



**devil's den**  
BEACH VOLLEYBALL

# LEAGUE RULES & REGULATIONS

# **TO ALL PLAYERS & PARTICIPANTS**

*Welcome to Devil's Den Beach Volleyball Centre.*

*We are a co-ed adult recreational beach volleyball facility. We emphasize sportsmanship and mutual respect for all participants and are committed to providing fair play in a fun environment. We encourage team captains to work with the administration to ensure that it is enjoyable for all. All our leagues, no matter the skill level, are designed for social and recreational purposes and the rules and regulations are to be followed in accordance with this document.*

*All rules and regulations outlined within this document have been modified from the official beach volleyball (F.I.V.B) Rule Book, to provide a satisfying and fun experience for all players involved.*

*The Devil's Den team would like to thank you for your past, present and future participation and would like to wish everyone a great season.*

*Look forward to seeing you all on the sand and in the sun!!!*

*Yours Sincerely,*

*The Devil's Den Team*

# **TABLE OF CONTENTS**

## **PART 1 – League Registrations.....Page 4**

- ◆ Payment Schedule
- ◆ Registration Cancellations
- ◆ Choosing a League

## **PART 2 - League Regulations.....Page 6**

- ◆ Non-attendance
- ◆ Rosters & Waivers
- ◆ Weather Conditions
- ◆ League Co-ordinators
- ◆ Ball Deposits

## **PART 3 – League Format .....Page 9**

- ◆ League Format
- ◆ League Standings
- ◆ League Divisions
- ◆ Playoff Format

## **PART 4 – League Levels & Rules.....Page 13**

- ◆ Advanced & Intermediate 3's/4's
- ◆ Recreational 6's

## **PART 5 – The Teams .....Page 17**

- ◆ Roster Sheets
- ◆ Age Restrictions
- ◆ Playoff Eligibility
- ◆ Team Captains

## **PART 6 – The Courts & Equipment.....Page 19**

- ◆ Alcohol
- ◆ Smoking
- ◆ Balls
- ◆ Footwear
- ◆ Loose or Dangerous Items

## PART 1 – League Registrations

### **PAYMENT SCHEDULE**

To register for any of the Devil's Den Beach Volleyball Leagues, participants have 3 options:-

- ◆ register through the website - [www.devilsden.ca](http://www.devilsden.ca) (credit card ONLY)
- ◆ call the facility @ 905 655-6579 (After April 1<sup>st</sup>.....credit card ONLY)
- ◆ at the facility in person (once the facility opens for the golf/vball season)

**ONLY** full payments at the time of registration reserve a position in our leagues. Strictly **NO** Deposits are accepted as part of a league registration.

### **REGISTRATION CANCELLATIONS**

All league cancellations will be directed to the Manager at [robert@devilsdengolf.com](mailto:robert@devilsdengolf.com) or call the facility (905) 655-6579. All cancellation requests must be submitted by the team captain (the person who registered the team or single player). We have a strict **NO** Refund policy, however, we do allow teams or singles to transfer leagues/nights before the 1<sup>st</sup> night of league play provided there is space available. Alternatively, a credit may be given in some circumstances in the way of a gift card to the value of the purchase to be used at the facility at a later time.

## **CHOOSING A LEAGUE**

When registering a team or as a single player, please ensure that you are registering for the league which best fits you and/or your teams ability level. Please **DO NOT** register for a league clearly knowing it is well above or below your ability level. This will ensure a fun and fair environment for all participants.

## PART 2 - League Regulations

### **NON-ATTENDANCE**

If your team is unable to attend a night, please notify the league coordinator (Robert) at (905) 655-6579 or by email at [robert@devilsdengolf.com](mailto:robert@devilsdengolf.com). League coordinator will notify all team captains within a 48-hour period if games need to be rescheduled.

### **ROSTERS & WAIVERS**

Team rosters and waivers must be completed by all participants on or before the 1<sup>st</sup> night of league play. Teams may add players during the season as long as they are added to the team roster and they **MUST** sign the waiver form. To be eligible for playoffs, each player must be on the team roster and have played at least 3 weeks in the season. Teams who use ineligible players in the playoffs may be eliminated without warning.

Individuals may **NOT** play on 2 teams during the playoffs within the same league.

