behind the 10' line.
2. There will be no overhead or overhand serves allowed.
3. Teams are required to play with a minimum of four (4) players, no more than three (3) players of the same gender. Players will be positioned on the court as if all six (6) players were present. The same gender will never serve back to back.
4. The serving order and position on the court at service will be an alternation of male and female, or vice versa.
5. When a ball is played more than once by a team, a female player must make one of the contacts. Contact of the ball during blocking will not constitute playing the ball. There is no requirement for a male player to contact the ball regardless of the number of contacts by a team.

IX. Tie-Breaker Procedure

1. In case of a tie for tournament positions at the conclusion of the season, the following tiebreaker procedure will be used to determine places:
 - a. Head to head result(s) between teams tied.
 - b. If teams split in head to head game, point differential in those games will be used.
 - c. If teams are still tied, point differential in all league games for the teams tied will be used.
 - d. As a last resort, a one-game playoff will be held to determine the final places.

X. Conduct/Discipline

1. Grapevine City Ordinance Section #16-6 states, "It will be unlawful for any person to possess or consume any alcoholic beverage in a public park of the City."
2. Smoking will not be allowed on the court.
3. Each team manager will be held responsible for the conduct of his/her fans or spectators.
4. Any player, coach or manager ejected from any league game will be suspended for a minimum of one (1) league game. Players, coaches and managers who have been ejected/suspended **must leave the complex** and may not return until the completion of their suspension.
5. Suspensions will carry over from season to season. Example: A player suspended for the final game of the season will also be suspended for the first game of the next season.
6. Physical violence especially attacks on a game or tournament official immediately before, during or after a game will not be tolerated. Fights/confrontations between players/teams will result in a minimum of one (1) year loss of eligibility or indefinite suspension in all league play, subject to an annual review if requested.
7. The official has the authority to remove a player, coach or a spectator from a game and/or forfeit the game due to unsportsmanlike conduct. Unsportsmanlike conduct will include but is not limited to profanity, threats of any kind toward the officials, fighting (before, during or after the game) any intoxicated condition detected by the official before or during the game or any flagrant foul as determined by the official.
8. Ejection/Suspension/Appeal Procedures: Once a player, coach or spectator is ejected from a game, then that person will be notified in writing that they will be suspended for one (1) game and/or one (1) year depending on the severity of the incident. When the suspended person receives that correspondence, then he/she has the right to appeal the ruling **in writing** within 5 days. In turn, the Grapevine Parks and Recreation athletic office, has up to 5 days to render a decision **in writing** regarding the appeal. This office has the right to uphold, reduce, waive or increase any suspension that has been granted, once the research has been conducted. All decisions are final and are considered closed.

XI. Protests

Must be filed in the following manner:

1. Must be filed before the game is over.
2. Notify official and give details of the protest.
3. See that the protest is recorded in the official scorebook.
4. On the first regular business day following the protested game, the Team Manager must submit the protest in writing to the Recreation Services office along with a \$25.00 protest fee. Make checks payable to "City of Grapevine". If a protest is upheld, the fee will be refunded.
5. Judgement calls are not a basis for protests.

XII. Summaries

1. The Parks and Recreation Department reserve the right to add, delete or amend the rules and regulations or policies for the betterment of the program.
2. The Parks and Recreation Department can approve/disapprove any team name, logo, language or uniform deemed lewd, vulgar, obscene or suggestive in order to maintain a wholesome environment conducive to providing quality leisure opportunities.

XIII. Staff Information/Inclement Weather/School Closings

1. Abby Sandy, Athletics Coordinator 817-410-3460 or asandy@grapevintexas.gov
The REC: **817-410-3450**
2. In case of inclement weather or for school closings, please call 817-410-3475 after 3:30 pm M-F.
This line will be updated one hour prior to the first scheduled game on Saturday.
3. Forfeit Rule: Teams must notify the city of a forfeit by noon of game day or by Friday at noon if league is played on the weekend. If a team does not give the proper notice, then a \$25 forfeit fee will be enforced. If a team needs an additional players, a free agent list can be provided.