



Co-ed 6v6 Beach Volleyball Rules

SUMMARY

Revised 7/28/09

- Format is 6 v 6. Max 4 men, minimum 2 women on the court. Minimum 4 total to play game.
- **NEW!** Each match consists of 3 rally scored games to 25 win by 2 or first to 27.
- Teams forfeit 1 game for first 10 minutes past game time that they do not have enough players. Teams forfeit all games if not enough players after 20 minutes
- A team may rotate any number of players into the game in set order or choose to have a designated sitter for each game
- Carrying is illegal. A carry is any use of an open hand(s) while making contact with the ball that is not in a firm manner
- **PLAYERS WILL NOT BE ALLOWED TO PARTICIPATE IN ANY GAME WITHOUT SIGNING THE SPORTSMIX WAIVER.**
- Any unsportsmanlike, rude, or inappropriate behavior to any SportsMix members or staff could result in that player/team being suspended/removed from participating in all SportsMix leagues for one year.

FORFEITS/GAME TIME

Please don't forfeit! Your teammates and opponents count on you to have a full team and competitive game. Game time is forfeit time. If you know in advance that your team is going to forfeit a game, you **MUST** contact us by 12 pm on the day. Once SportsMix is notified you are forfeiting, it is official (you cannot change your mind), and the other team will be notified. If teams show up short-handed, you allowed to pick up other SportsMix players to prevent a forfeit (see Roster).

There is a 10-minute grace period for early games only. Due to the extremely tight schedule, we strongly suggest arriving at the field 20-30 minutes before game time for warm-ups since the games must start on time to complete the game. **No one may play without signing the waiver.** If it is found that you are playing with someone who has not signed a waiver, your team will receive a forfeit.

SPORTSMANSHIP

Our goal is for you to have fun. We hope that you keep this in mind when participating. Although the games may become intense, you still can be competitive while maintaining good sportsmanship. With this said, any behavior deemed unacceptable by the Referee or SportsMix staff may result in suspension and/or ejection from a game or the league. While we appreciate the level of competitiveness in our league, we do not tolerate any unsportsmanlike behavior. This includes anyone who:

- Antagonizes players on other teams or their own teammates
- Exhibits excessive uncontrollable play
- Inappropriately "mouths off" to the referee(s)
- Verbally or physically threatens a member of our staff
- **Any player ejected from a game will be suspended for a minimum of one additional game**
- SportsMix reserves the right to remove any player from a game(s), season and/or future season

- SportsMix reserves the right to remove a full team from the schedule and/or future seasons if we feel they are unable to participate in a manner in keeping with SportsMix' mission to provide a fun, charity-focused, co-ed league

SUSPENSIONS/EJECTIONS

Metal spikes are not allowed. Any player wearing metal spikes will be ejected from the game. If that player is caught wearing spikes a second time, they will be removed from the league. No warnings. Any player(s)/team(s) that are involved in a fight will be suspended from all SportsMix Leagues for life and no refunds will be given for unsportsmanlike ejections from league. Any teams will forfeit all remaining games. The Referee has the right to sit a player for a half if necessary. Any excessive contact or collision will result in an out and ejection of player. You must give yourself up, get out of the way or slide. No exceptions, IMMEDIATE ejection if players do not follow this rule. Any player abusing the Referee will automatically be ejected from the game without a warning. A player ejected for ANY reason will be suspended for the next game. If that player is caught playing in that game, the team will forfeit.

ALCOHOL/CLEAN-UP

Unfortunately any alcoholic beverage is not allowed on/at the field. Please wait until after the games to join us at our Mixers for the drinking to begin. Please do your part to keep the parks clean and use the trash cans provided. This is really important. If anyone drinks alcoholic beverages at any of the fields, we risk losing our permits. Anyone who is caught drinking at the field risks being suspended for the remainder of the season without refund. We also risk losing our permits if we do not clean-up any trash left behind.

ROSTERS

Every player on your roster must be a SportsMix member and must sign our waiver to participate. Teams have until the day prior to the 3rd game to drop and add players. Rosters are frozen one (1) day prior to the 3rd game. Rosters must be submitted before the start of the first game played. During the season, if you are short handed you may pick up another SportsMix player(s) not on your roster & playing in the same league for the game if both teams agree. Also, you cannot pick up more than 3 players (i.e. cannot pickup to equal a full squad). DURING THE PLAYOFFS, ONLY PLAYERS ON YOUR ROSTER ARE ALLOWED TO PLAY.

