



# Beach Volleyball Handbook

## **GENERAL POLICY**

The objective of the Kirkland Parks and Community Services Beach Volleyball League shall be to foster, develop, promote and regulate amateur volleyball; to provide proper safeguards in accordance with the spirit of true sportsmanship; to encourage the unification of all amateur teams; to advance the cause of amateur volleyball; and to promote and conduct annual volleyball programs. By participating in our league, you confirm that you understand that there is an inherent risk to physical activity that could lead to injury or death. For more information review the indemnification clause on your team roster.

***The Kirkland Parks and Community Services Department will make decisions on any points not specifically covered in the rules; or revise any rule that is impractical or, if the intent of the rule is being misuse.***

# **General Information**

## **Contact Information**

- Rain out information: 425-587-3300 Option 7 or <https://rainoutline.com/search/dnis/4258830227/>.
- Recreation Supervisor Adam Quaintance 425-587-3331 [aquaintance@kirklandwa.gov](mailto:aquaintance@kirklandwa.gov)
- League website: [www.teamsideline.com/kirklandwa](http://www.teamsideline.com/kirklandwa)
- City Website: [www.kirklandwa.gov](http://www.kirklandwa.gov)
- To register for a class/league: [www.kirklandparks.net](http://www.kirklandparks.net)

## **Organization**

- Kirkland Parks and Community Services (KPCS) Beach Volleyball rules will be used.
- The City of Kirkland does not provide insurance coverage for league participants nor accept responsibility for injuries. Medical bills incurred will be the responsibility of the individual. The City of Kirkland and its employees assume no responsibility of injuries incurred.
- For adult athletic leagues, a refund/credit less the \$10.00 withdrawal fee will be granted if withdrawal is received two weeks prior to the first schedule match. Refunds will not be given after that date.
- There will be no refund of player's fees for any players dropped from a team's roster (preliminary or final) for any reason.

## **Player Eligibility**

- All players registered on a team must be 18 years of age. Players must be amateur and receive no pay for play for any team.
- League officials can restrict an individual from participating due to an injury that could become worse with further play.

## **Player Roster**

- The number of players on a team shall not exceed 8 registered players, including the team manager. There must be a minimum of 4 players on each team roster for COED and Women's. For the 2v2 league, a team shall have at least 2 players to play but not exceed 4 registered players including a team manager.
- Managers must submit an official roster on the first night of play. Rosters changes including player signatures need to be finalized by week 3.
- Penalty for any rule violation of team roster and/or player eligibility will result in game(s) forfeiture, upon proper written protest by the violated team's TM. Responsibility for correcting a roster and player eligibility shall rest with the TM.
- Players must be able to prove their identity at any time to the officials or a representative of the City. Rosters will be made available for inspection upon request.

Players unable to provide identification will be automatically suspended for the remainder of the game in question.

## League Structure

- The Kirkland Adult Volleyball League is “self-officiated”.
  - Definition: Each player and team must call his/her **own** fouls/errors. If the opposing team believes an opponent is not calling their fouls accurately, the team manager should ask for a time out to discuss any issues with the other team manager.
- The regular season shall consist of 6 matches. Matches consist of 3 games played to 21 points (win by 2) with a 23 point cap. Each match has 1 hour and 15 minutes of game time. If one of the games is in progress at the time limit, that game counts IF one team has at least 13 points.
  - When the “Last Serve Warning” is made, the win by 2 stipulation is void. The team with the most points is declared the winner.
- First three games will be the games of record, any games played after the first three and within the allocated time will be played just for fun and those scores will not be recorded. The first three games will be the only games recorded (best of 3 games).
- **All leagues use rally scoring.**

## Inclement Weather

Weather cancellations will be determined on a case-by-case basis.

- If the weather is poor during the day and doesn’t seem likely to change based on future weather predictions, the coordinator will cancel matches for the night and notify managers via email or phone call (depending on the time of day).
- If the weather is poor or questionable during game play, team managers and staff will work together to decide whether to continue play or cancel.
- It is the manager’s responsibility to notify their team members. If possible the matches will be rescheduled. If matches cannot be rescheduled we will issue a prorated refund.

## Game Forfeit Procedures

Forfeited games shall be declared in the following cases:

- If a team fails to appear within 10 minutes after the scheduled game time.
- A forfeit will be called if both teams don’t have the minimum number of players at least 10 minutes past the scheduled start time. The team with at least the minimum amount of players will be declared the winner.
- A team has players that are not officially on the roster.
- A team participates in a game without having first turned in a completed roster form.

- *If a team forfeits two (2) matches in succession OR three (3) matches in a season for not having the required number of players, they shall be dropped from the league with no refund and the remaining games declared a win for the opposition.*
- Teams winning by forfeit will be credited with 3 wins, all scored at 21-0.