*“Our leagues are for fun and all teams should play with that in mind and maintain a high level of sportsmanship. The team captains can discuss any disputed calls only. Please re-serve if unable to resolve quickly”* - League Co-ordinator

## **WEATHER CONDITIONS**

Devil's Den Beach Volleyball Centre **will not** cancel any beach volleyball league games throughout the season due to inclement weather conditions prior to any game start time. In the event of severe weather conditions the league co-ordinator has the authority to immediately stop play and have all players off the sand area until s/he feels it is safe to resume play. If the weather remains severe enough that play will not resume, team captains are responsibly for recording all scores of played games and returning it to the league co-ordinator. The league co-ordinator will attempt to reschedule or catch up on games that are cancelled due to inclement weather, but do not make any guarantees. Matches will **NOT** be stopped or cancelled due to rain, unless there is lightning.

## **LEAGUE CO-ORDINATORS**

The Devil's Den League Co-ordinators are responsible for overseeing all league games, as well as providing information and clarity on any rules or formats. The co-ordinator has authority to ask any individual and/or team to leave the court area or facility if they deem any form of inappropriate behaviour is detrimental the either the facility or its customers. Any abuse, be it verbal or physical, towards the co-ordinator, facility employees or other customers may

result in immediate removal of the team or individual from the league with no refund or compensation.

### **BALL DEPOSITS**

Each team may receive 1 ball at the beginning of night. Picture I.D. is required as deposit. All balls are numbered. The ball number which is given at the start of the night is the same ball number that must be returned at the end of the night's play. Strictly NO substitute balls. Failure to return a ball at the end of the night will incur a fair and reasonable charge for the replacement of the ball.



## PART 3 – League Format

### **LEAGUE FORMAT**

Each League will have a maximum of 26 teams but may be increased at the discretion of the League Coordinator. On league nights where there are two different leagues running (ie. Int. 4's & Rec. 6's) the courts will be split up depending on which league has an increased level of registrations. ***For example, our Intermediate Mixed 4's might have 16 teams using 8 courts, therefore, our Recreational Mixed 6's will have a maximum of 8 teams on 4 courts.*** These specifics will be totally dependant on the level of registrations in each league.

- Each team will play a maximum of 3 matches against 3 different teams a night. Playoffs may vary.
- Each match will run for between 30-40 minutes depending on the time of the year.
- Each match will consist of up to 3 sets - up to a score of 21 (win by 2) or upon the whistle blowing to end the match. If the scores are tied at the whistle, play 1 last point to decide the winner.
- All sets are rally point and the 1<sup>st</sup> team to 21 (win by 2) is declared the winner. If the gets to 25-25 without any team leading by 2 points, one last point is played to declare the winner.
- Once the whistle blows to end a match, all teams are given 5 minutes to move to their next court before the whistle

sounds to start the next match.

- Once a whistle has sounded to start a match, an absent team has 5 minutes to arrive on court before defaulting the 1<sup>st</sup> set and 10 minutes to arrive before defaulting the 2<sup>nd</sup> set.
- Team Captains are responsible for **CORRECT** recording of scores on the clipboards provided. Once the clipboards are returned from the courts to the League Co-ordinator at the end of the night – all recorded scores are final.
- Teams will receive points as follows:
  - Win = 2 points per set won
  - Lose = 0 points per set lostThere are no ties possible in any sets, therefore, if 2 sets are played and each team wins a set, each team will be awarded 2 points for that match.

## **LEAGUE STANDINGS**

The results from each weeks play will be compiled and will be displayed in the standings. The standings will be recorded so that rankings can be established for the playoffs.

The following is the format used in establishing the rankings and break ties throughout the regular season play:

- 1) Highest Win/Loss Ratio (not most wins)
- 2) Highest Point Percentage (%)
- 3) Most Points For

## **LEAGUE DIVISIONS**

- ◆ All teams will be competing in the same division for the duration of the regular season.
- ◆ The top 24 teams in all leagues will only qualify for playoffs. Therefore, in leagues with more than 24 teams, ie: the maximum 26 teams, the two last placed teams after the regular season will not qualify for playoffs.
- ◆ In the Playoffs, all teams will be broken into two Divisions. Division One will comprise of the top pre-determined number of teams following the completion of the regular season and Division Two will be the remaining teams who finished ranked in the lower portion of the standings.
- ◆ In the event of an odd number of teams (ie. 21, 23 or 25) the extra team will be placed into division 2.
- ◆ All league schedules are randomly selected and have nothing to do with a teams position in the standings.

