



League Manual

Updated 2/17/2010

Recording Results: Circle winning team letter on schedule for each game played, scores are not necessary. Do not mark top area (win/loss column for office use only); **Only wins circled on schedule will be counted.** Please verify before leaving that all wins are properly recorded, this is the only way we know the results. Please cross out any games that were not played. **Results are recorded on the honor system. Please do not abuse this system.**

Here are some points about reporting league results:

- It is the winning team's responsibility to circle your wins on the results sheet. We cannot give you the proper credit for wins if it is not marked on the sheet.
- Please keep the sheet as neat as possible to make it easier to see your results. You would be amazed at how messy and confusing some of the sheets are that we get back.
- If you do need to make a change please write a note on the sheet explaining what happened.
- Do not write any extra info on the sheets such as scores or your record. We only go by what is circled and do not pay attention to any written records.
- When a team forfeits every team on the net gets 2 wins against that team. The 2 teams should then play each other 4 games. On a 4 or 5-team pool, each team gets 1 win against the forfeiting team. Then continue to play the schedule until dark
- Not every game listed on the schedule needs to be played. We have it set up so that you can play 6 games a night. During the first half of the season you should get all the games in but later on as the sun sets early you may get not get all of the games in. That is OK, the standings are based on winning percentage and not total games played
- The schedule sheet will list a time after which no new games can be started. If the weather is bad it may be darker earlier so some teams may not want to play the last game due to darkness. We expect that all teams act like responsible adults and can figure when it is not feasible to play due to darkness.
- If you do not get all of your games in please make sure that they are crossed off on the schedule sheet. Write darkness next to any games not played.
- MOST IMPORTANT OF ALL: PLEASE CHECK YOUR RESULTS AT THE END OF THE NIGHT TO MAKE SURE ALL OF YOUR RESULTS ARE LISTED CORRECTLY.
- To inquire about a results discrepancy please send an email to eevb@i-2000.com mentioning:
 - The night you play
 - Your division and captain
 - What the question is
 - I will then refer the message to the person handling results for your league who will then check and correct the result or bring the result sheet to the next league night to show you what was recorded.

League Play: All teams should bring their own volleyballs

- Court Assignments:** Report to check-in table for court assignment clipboard.
- Format:** 3 teams are assigned to each court. First 2 full teams to arrive at court should begin play. Play games to point total circled on schedule. 1st game winner stays on and plays 3rd team, then game 1 loser plays 3rd team. **Continue this order until dark.** Teams always play 2 games and sit one.
- Game Starting Times:** The leagues are supposed to start at 6 pm. EEVB realizes that many players have to rush from work in order to make it to the beach on time so we allow the 1st game on a court to start as late as 6:30 pm. Teams should follow the schedule as listed in **Format** above. **If 2 full teams are not present at 6:30 pm then the 1st 2 teams listed on the schedule sheet must start playing regardless of how many players they have.** If no one is there for one team then a forfeit will be awarded to the team ready

to play. The 2nd game will then start at 6:40. If the one team is not ready at 6:40 then a forfeit will be awarded.