## Standings and Playoffs

- The top four teams in each division will be invited to participate in the playoff tournament. The tournament is single elimination.
- Regular season rules apply for all playoff games unless otherwise noted.
- Playoff matches consist of 3 games played to 21 points (win by 2) with a 23 point cap.
- Playoff qualifiers and seeding will be determined by:
  - Win/loss percentage
  - Tie Breaker
    - Head to head record
    - Average points scored per game
    - Coin toss

## Rules and Regulations

- Kirkland Parks and Community Services (KPCS) Volleyball League rules will be used in conjunction with the current USAV rules.
- The league coordinator has the authority to arbitrate and make final decisions and to act on policy questions not covered by these rules. The coordinator may call special meetings of the managers and/or team representatives to assist with these decisions.
- **Balls:** Teams must supply their own game ball, and other equipment as needed. Teams and players are responsible for the security of their personal items.
- **Net height:** Womens is 7' 4" (2.24 meters) and COED/Mens 7' 11" ( 2.34 meters)
- **Court dimensions:** Doubles 26' 3" x 52' 6" and quads 60' x 30'
- **Players.** A COED team will consist of 4 players, 2 men and 2 women. If a team has different combination of players or less than 4 at the start of the game, game play can start as long as TMs agree. If there is only 1 player for a doubles team at the start of the game, game play can start with 1 player on a team if TMs agree.
- **Serve.** The server may serve from any spot behind the end line. There is only one attempt to serve. Overhead and underhand serves are permitted. Serve may touch the net but must cross the net and land in bounds or be played by the opposing team. Teams may not block a serve.
- **Setting.** Set must have minimal forward rotation, no side spin and must be a clean hit.

- **Rotation.** The rotation order is determined by the starting line-up and must be maintained throughout the current game. At the beginning of the game, you may decide to use only 4 or 2 players or rotate in extra players. There is unlimited substitutions but players must sub into the serve position. Subs and starters must stay as a player for player basis; woman for woman and man for man.
- **Contact with the net.** Any contact with the net is a fault.
- **Antennae.** Play is between the antennas.
- **Centerline.** Crossing the centerline will be legal provided the player does not interfere with an opposing player.
- **Pre-game communication.** Prior to the beginning of each match, both team managers will meet to discuss rules and expected conduct. A coin will also be tossed, winner of the toss can choose between first serve and choice of court side.
  - After the coin toss, teams should arrange themselves on the court as desired.
- **Time out and stoppage of play.** Time outs can be granted when the ball is dead. A team is allowed one 15 second time out per game. There will be no time outs in the last 5 minutes of the match. Play will stop for injuries. If volleyballs stray on the court, play will be immediately stopped and the point replayed. There will be one minute and thirty second rest period between games.
- **Changing of sides.** Teams change sides at multiples of 7 points. For example, when the total score for both team reaches 7, 14, and 21 points, you switch sides.
- **Dinks.** No fingertip/open-handed “dinks” are allowed.
- **Open Hand Receive.** A player may only receive a ball with open hands when the ball is hard-driven, except in the case where the ball is served.
- **Playing the ball.** A player may touch the ball with any part of the body.
- **Blocking.** The first hit after the block may be executed by any player, including the one who has touched the ball at the block. A blocking contact is counted as a team hit. The blocking team will have only two more hits after a blocking contact.

## Player Conduct

This Player Code of Conduct applies to all participants including, players, team managers/coaches, spectators and sponsors involved in KPCS sponsored or co-sponsored adult leagues and tournament. This Code will be strictly enforced and applies to all participant conduct before, during and after all league and/or tournament games and practices. Participants will be held liable for damages caused by willful and destructive conduct.

- **No Participant shall before, during, or after the game:**
  - At any time lay a hand upon, push, strike or threaten to strike an official.
  - Use abusive verbal attacks upon any staff, official, player or spectator.
  - Use physical attacks upon any staff, official, player or spectator.
  - Use equipment in a dangerous manner.

- Participate in any game if that player has been determined to have been under the influence of alcohol or drugs.
- Any player, manager, or team guilty of unsportsmanlike behavior as judged by the referee or League Coordinator (before, during, or after the game), shall be suspended from the court for the present and for a minimum the next scheduled match. Should the suspended player participate in the next scheduled match or as a spectator act in an unsportsmanlike manner, the team will receive an automatic forfeit. Person refusing to leave the court after a suspension will cause a forfeit for their team. Depending on severity of situation, stages of penalties involving unsportsmanlike behavior could range to suspension from any league play for one calendar year.
- **Unsportsmanlike behavior** includes, but is not limited to; verbal harassment, profanity, threats, posturing, body language, entering an opponent's court, or physical abuse of anyone.
- Individuals displaying repeated unsportsmanlike conduct and/or receives excessive formal protest may be expelled from participation.
- **No Alcohol or Illegal Substances.** Alcohol and illegal substances are prohibited in City of Kirkland or Lake Washington school district parks and facilities, parking lots and bleachers (Park Rule 11.80.210). Anyone suspected of consuming alcohol or illegal substances before, during or after the game while on park property will be removed from the premises, and the League Coordinator will be informed. Team sanctions may result. Police may be called if necessary. All adult sports leagues are non-smoking leagues. It is the TMs responsibility to monitor his/her players and spectators.

## Protests

- The on-site game supervisor has the final say to expedite conflict-resolution during game times.
- The only protests which will be considered by the League Coordinator are those which pertain to player eligibility and/or unsportsmanlike behavior. Protests must be submitted in writing to the League Coordinator within 48 hours of the incident.
- Judgment calls will not be considered for protest. All protests must be made in writing within 48 hours of the match.
- The League Coordinator is available to hear constructive concerns regarding the league. **Communication regarding team issues must come through the TM.**