



League Manual
Updated 7/3/2024

- Text 631-355-1293 for quick rules answers or post a message in the SportsYou App group for your league
- SportsYou App codes online

Tired of finding tangled ropes when you get to your court? Ask your players to watch this video about how to properly wind up the boundary ropes at the end of the night: https://youtu.be/4t6S_SP5p2w

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 notes.
- When a team forfeits, every team on the net gets 3 wins against that team. On a 4 or 5-team pool, each team gets 1 win against the forfeiting team (and they get an equal # of losses). Then continue to play the schedule until dark. Please write **FORFEIT** next to any missing teams.
EXCEPTION: If a team knows they cannot play as scheduled and then posts that on the SportsYou app, the team will only get 4 losses instead of 6. (does not apply for indoor winter leagues).

On 3-team nets where 1 team forfeits, use one of the 2 following schedule scenarios:

- Option 1: The 2 teams should then play each other 3 times.
 - Option 2: Merge with an adjacent court so that there are now 5 teams playing on 2 courts. There is a 4-team and 5-team schedule on each schedule sheet. This will give you more playing time and opponents than Option 1.
- Not every game listed on the schedule needs to be played. Schedule is set up for teams to play 6 games a night. During the first half of the season, you should get all the games in but later, as the sun sets early, you may not get all games in. That is OK, the standings are based on winning percentage and not total games played. Jones Beach w/lights should play all 6 games each night.
 - The schedule sheet will list a time after which no new games can be started. If the weather is bad, it may be dark 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 or weather.

- If you do not get all your games in, please make sure that they are crossed off on the schedule sheet. Write **DARK** next to any games not played.
- **MOST IMPORTANT OF ALL: Please check your results at the end of the night to make sure all your results are listed correctly.**
- To inquire about a results discrepancy please send an email to eevb@optonline.net mentioning:
 - The night you play
 - Your division and captain
 - What the question is
 - We 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. Captains will receive a volleyball on the first night for your team to keep and use throughout the season.

- A. **Court Assignments:** All schedules will be listed online allowing to know your court assignment and let your team report straight to the court to play. There is no need to check in each night.
- B. **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. You do not have to finish every game listed on the schedule. At the end of the year when it gets dark earlier most nets will not finish all 9 games in a 3-team pool. Teams may only play each other 3 times per night in games that count towards the standings. If there is still time left teams may play pick up until the sun sets.
- C. **Game Starting Times:** The leagues are supposed to start at 6 pm (except Jones Beach, 7 pm). EEVB realizes that many players must rush from work 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 game #1, a forfeit will be awarded to the team ready to play. The 2nd game will then start at 6:40. If the 2nd team is not ready at 6:40 then a forfeit will be awarded.
- D. **Last Game Starting Times:** No Games will start after time listed on schedule. This time will change as the season passes and the sun sets earlier. (except for Jones Bach which has lights)
- E. **Forfeits:** If a team forfeits for the entire evening, each team on the net will receive 3 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. 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 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. You can avoid a forfeit by having at least 2 players show (must be male/female in coed divisions). 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.
 - c. **If a team knows they cannot play as scheduled and they post that on the SportsYou app, the team will only get 4 losses instead of 6.**

- 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 and 4 males will begin the game with a 0-3 score, 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 player results in a forfeit.
 2. **Fours:** Any combination of males and females is acceptable from all males to all females.
- H. **Ropes and Nets:** Last losing team on court rolls ropes up boundary ropes and brings them to check-in area. [View Video: HOW TO properly Roll Up Boundary Rope](#)
- I. **Weather Updates: Get the [SportsYou APP](#) and then join the SportsYou EEVB group for your league site & night.** In case of cancellation by rain we will post a message on the EEVB Facebook page and SportsYou app after 4 pm if the league is cancelled. We will not leave messages on the answering machine because the leagues have grown so large that the machine cannot properly work with that many calls all at the same time. 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 (7pm for JB).

NOTE: If the weather is questionable, we do not necessarily send out a message at exactly 4 pm. If it looks like a line of showers is coming through, we may wait an hour to see how it develops. We err on the side of playing while trying not to inconvenience players. It is not easy but our record of making the right decision is good. Rain outs 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 can decide whether they think it is safe to play or if conditions call for suspending play. Rain outs are part of the season, and we figure there will be one or two per season. There are not any make-ups for rain outs.

- J. **Subs:** Teams short players may borrow from another team on their court only. Any team borrowing a player will start the game down 3 pts. The goal is to have teams play games all night and not to get forfeits. This rule only applies during the regular season and not for the last night or any playoff or championship match.
- Doubles Division Subs:** Doubles teams can use any player on their roster. Or they can borrow a player from the other team on their court. (Please note that one of the other players on the court should always show good sportsmanship and fill in for a missing player).
- K. **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.
 - d. **Double hits are allowed in serve receive attempts unless finger action is employed. In that case, judge the contact as you would any set.**

- e. It is legal to use techniques such as clenched fist(s), or the heels of the hands, in serve receive attempts.
- f. This is legal whether the hands/fists are together or apart.
- g. It is also legal to receive serve “open-handed with finger action,” but strict hand-setting judgment must be applied to the contact.
- h. **BLOCKING A SERVE: You cannot block a serve. A block is defined in the FIVB rule book as:**
 - i. 14.1.1 Blocking is the action of players close to the net to intercept the ball coming from the opponent by reaching higher than the top of the net, regardless of the height of the ball contact. At the moment of the contact with the ball, a part of the body must be higher than the top of the net.