- C. **Last Game Starting Times:** No Games will start after 8:45 pm in June, after 8:30 pm in July and after 8:15 in August (starting times may be adjusted in late August)
- D. **Forfeits:** If a team forfeits for the entire evening, each team on the net will receive 2 wins against the missing team. The remaining teams will then play against each other the rest of the night with all games counting towards the win-loss records of each team. On a 3-team net, if 2 teams do not show up the 3rd team will receive 2 forfeits against each of the missing teams. The 3rd team should then play games against teams that are in between matches on the 2 surrounding nets. In a 4 or 5-team pool, each team will receive 1 win by forfeit against the team that forfeits and the forfeiting team will receive 1 loss for each team in the pool. EEVB reserves the right to not award forfeits if we feel that teams did not show up due to weather conditions. Only EEVB staff will make that decision.
 - a. **Note:** If a team is missing only the female players and all of the male players are present, the team will be allowed to play their scheduled games even though all games played will be forfeits as described above.
 - b. Teams must show up every week or they will receive forfeits. If away on vacation please find substitutes for that week.
 - c. You only need 2 players to avoid a forfeit (in coed divisions there must be at least 1 female). Teams can play with less than the required # of players. The goal is to play games not award forfeits.
- E. **Forfeit Fee Policy:** There is no forfeit fee anymore. Teams that forfeit will have to pay a \$20 re-instatement fee the following week before they are allowed back on the schedule. Second forfeiture & re-instatement will be \$30. Third forfeiture will result in removal from league. Avoid You can avoid a forfeit by having at least 2 players show (must be male/female in coed divisions)
- F. **Referees:** There are 3 teams on each court. The team not playing should supply a referee/scorekeeper. Basic rules discussed below.
- G. **M: F Ratio and Team Make-up:**
 - 1. **Sixes format:** Minimum 2 women on court for coed 6s. If only 1 female is available to start play only 4 males can fill out the team. At no time can a team have 5 males on the court. Any team that starts play with 1 female will begin the game minus 3 pts every game, even if the missing female arrives during the game (she can still join in right away). One female and 1, 2, or 3 males will not be penalized (score starts at 0:0). No female players results in a forfeit.
 - 2. **Fours:** Any combination of males and females is acceptable.
 - 3. **Triples:** Minimum 1 female, no females results in a forfeit.
- H. **Ropes and Nets:** Last losing team on court rolls ropes up neatly and brings them to check-in area.
- I. **Rain:** In case of cancellation by rain we will post a message on the answering machine at 631-728-0397 after 4 pm if the league is cancelled. We will also send an email announcement once it is cancelled so be sure to get on the EEVB LI email list. If you hear a normal message listing all upcoming events, then the league is on. If the league is cancelled it will be listed first on the message. We will also try to post cancellations on the web site and send email notices when possible. We make our decisions based on the radar map on the Weather Channel and not on anything written or broadcast elsewhere. Most of the time when the weather is bad in the afternoon it will clear up by the 6 pm starting time. Rainouts are unusual.

PLEASE NOTE THAT WE WILL NOT MAKE PLAYERS COMPETE IN UNSAFE CONDITIONS. ANY TEAM CAN STOP PLAY AT ANYTIME IF THEY FEEL

CONDITIONS ARE UNSAFE. We treat players as adults who are capable of making a

decision about whether they think it is safe to play or if conditions call for suspending play.

J. **Rules (Official rules can be downloaded from FIVB.org)**

- a. **Hitting the net:** You cannot hit the net at anytime. The only time you can touch the net is if it was hit into you or if the play is over.
- b. **Running onto adjacent court:** Players may not run onto an adjacent court. If a player steps into another court or on the boundary line of another court, even after playing the ball, the ball is ruled out.
- c. **DOUBLE HIT BALLS: All divisions**
During play, double contact allowed only on any 1st ball over the net (including the serve). It must be a double hit and not a carry.

From FIVB Rule Book:

13.4 CHARACTERISTICS OF THE HIT

13.4.1 The ball may touch any part of the body.

13.4.2 The ball must be hit, not caught or thrown. It can rebound in any direction.

Exceptions:

a) In defensive action of a hard driven ball. In this case, the ball can be held momentarily overhand with the fingers.

b) If simultaneous contacts by the two opponents leads to a "held ball".

13.4.3 The ball may touch various parts of the body, only if the contacts take place simultaneously.

Exceptions:

a) At blocking, consecutive contacts (Rule 18.4.2) by one or more blockers are authorized, provided that they occur during one action.

b) At the first hit of the team, unless it is played overhand using fingers (exception Rule 13.4.2 a), the ball may contact various parts of the body consecutively, provided that the contacts occur during one action.

EEVB reads this as double hits are allowed on any 1st ball over the net if taken with open hands as long as finger action is not used to control direction of ball

K. **Sixes:** (Note: Competitive 6s are called competitive for a reason. Rules should be enforced in this division. If you want to play with a minimum of rules you should be in the Recreational 6s Div.)

