



WHITE HOUSE PARKS AND RECREATION

ADULT SAND VOLLEYBALL

RULES & REGULATIONS



Revised 05/21/2024

All players, coaches & spectators are expected to conduct themselves in a sportsmanlike manner. Each Captain/Coach is responsible for informing his players and team spectators of these rules. Alcohol is absolutely **prohibited** in park.

Rosters and the Hold Harmless Agreement Form must be signed by each player in order to be eligible to participate.

All players / coaches must have proper photo ID with them while at the park. Each Team is responsible for bringing a volleyball and must have a copy of their official roster present during their games.

Must be 15 years of age to play. Any 17-year-old or younger, playing must have parent approval.

SAND 4V4 STYLE

A minimum of 1 female is needed on the court to play and teams can play with as few as 2 people to avoid a forfeit.

ROSTERS

All rosters (**with names, addresses and signatures**) must be completed and turned in by first day of games. **A maximum of (9) nine players are allowed per roster.** When a player is added to the roster, the player must come into the Parks offices by 5:15 pm on the day of the game and sign the roster. **No players may be added to your roster after the third week of play. If a player not listed on the roster is playing in any game after the third week, your game(s) will be forfeited.**

***All Teams must have a copy of their official roster present during all games.**

OFFICIATING

All games are self-officiated (no referees); therefore, teams are required to call their OWN violations, are expected to be honest and keep a high level of sportsmanship at all times. If you feel that your opponent is not being accountable, your team captain may politely intervene to discuss fouls called or uncalled. We rely on your spirit of sportsmanship and honesty to keep the matches pleasant for all. If there is a dispute, please re-serve the point.

FORFEITS

Forfeit time is game time! All games will start on time (no grace period). A team may start and finish a game with 2 players. If and when additional players arrive at the game, they must wait until the start of the next point before being added to the court.

NOTE: On double-header games, if the first game is forfeited the second game will be played or forfeited 30 minutes after the first. Example: If the 6:15 game is a forfeit, then at 6:45 the second game will be played or forfeited.

Teams must report to the court for scheduled games with the exception of the “Call in Forfeit Rule”. If a team calls into the office and forfeits in advance, a representative of the parks department will contact a coach/captain for the opposing team to inform them that they do not need to show up at the court. If a team forfeits in advance and the games are rained out then they will not count as losses. **On a case-by-case basis, games may be rescheduled without forfeit, if a team requests the reschedule with the Parks and Recreation office, a MINIMUM of 14 days prior to the game. ALL games will be rescheduled at the Parks Department discretion.**

If a team forfeits 2 games (double header league 3 games), they may be dropped from the league. No money will be refunded.

ROTATION

Although rotating position is not required, you must rotate your serving order. If rotating additional players into the order, that player must enter into the serving position. Once substitution is started, it must be continued. If a player arrives late and is necessary to complete a full team, said player may rotate in by requesting a substitution. If a player arrives late and the team is full, said player may rotate in on the serve. Failure to keep the proper rotation will result in loss of rally.

SCORES

Match play will be best 2 out of 3 games. Games will be played via RALLY SCORING. First 2 games to 25 points, winning by a 2-point advantage. **A third game will be played regardless** to either 15, 21, or 25 points depending on time. It is not necessary for this game to be won by 2 due to time restraints. If a team wins the match 2-0, the 3rd game can still count towards tiebreakers at the end of the season.

The winning team is responsible for turning in the game scores the following day by 12:00 PM. The Team Coach/Captain may fax, call or email the information to the Parks office. **If no scores are turned in, it will count as a loss for both teams.**

***Final team standings from the regular season will indicate seeding for the single-elimination tournament.**

TIE-BREAKERS

Two Teams

1. Head-to-Head
2. Who beat the higher seed
3. Coin Flip

(Note: To deter running up the score, run differential will NOT be considered.)

CONTACT WITH THE BALL

- A player may touch the ball with any part of the body.
- A player may have successive contacts with the ball during a single attempt to make the team's first contact provided the fingers are not used to direct the ball.

- It is legal to receive a served ball using the fingers in a setting action, provided that there is not a double contact or a held ball. A double contact or held ball with the fingers in a setting action receiving the ball is illegal.
- The ball must be contacted cleanly and not held, lifted, pushed, caught, carried or thrown. The ball cannot roll or come to rest in any part of the body. It can rebound in any direction. An exception shall be allowed during the defensive play of a hard-driven ball (an attack-hit or blocked ball traveling at a high rate of speed), as judged by the referee. In that case, the ball may be momentarily lifted or pushed.
- Plays involving finger action require special attention. If the play is defensive and reactive in nature, as in the case of a hard-driven ball, momentarily held or double-contacted balls are not considered faults. Furthermore, this may apply to the second touch of a team if the block contact was slight and the ball is still a hard-driven attack, or to the defensive action (team first contact) after a ball has been blocked. If the player decides/intends to employ finger action, as in the case of off-speed attack defense or setting, the action must be “clean.”
- Rotation of a set ball may indicate a held ball or multiple contacts during the set, but in itself is not a fault.
- In our 4v4 & 2v2 leagues when contacting the ball with one hand, other than for setting the ball to a teammate, the ball must be cleanly hit with the heel or palm of the hand (a roll shot), with straight, locked fingertips (a cobra), knurled fingers (a camel toe) or with the back of the hand from the wrist to the knuckles. One-handed placement or redirection of the ball with the fingers (a dink or open-hand tip) is legal.
- A blocking contact is not counted as a team contact. The blocking team will have three contacts after a blocking contact.

