

Grapevine Parks and Recreation

6 on 6 Adult Sand Volleyball - Rules and Regulations

Revised 3/18/2026

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

All league games will play at the Oak Grove Sand Volleyball Courts located within the Oak Grove Soccer Complex, 1299 Oak Grove Loop North, Grapevine, TX 76051

I. Eligibility

1. No residency or employment requirements.
2. Players in all adult leagues must be sixteen (16) years of age or older prior to the start of league play.
3. Coaches/team captains are responsible for their rosters to match the players' identity. All players must carry a current picture identification with them at all times during all league games.
 - If the illegal player is found before the game, they will not be allowed to play and the game will begin, dependent upon the number of players left over.
 - If the illegal player is found during or after the game once rosters are final, the game will automatically be deemed a forfeit.
4. 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**. No team may pick up a player that is on another roster in the same division/night.
5. **In the interest of equalizing league play, after a demonstration of dominance in a division, the Parks and Recreation Department reserves the right to promote a team into a more competitive division, at the department's discretion.**

II. Rosters

1. Teams may add up to 12 players during the season, including playing captains. If a team wants to add any players past 12, then captains will have to drop players to remain at the eligible 12 players. You may do so with the department's Athletics Coordinator. No team may exceed 12 players at a time.
2. **Rosters are due by first game of season.** Teams may add players up until their sixth (6) games. No team may add any players after the sixth (6) game. Rosters will be frozen after six (6) games and that is what will be played with for the remainder of the seasons including the post-season tournament if the team qualifies. If a team has not submitted their roster, games will result in forfeits.
3. All team members must submit a roster form using the online roster link provided by the



department. This is a requirement of all teams as the league uses it as a waiver to play with the City of Grapevine.

4. **Free Agents** – If teams need extra players, contact the Athletics Coordinator for the free agent list.

III. Equipment/Uniforms

1. Matching uniforms are NOT required.
2. **Jewelry** – Exposed jewelry, which is judged by the official to be dangerous, may not be worn during games.
 - Players must remove jewelry if judged to be dangerous by the official. If they fail to do so, the player will be removed from the game.
3. **Game Balls** – Wilson AVP OPTX Game Volleyball Official Size. The league balls will be provided by the Parks and Recreation Department.

IV. Playing Rules

1. **Rally Play Scoring:** An official match will consist of the best two (2) out 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.) If tied when time expires, next point wins.
2. 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.
3. 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.
4. 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.
5. Players will shag balls that leave the playing court.
6. Teams should be present at least 15 minutes prior to game time.
7. No grace period! Game time is forfeit time.
 - 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
8. **Forfeits: Teams must notify the Athletics Coordinator of a forfeit 24 hours in advance IN WRITING VIA EMAIL. If a team does not provide proper notice, a \$25 forfeit fee will be assessed to the team through the team captain's account or account used for registration in Amilia. Teams must pay the fee prior to their next scheduled game or they will forfeit their games until the fee is paid.**
 - 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.
 - **Forfeits are recorded as a W/L.** No points will be attributed to either team.
9. 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.

10. **Timeouts** – There will be two (2) timeouts per team allowed for each match. Each timeout will be for 30seconds. After each timeout, players resume their previous location in the rotation.
11. After each game, the teams will exchange court sides.
12. The winner of the coin toss chooses serve or side of court. The other team chooses what was not chosen. 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.)
13. Each Team Captain should initial the official's score sheet after each match. This will ensure that all records are correct and have been accepted by both Team Captains. Failure to initial the score sheet will be an indication that the Team Captain has accepted the score sheet and has forfeited his/her right to review. **League standings will be based on the score sheets.**
14. **Game schedules are posted on TeamSideline.com/grapevine no later than one (1) week prior to the beginning of the season. Schedule requests are due at registration. Requests will be considered but are not guaranteed.**

15. **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:
- i. Stop the game and allow treatment if an injured person would affect the continuation of play.
 - ii. Immediately call a coach, trainer or other “authorized person” to the injured player.
 - iii. Apply the rules of the game regarding substitution, reentry and short-handed player if necessary.

V. Co-Ed “For Fun” Wednesday League

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.