WAIVERS

In order to participate in the league, each participant must sign the team waiver. Waivers are provided and must be completed and handed in no later than the first night of play. Players not present the first week of play will still be required to sign a waiver with our staff before participating. Players must sign the waiver in order to be eligible for playoffs.

RULES

Referees will have a copy of the rules with them at each location. If there is a question or discrepancy, please ask the referee to check the rules if necessary. We also urge all teams to bring their own copy of the rules with them just in case.

STANDINGS

The updated standings will be posted weekly.

GAME CANCELATION

Thank goodness we live in ABQ; however, games may be cancelled due to dangerous weather conditions, facility constraints or other unforeseeable reasons. SportsMix will not cancel games unless absolutely necessary so you should always assume games are on unless you receive an email. If the games are cancelled, SportsMix will post it

on the website (www.sportsmixnm.com) and will email all of the captains to let them know. It is then the captain's responsibility to inform all teammates of the cancellation.

RAINOUT MAKE UP DATES

Rainouts will be made up. However, you could get rained out on Monday and make-up the game as early as later that week. You may also play more than one game a week, depending on the number of rainouts. If SportsMix experiences excessive rainouts during the season, there is a chance that your team will not be scheduled for all of your make up games. We sincerely hope that this does not happen, but acknowledge the possibility. Thanks for understanding.

PENALTIES

- 1ST Offense: Loss of game and warning issued
2ND Offense: Loss of game and removal from the playoffs
3RD Offense: Removal from the rest of the schedule

Remember: Only captains can discuss a rule with the SportsMix Official and no judgment calls will be discussed. Players will be ejected for unsportsmanlike conduct towards any SportsMix Official.

REVIEW OF VOLLEYBALL RULES

VOLLEYBALL EQUIPMENT/ FOOTWEAR/ UNIFORMS

SportsMix will supply volleyballs for each game. Strongly recommended every player wears the free SportsMix team t-shirts that are provided to distinguish between teams while in play. No metal footwear of any kind.

START OF THE GAME

The team wearing more SportsMix t-shirts automatically wins the toss. If both teams have a comparable number of team shirts, the referee will have the two captains will play rock/paper/scissors (best 2 out of 3 wins). The winning captain will select to serve first or choose which side they prefer to play on, (not both). Each match will consist of three games. Each game will count in the overall standings for regular season standings (if you win all 3 games in a match, your record is recorded as 3-0 for the evening, not 1-0). All games are rally scored and played to 25, win by 2 or first to 27. Any questions regarding rules, policies, or eligibility of players must be addressed before the start of the game. Any team that would like to challenge the eligibility of an opposing player must do so before the start of the game. No protests will be considered valid after a game has started.

CLOCK/ GAME TIME

Matches will be played within the allotted time (1 hour). All games are played to 25, win by 2 or first to 27. Speed/Rally score may be used depending on how far along the match is in regards to actual time. Rally scoring will occur at 50 minute mark or as prescribed by referee.

PLAYERS

- 6 v 6 format: 4 men 2 women
5 players: 3 men 2 women
4 players: 3 men 1 woman
0 women or less than 4 players: official forfeit, play a scrimmage

- Teams must have minimum four (4) total players to play game
- Teams may play with as many as 6 women, but a maximum of 4 men. A team may never have more than 4 men on the court at one time.

- If a player arrives after the start of a game, they can enter immediately but only in the back row in a non-serving position. If team has only 4 players, they will not forfeit a serve
- If a team has less than the minimum required number of players it is up to the opponent as to what is allowable (i.e., the opposing team may give a team a player or allow them to pick up another SportsMix player). If this is not possible, the game will be ruled a forfeit
- All pickups must be identified at the start of the game. Teams can never pick-up non-SportsMix players. If it is found out that you did not inform the referee about picked up players prior to the start of the game, your team will receive a forfeit. **DURING THE PLAYOFFS, ONLY PLAYERS ON YOUR ROSTER ARE ALLOWED TO PLAY.**

There is no designated “warm-up” time. “Warm-up” time is to be included in the allotted amount of time that teams will have for their match. Teams will decide if they wish to “warm-up” or not. The longer teams take/choose to “warm-up” the less time they may have to complete their match. If a game is stopped early due to time constraints the score at the time of stoppage will be final and reflected in the standings. Teams will have 10 minutes to field a team before they receive their first forfeit.