- a. Let serves are legal and in play
- b. No centerline. There is no centerline in beach volleyball. You can penetrate under the net provided you do not interfere with your opponent.
- c. Back row players must be 10 feet away from net to attack ball. Back row players cannot block
- d. On opponent's request, a player must move or bend over to prevent screening
- e. No mandatory rule that female must touch the ball if more than one contact
- f. Only 1 toss per serve
- g. You cannot attack or block serve
- h. Players must be in proper rotation when serve is contacted but can switch positions at the time the ball is contacted for service
- i. Team receiving serve must rotate before their 1st service
- j. Block does not count as a touch in 6s
- k. **Carry:** The ball must be clearly and cleanly hit, not lifted. As a general rule any ball hit upward with open hands will be a carry 99% of the time. Here is how carries are defined in the official FIVB Rule Book:

13.4.2 The ball must be hit, not caught or thrown. It can rebound in any direction.

Exceptions:

a) In defensive action of a hard driven ball. In this case, the ball can be held momentarily overhand with the fingers.

b) If simultaneous contacts by the two opponents leads to a "held ball".

13.5 FAULTS AT PLAYING THE BALL

13.5.3 **HELD BALL:** a player does not hit the ball (Rule 13.4.2) unless when in defensive action of a hard driven ball (Rule 13.4.2 a) or when simultaneous contacts by the two opponents over the net lead to a momentary "held ball" (Rule 13.4.2 b).

13.5.4 **DOUBLE CONTACT:** a player hits the ball twice in succession or the ball touches various parts of his/her body successively (Rule 13.1.3, 13.4.3).

Fours & Triples

- Let serves are legal
- **Block does not count as a touch in 3s or 4s**
- Double contact allowed only on any 1st ball over the net (including the serve). It must be a double hit and not a carry. Finger action can only be used on hard driven balls. **See section K above**
- All serves must be bumped. Overhand bumps are ok. Any serve played with open hands as in a setting motion is considered a double hit or carry and is illegal
- Hard driven ball defined as attacked ball with flat or downward arc only - no upward arc.
- No centerline. There is no centerline in beach volleyball. You can penetrate under the net provided you do not interfere with your opponent.
- No open one handed dinks.
- There is no rotation order or positioning in triples or fours, players can start anywhere on the court, no back row faults. Only the serve order must be maintained
- On opponent's request, a player must move or bend over to prevent screening
- Only one toss per serve
- You cannot attack or block serve

Setting: Generally a **bad set** occurs when the ball visibly comes to rest or if clearly double hit; rotation does not indicate a bad set.

A. League Championships and Playoffs:

1. Playoffs will be held for doubles & triples in Cedar Beach. All other division champions will be determined by winning percentage
2. Prizes will be awarded to top 4 teams in all divisions
3. **All teams are eligible and invited to League Championships in Sept. at Cedar Beach.** Teams will be seeded based on record at end of regular league play. Full 1 day tournament starting at 9:00 AM, free entry fee and free player's party to follow. Come out and enjoy a fun day on the beach with family and friends. ***Stay for post player's party for the annual EEVB Miller Lite Float Walkathon!***

B. **Beach Cleanup:** We ask that you please leave the beach cleaner than you found it.

C. League Fees and Special Promotions:

1. All players receive a league t-shirt
2. Player's Party every night at local participating Sponsor Bar
3. Player's card given to all league players good for discounts at many sponsoring stores
4. **All league players can play in weekend tournaments for a \$10 entry fee per player in Men's B & Women's B on Saturdays and Coed B on Sundays**
5. Check **www.eevb.net** regularly for new updates and exciting promotions.

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D. Suggestions: Please send any suggestions or clarification requests to EEVB at eevb@I-2000.com

Doubles Rules & Procedures

1. If a partner does not show up for a regular season game a player may pick up any player from another team that is not playing with no penalty.