VI. Co-Ed “Recreational” Thursday League

1. Spiking will be allowed.
2. Overhead or overhand serves will be allowed.
3. When only one male player is in the front line at service, one male back line player maybe forward of the attack line for the purpose of blocking.

VII. Court Conditions

1. In case of inclement weather, the playability of game courts will be determined at 3:30 p.m. each day. Updates on field conditions during inclement weather will be sent out to team captains via email from the Athletics Coordinator and/or TeamSideline. **It is the team captain’s responsibility to notify his/her players regarding field playability.**
2. **Rainout Hotline: (817) 410-3475 – updated after 3:30 PM on weekdays.**
3. The sand courts are tilled and dragged before league play each week.

VIII. Conduct/Discipline – Zero Tolerance

1. Grapevine City Ordinance Section #16-6 states, “It shall be unlawful for any person to possessor consume alcoholic beverages in the public park of the City.”
2. No tobacco products, alcohol consumption, or smoking on park property, field, or dugout area.
3. Zero Tolerance - If a player is ejected from the game, it is the coach’s responsibility to get that player OFF of the court and OUT of the park immediately. If the player refuses to leave in a timely manner the game will be declared a FORFEIT by the game official.
4. Any player, coach and captain ejected from any league game will be suspended for a (1) one game.
5. Players, coaches, captains, and spectators who have been ejected or suspended MAY NOT RETURN UNTIL THE COMPLETION OF THEIR SUSPENSION.
6. Each team captain will be held responsible for the conduct of their fans and spectators.
7. Suspensions will carry over from season to season.
 - A player suspended during the final game of one season will also be suspended for the first game of the next season
8. Verbal or physical violence especially attacks on a game or tournament official immediately before, during or after a game, fight or confrontation between players/teams will result in a minimum of one (1) year loss of eligibility in ALL league play, subject to an annual review if requested.
9. **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.
10. The officials have authority to remove a player, coach or spectator from a game and/or forfeit the game due to unsportsmanlike conduct. Unsportsmanlike conduct shall include, but not be limited to, profanity, threats of any kind toward the official, staff member or official, 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.

IX. Park Rules

1. Alcohol is strictly prohibited by players and spectators at all times within the park.
 - If alcohol is found on the premises, an immediate ejection will be implemented
2. Patrons must observe the city’s “Dog Leash Law” while at the park. No dogs allowed on the sand.
3. The Oak Grove sand volleyball courts are open for free play on a first-come, first-serve basis except when reserved or in use by the Grapevine Parks & Recreation Department.



X. Tie-Breaker Procedure

In case of a tie for two (2) teams at the conclusion of the season, Grapevine Parks and Rec uses the TeamSideline tie-breaking procedure programmed for the league. The following tiebreaker procedures are:

1. Head-to-Head result(s) between teams tied.
2. If teams split in head-to-head games, Head-to-Head Point Differential in those games will be used.
3. If teams are still tied, Point Differential in ALL league games for the teams tied will be used.
4. If teams are still tied, Total Points For will be used.
5. If teams are still tied, Total Points Against will be used.
6. If teams are still tied, Lowest Number of Forfeits will be used.
7. As a last resort, a Coin Flip will be used.
8. After a team has been determined to break the tie, revert to #1 above the seed of any remaining tied teams.

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 Captain must submit the protest in writing to the Athletics Coordinator along with a \$25 protest fee. Make checks payable to "City of Grapevine." If a protest is upheld, the fee will be refunded.
5. Judgment calls are not a basis for protests.

XII. Summaries

1. Normal USAVBA rules will apply if not noted above.
2. The Parks and Recreation Department reserves the right to add, delete, or amend the rules, regulations, and policies for the betterment of the program.
3. The Parks and Recreation Department reserves the right to approve/disapprove any team name, logo, language on uniform deemed lewd, vulgar, obscene, or suggestive in order to maintain a wholesome environment conducive to providing quality leisure opportunities.

XIII. Staff Information

1. Luke Clutterbuck, Athletics Coordinator – (817) 410-3477 lclutterbuck@grapevinetexas.gov
2. The REC of Grapevine – (817) 410-3450
3. There is an on-site staff monitor located at the athletic complex. This staff member is readily available for questions, game ball purchases, and other related adult league inquiries.