## **PLAYOFF FORMAT**

The top 24 teams in all leagues will only qualify for playoffs. Therefore, in leagues with more than 24 teams, ie: the maximum 26 teams, the two last placed

teams after the regular season will not qualify for playoffs.

In the Playoffs, all teams will be broken into two Divisions. Division One will comprise of the top pre-determined number of teams following the completion of the regular season and Division Two will be the remaining teams who finished ranked in the lower portion of the standings. In the event of an odd number of teams (ie. 21, 23 or 25) the extra team will be placed into division 2.

Results throughout the regular season will determine the division each team competes and also their ranking within that division. All playoffs are structured with the higher ranking team having a greater advantage (ie. Rank 1 v Rank 12, Rank 2 v Rank 11 etc. etc.). Not all playoff rounds are single-elimination, rather the best and most efficient way to complete the playoff rounds within a one or two-week period.

## PART 4 – League Levels & Rules

### **ADVANCED & INTERMEDIATE 3's/4's**

- Teams must have a minimum of 2 players at all times.
- Teams must have at least one female on court at all times, unless playing with only 2 players whereby two males can play together.

*(An opposing team may waive either of these minimum player requirements and have a match count. This determination must be made prior to the beginning of the match).*

- The server may serve anywhere along the back line within the sidelines. Only 1 service toss is allowed. You cannot serve by kicking the ball over the net.
- A served ball may touch the net and is live provided it lands within the boundaries.
- No blocking or spiking a serve.
- Spiking is allowed anywhere on the court from any player.
- A served ball may be returned on 1<sup>st</sup> touch provided it is NOT a volley, spike or block.
- Overhand volleying is NOT allowed when receiving a serve but is allowed over the net as long as the player is facing where s/he is volleying.
- When serving, any contact between the server and the back court line is NOT permitted and will result in a side-out for the opposing team.
- Overhand and underhand serves are allowed.
- Once a server has served their 1<sup>st</sup> overhand serve they can only serve a total of 5 serves of any kind. The team will keep service but MUST rotate the server.
- Players cannot screen on a serve. If the opposing team asks a player to move aside so that they can see the server, the player must comply.

- No open hand tips. Pokeys, roll shots, back of hand, heel of hand are allowed. Open handed digs are LEGAL only when receiving a hard driven ball.
- 3 hits are allowed per side. A block does not count as a hit, therefore a team is still entitled to three touches to return.
- The ball may make contact with any part of the body and will constitute a touch each time.
- Any net contact by any player during the play of the point, whether accidental or not, will result in a side-out to the opposing team. Contact by both blocking players at the same time will result in a replay of the point.
- Lifting or scooping the ball is NOT allowed.
- Ball is in if it makes any contact with the boundary lines and both teams are responsible for ensuring the boundary lines are straight.
- If the ball makes contact with the net antenna's the ball is considered dead and the point goes to the opposing team.
- Teams must call their own violations (net touches, lifts, double hits etc.). Disputed points will result in re-serve.
- Players MUST maintain service rotation. However, player positions on the court DO NOT have to be rotated.
- Substitutions are ONLY allowed when the team making the substitution wins the point.

*“Our leagues are for fun and all teams should play with that in mind and maintain a high level of sportsmanship. The team captains can discuss any disputed calls only. Please re-serve if unable to resolve quickly” - League Co-ordinator*

## **RECREATIONAL MIXED 6's**

- Teams must have at least two females on court to play with six players. If ONLY one female is available, the team MUST drop down to four players even if a 5<sup>th</sup> player is available.

*(An opposing team may waive this minimum player requirement and have a match count. This determination must be made prior to the beginning of the match).*

- The server may serve anywhere along the back line within the sidelines. Only 1 service toss is allowed. You cannot serve by kicking the ball over the net.
- A served ball may touch the net and is live provided it lands within the boundaries.
- Jump serving is NOT ALLOWED.
- No blocking or spiking a serve.
- No blocking allowed at any time.
- Overhand volleying is ALLOWED on a serve and at any time during each point.
- When serving, any contact between the server and the back court line is NOT permitted and will result in a side-out for the opposing team.
- Overhand and underhand serves are allowed.
- Once a server has served their 1<sup>st</sup> overhand serve they can only serve a total of 5 serves of any kind. The team will keep service but MUST rotate the server.
- Unlimited underhand serves.
- Players cannot screen on a serve. If the opposing team asks a player to move aside so that they can see the server, the player must comply.
- Open hand tips, pokeys, roll shots, back of hand, heel of hand are allowed.
- 3 hits are allowed per side.
- The ball may make contact with any part of the body and will constitute a touch each time.
- Any net contact by any player during the play of the point, whether accidental or not, will result in a side-out to the opposing team. Contact by players on both at the same time will result in a replay of the point.

