

**4x4 Co-Ed Sand Volleyball Rules**

**General**

**Waiver of Liability**

* All participants must sign off on the general waiver of liability in order to be eligible to play. This can be done through the website at [www.westmorelandsportsleague.com](http://www.westmorelandsportsleague.com) when you register for the league and make a profile.

**Team Fee**

* The team fee for the season is $210 ($35/player if you have a full roster of 6 players)
* The team fee must be paid by the 3rd week
* Payments can be made online (3% service charge fee) or in person at the games

**Sportsmanship**

* Unsportsmanlike conduct will not be tolerated
* Any player that is violent, harassing, and disrupting the integrity of the game will face an automatic 3 week suspension from the league for the first offense, depending on the severity of the situation. Suspended players must leave the playing area before play resumes. If there is a second offense, that player will be removed from the league permanently. Players that are removed from the league will not be entitled to a refund of their entry fee.

**Inclement Weather**

* If there is inclement weather during game day, the league director will notify all team captains of the cancellation and the games will be rescheduled. It is the team captain’s duty to notify their team players of the cancellation. Cancellations will also be posted on the WSL Facebook page.

**Teams**

**Rosters**

* Max roster size is 6 players
* One female must be on the court at all times
* Teams must register online so that they can be placed in the online schedule
* Teams may borrow players from other teams if they do not have at least 4 players, one being female, during the regular season. No more than 2 players may be borrowed for a game. Teams may not borrow players during playoffs.
* If a team player arrives late, they must replace any borrowed players immediately.
* In order for a player to be eligible for playoffs, they must be on the official team roster online and have played in at least 3 matches

**Rules**

**Gameplay**

* Rally scoring is used
* Each match will consist of “3” games to 21 points, with the winning team of each game earning “2” points in the standings. 3 games will be played regardless of the results of the first two matches
* Substitutions may be made in between plays
* There are no limits on subs during a game
* Teams are allowed “1” timeout per game (1 minute in length)
* The “home team” on the schedule will have first service
* Normal volleyball rules will apply when it comes to the following:
  + Carries
  + Double contacts
  + Attacking or blocking a serve
  + Screening the opposing team during a serve
  + Any part of the body may be used to contact the ball
* There will be no rotational faults at the start of the serve. Players may start wherever they’d like while in play on their side of the court
* The service order still must be followed once established
* If a team is discovered serving out of order, all points served by the server out of rotation will be nullified and a side out will be rewarded to the opposing team. Once the opposing team serves the ball, points cannot be deducted from the team that served out of order and normal service order will be restored after the next side out.
* Serves are allowed to contact the net and go into play.

**Sand Rule Adjustments**

* Tips and dinks will be considered a “fault” and a “side-out” will occur. This includes any one-handed redirects with the fingers. Roll shots and closed fist contacts are permitted.
* If the ball is set over the net, the setter’s shoulders must be squared to where they are setting. This includes back sets as well. Side sets over the net will be considered a “fault” and a “side-out” will occur.

**League format**

* During regular season gameplay, players will be calling their own faults and games. Players not obeying the rules or playing unfairly will be warned and then suspended if the unsportsmanlike conduct continues. Any calls in question should be directed to the league director.
* If a call cannot be agreed upon, the point will be re-played.

**Playoffs**

* All teams will qualify for playoffs.
* Seeding will be determined by point totals
* In a tie breaker head to head record will be used
* If a tie still exists, point differential (+/-) will be used between the tied teams
* Playoffs will be double elimination, best of 3 matches
* In playoffs, if a third game is needed, the game will go to 15 points.