L. Timeouts: Only 1 timeout per game

M. Play Under the Net, and Interference:

- a. There is no centerline. Players may contact any part of the opponents’ court if they do not interfere with the opponents.
- b. A player who interferes with an opponents’ ability to make their next play must be called for the fault.
- c. Interference is a fault that results in a point, not a replay.
- d. Note that this is sometimes a delayed call (the referee must wait to see if the opponents are truly hampered in their next action)
- e. Incidental contact between opponents does not constitute interference, (bump knees, step briefly on toes, etc.)
- f. Interference can occur without physical contact. (ex: fallen player under net prevents defender **covering short**).
- g. **Playing Ball Outside Boundary Lines:** Players may chase down an errant pass, but they may not go onto another court while doing so, even after they pass the ball. Running onto an adjacent court is a violation. This rule is to ensure players’ safety.

N. Ball On The Court: Play will stop if a ball comes on the court. This is a decision that is made by the referee. If you are playing on a net that chooses not to have the 3rd team referee, then the 2 teams must determine whether to stop and replay or continue playing.

- a. If a ball comes on from another court a player seeing it should call “ball” and the point is replayed. Sometimes the ball comes on just as a play ends or skirts through the far corner not affecting play and does not result in a replay. But without the 3rd team refereeing the players will have to make a fair and honest call which I realize is easier to type than see happen.
- b. If a ball comes on and a team quickly knocks it off the court and continues playing but the other team sees the ball and stops playing, the teams will have to make an adult decision about whether play was affected and should the point count or replayed.
- c. The reason behind this rule is to avoid injury caused by a player stepping or landing on a ball they do not see. This can cause serious injury and you should always err on the side of safety. This being said, I have seen many times when a ball from another court barely grazed the corner of the court totally away from the play and the team who would benefit most called ball right away. We request that teams handle this situation in an adult manner and try not to get an easy point or replay from a situation that does not affect play. Every player knows when there is an unsafe condition and when the call is made for a partisan result.

O. 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. **Rotation:** Teams must rotate in a clockwise manner. Players subbing in must sub into the same position. Most teams sub in at the server position.

- 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 the net to attack ball. Back row players cannot block. Since there is no 10 ft line on a beach court, players need to use an approximation. We expect players to determine in a civilized manner whether a player jumps in front or behind the imaginary 10 ft line.
- 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. Players must be in proper rotation when serve is contacted but can switch positions at the time the ball is contacted for service.
- h. Team receiving serve must rotate before their 1st service at start of game.
- i. Block does not count as a touch in 6s or 4s. It does count in doubles.
- j. **Carry:** The ball must be clearly and cleanly hit, not lifted. Generally, 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).

- It is legal for any first-team-contact to strike two or more parts of a defenders' body during a single attempt to play the ball.
 - Includes serve-receive (hands do not have to be together)
 - Includes a double contact without finger action.
- First-team-contact with finger action should be judged just as any setting contact. (The referee can call double-hit.)
 - Exception: ...unless the double contact was in defense of a "hard-driven attack".
 - It is legal to momentarily catch or double contact a "hard driven" ball.
 - In judging an attack as "hard-driven," the referee must consider the following:
 - Player's action: "reactive" (double allowed) or "intentional handset" (not allowed)
 - Speed and trajectory of the ball
 - Distance between attacker and defender.
- A serve is not an attack; therefore, the "hard-driven" exception does not apply.

Fours, Triples & Doubles

- Let serves are legal
- **Block does not count as a touch in 3s or 4s; does count as a hit in doubles.**
- 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.
- Balls intentionally set into the opponent's court do not have to be square with the player's shoulder in 3s & 4s, they do need to be square in doubles.
- There is no rotation order or positioning in doubles, 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 a 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. There are two types of ball handling faults: "Catch Balls" and "Double Contacts."

- The ball must be played with one quick motion.
- Balls which significantly move downwards, or visibly come to rest, are "Catch Ball" faults. (aka "deep dish," "held ball," or "lift")
- Clearly distinct and separate contacts of the ball constitute a "Double-Hit."
- Spin is not a fault... but spin may be an indication that a "double-contact" fault has occurred.

A. League Championships and Playoffs:

1. All division champions will be determined by their winning percentage. Some leagues may add playoffs which will be announced to all captains.
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 sites TBA.** 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. Come out and enjoy a fun day on the beach with family and friends.

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 specials from league sponsors are announced on the SportsYou app.
3. Check **www.eevb.net** regularly for new updates and exciting promotions.

D. Suggestions: Please send any suggestions or clarification requests to EEVB at eevb@optonline.net

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.
2. Any ball set back intentionally over the net must be square with the player's shoulders, i.e., the ball must be directly in front or directly behind the player. Side setting over the net is illegal. A set that drifts over the net is considered unintentional and therefore legal.
3. Block counts as a hit in doubles