- Lifting or scooping the ball is NOT allowed.
- Ball is in if it makes any contact with the boundary lines and both teams are responsible for ensuring the boundary lines are straight.
- If the ball makes contact with the net antenna's the ball is considered dead and the point goes to the opposing team.
- Teams must call their own violations (net touches, lifts, double hits etc.). Disputed points will result in re-serve.
- Players MUST maintain service and position rotation.
- Substitutions are ONLY allowed when the team making the substitution wins the point & are only allowed to enter before or after the service position.

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## PART 5 – The Teams

### **ROSTER SHEETS**

All players participating in any of our leagues **MUST** be filled out on the team roster, including their name, phone number & email address as well as their printed name and signature on the waiver form on the back of the team roster. Team rosters and waivers must be completed by all participants on or before the 1<sup>st</sup> night of league play.

Teams may add players during the season as long as they are added to the team roster and they **MUST** sign the waiver form.

### **AGE RESTRICTIONS**

All players must be at least **19 years of age** to play in any adult leagues at Devil's Den Beach Volleyball.

Teams may have players under this age restriction; however these players **MUST** have signed parental consent to take part. No teams with all players under this age requirement are accepted at Devil's Den.

### **PLAYOFF ELIGIBILITY**

Only players listed on the roster may take part in the playoffs. To be eligible for playoffs, each player must

be on the team roster and have played at least 3 weeks during the regular season. Teams who use ineligible players in the playoffs may be eliminated without warning.

Individuals may **NOT** play on 2 teams during the playoffs within the same league.

### **TEAM CAPTAINS**

Each team **MUST** appoint a team captain for the purpose of communication with League Coordinators. It is the team captains responsibility that all league regulations are followed and that their team members are made aware of our League Rules & Regulations. Any correspondence from League Coordinators will be directed to the team captains directly, through phone calls or email.

## PART 6 – The Courts & Equipment

### **ALCOHOL**

Anyone under the age of 19 is prohibited from drinking alcohol on the Devil's Den property. No alcohol is allowed outside of the licensed areas, including the car park. Devil's Den is a licensed facility and therefore no personal alcohol is allowed to be brought into the facility for consumption. Any person found with personal alcohol will be asked to leave the premises and will be banned from participating in our leagues. Any displays of drunkenness, whether on or off the court, will result in suspension from our leagues. League Co-ordinators or staff members have the right to search bags, coolers or alike that have been brought into the facility. Personal non-alcoholic drinks, food or alike are allowed on the property.

### **SMOKING**

There is a strict no smoking policy at Devil's Den. This includes the pro shop area and washrooms and any outdoor areas that are enclosed including the covered patio and under outdoor umbrellas. Smoking is allowed outside of these areas of the building; however please have consideration for all other players. There is strictly no smoking allowed whilst on or beside the court area.

## **BALLS**

Only league approved or supplied outdoor beach volleyballs are allowed during league play. If a team is wanting to use their own ball, the opposing team have the right to refuse and demand a league supplied ball is used. Balls are provided in the pro shop. Picture I.D. is required as deposit. All balls are numbered. The ball number which is given at the start of the night is the same ball number that must be returned at the end of the night's play. Strictly NO substitute balls. Failure to return a ball at the end of the night will incur a fair and reasonable charge for the replacement of the ball.

## **FOOTWEAR**

No shoes of any kind are allowed to be worn on the courts when taking part in a league. Beach Volleyball is a bare foot sport, however as cold weather does occur, socks or specialised beach volleyball socks are acceptable.

## **LOOSE OR DANGEROUS ITEMS**

At Devil's Den it is forbidden to wear any object that may cause harm or injury to any other player. Such items include: pins, casts, bracelets etc. Players have the right to wear sunglasses at their own risk.