PLAYOFFS

- Playoffs begin immediately following the end of the regular season when typically last between 1 and 2 weeks
- Possible for teams to have more than one match in a given night
- No players will be allowed to be picked up during playoffs
- All players must have signed the waiver by the first week of the season and be on your roster in order to be eligible for playoffs
- Teams that have violated the forfeit policy during the course of regular season (2 forfeits) will not be eligible for playoffs unless specified by SportsMix Administration.
- Playoffs are single elimination and games are a best 2 out of 3. Regular season scoring rules apply

SEEDING / TIE BREAKERS

Teams are seeded according to winning percentage. The tie breaker procedure is as follows:

- Head-to-head competition (among all tied teams)
- Record against other teams in or tied for playoffs (winning percentage – i.e., 0-1 is same as 0-2, but 1-3 is better than 0-1)
- Number of wins
- Record against next best common opponent
- If team forfeited loses tie breaker if others don't resolve seeding
- Coin toss

RULES OF PLAY

Serving - Once ready for play (whistled for service) only two tosses are allowed per serve but you have 8 seconds to serve the ball. Play continues until a whistle is blown for a violation (e.g., carry or player touching the net) or the ball hits the floor. If the serve hits the net and goes over it is a live ball

Double contacts (two people hitting ball simultaneously) are allowed on the first ball over the net as long as it is one attempt to play the ball. It doesn't matter if the other team served, spiked, bumped, or set the ball over the net). Double contacts are not allowed on team's 2nd or 3rd contact

Carrying - is illegal. A carry is any use of an open hand(s) while making contact with the ball that is not in a firm manner

Hitting the Ball - You can use any part of your body as long as it is not a carry. Exception is that a serve must be put into play with your arm.

Touching the net - Player can never touch the net while ball is in play

Underneath the net - If player's hand or foot remains in contact with plane of centerline it is legal, but if completely beyond the line it is a violation. If any other part of your body touches the opposing court, it is also a violation

Reaching over the net - You can reach over the net as long as you do not touch the net, but the ball must break the plane of the net before you can make contact with it. Reaching over to block a set is a violation

Back row players - cannot spike or run up to block at the net. If a back row player wishes to spike (direct a ball into opponent's court that is above the height of the net) a ball at the net, they must jump from behind mid court of their respective court.

Number of Players / Team Size - A team may rotate any number of players into the game in set order or choose to have a designated sitter for each game. If you play with 4 players, the server is considered back row. When new players arrive they may come in as soon as they are ready in the back row in a non-serving position.

Serving - A legal serve may contact the net and go over. The server may not step on or over the end line until the ball has been contacted. The width of the service area is from sideline to sideline. The depth of the service area is infinite. If a player steps on or over the line, a foot fault will be called and it will be a side out. The serve receive may not be blocked or spiked or attacked with an overhand gesture towards the ball.

Service Receive - Players can return the serve by: Bump pass, Clasp their hands together, A closed fist, Open-hand receive – You are allowed to set the serve

Players cannot return the serve by: Attacking the ball on the first hit, Contact with the ball must be made below the height of the net if it is to be directed back into the opponent's side of the court, Blocking

Hitting / Blocking - There is no male/female hitting rule/order. A defensive block does not count as one of the allowable contacts. A player may reach over the net to block a ball if: Any portion of the ball breaks the plane of the net, After the offense has come in contact with the ball on the third attempt. Contact of the ball when spiking is legal only if a portion of the ball is in contact with the plane of the net or on the hitter's side of the net. Hitters may follow through over the net after legal contact as long as they do not make contact with the net. The ball must be cleanly hit when spiking with an open or closed hand. Guiding or carrying is illegal. No part of the body may touch the net at anytime

Rotation - Teams must rotate after every side out except for first side out of the game. Teams may rotate in one of the following manners which must remain consistent for the entire game (teams may change rotation method from game to game within a match)

- **Player for Player** – Substitution is allowed for any player on the court at time of side-out, also, correct ratio of men and women shall be maintained at all times. Infinite number of substitutions can occur.
- **Rotating In** – All of your substitutes may rotate into one position on the court. You may not skip anyone unless it is to adhere to male/female ratio. Players usually rotate into the service position. Rotation must do so in the same order throughout the course of the game.