SERVES

LET SERVES ARE LEGAL. Any served ball that contacts the net and continues over is considered a live and legal serve. Service Foot Faults will be called in all levels. There is no requirement to “toss” the ball and hit out of the air, but if it is “teed” off, the ball MUST be stationary when hit. If the ball, after having been tossed or released by the server, lands without being touched or is caught by the server, the player will get ONE retry only. Serve will be determined for the first game based on ‘rock, paper, scissors’ between 2 captains. During playoffs the team with the higher seed will get choice in first game of serve or side. If seedings are not known, then “odd-even” will be used. Servers must call out the score before each serve, stating their teams score first (“15 serving 18”).

INTERFERENCE & SCREENING

If a player steps on or crosses into an adjacent court the ball is considered dead and out-of-play. Under the Net Violations will not be called as long as you do not interfere with anyone on the opposite side of the net. The teammates of the server must not prevent the opposing team, through screening, from seeing the server or the path of the ball. On the opponent’s request, they must move sideways to allow view.

TIMEOUTS

One, 30-second time out per game is allowed per match. A time out must be called before the service has been authorized. Prolonging a time out will result in one warning then loss of rally for subsequent offenses.

RAIN/INCLEMENT WEATHER

Decisions on postponing games due to inclement weather will be at the sole discretion of the White House Parks & Recreation Department. **The weather hotline is 615-616-1024.**

BEHAVIOR

Teams will be penalized points or serve for bad mouthing the ref or other unsportsmanlike conduct. Any player or fan is encouraged to root for their own team but rooting against teams or use of disparaging language is discouraged and could result in penalties of players or dismissals of fans. Refusal to leave could result in forfeiture of games.

VIOLATIONS & PENALTIES

If a player is ejected, he/she must leave the playing court and the general area around the court. **PENALTY: Failure of an ejected player(s) to leave will result in his/her team forfeiting the game. Furthermore, any player(s) ejected from a game will be required to miss a minimum of 1 regular season game.**

If ejected twice, a player will be suspended for the remainder of the regular season. Player may be allowed to play in tournament. This decision will be made by the Parks Department on a case-by-case basis.

Any other infractions regarding a players may be dealt with by the Parks & Recreation Department as they see fit.

Protest must be in writing and submitted to the Parks & Recreation Department within 2 working days after the game. Judgment calls may not be protested. Notification of decision will be given within 3 working days of the protest. Protest for games during tournament must be made before the start of each team's next game.

If the protest is for an illegal player, the protest must be challenged by the opposing Team Coach/Captain, before the completion of the current game. At that time, a photo ID of the protested player/copy of their team's official roster must be presented and reviewed by both Coaches/Captains. The challenging coach/captain must also submit the protest to the Parks office via email, **by 11:59 PM, day of the game.**

- **Player In Question Shows His/Her Photo ID And Is Not The Person On The Team Roster:** Then the player is ejected for the game in progress and must sit out the next game at a minimum if added to the official roster (the team must have a legal sub to replace the player or the game is a forfeit).
- **Player In Question Shows His/Her Photo ID And Is The Person On The Team Roster:** Then the game will be completed and the Parks office will rule on the protest (checking the official roster submitted on file) the next business day. If the protested player is not listed on the team's official roster the Parks Department has on file, the player will be automatically ruled illegal. At such, any games won by that player's team during the day in question, will be ruled invalid and the win will be given to the challenging team.
- **Player In Question Does Not Have A Photo ID:** Then he/she is automatically illegal and is ejected for the remaining games that day.
- **Team Roster Is Not Present At The Time Of The Challenge:** The game will be completed and **the protested player may continue to play at the sole discretion of their team's Coach/Captain. (A)** If the protested player **DOES** continue to play, the Parks office will rule on the protest (checking the official roster submitted on file) the next business day. If the protested player is not found listed, any games won by that player's team during the day in question, will be ruled invalid and the win

will be given to the challenging team. **(B)** If the protested player **DOES NOT** continue to play, the Parks office will rule game scores valid, whether or not the player was found on the official roster submitted on file.

GOVERNING BODY

The City of White House Parks and Recreation Department will preside as the Governing Body of this League. This Department reserves the right to change, modify, or revise any or all aspects of the League at any time, for any reason, without prior notification. This shall include rules, regulations, game and practice schedules, team rosters, League By-Laws, and any other facet of the League.

Any and all rules not covered in the athletic manual will be decided upon by the Parks Department.

CODE OF CONDUCT

The White House Municipal Code houses rules and regulations and other commitments upheld by the City of White House and enforced by City of White House personnel.

Title 2 is specific to the City of White House Parks and Recreation, with sections that outline the Code of Conduct for recreational programs

- (1) These rules and codes of conduct apply to all league commissioners, coaches, participants and spectators. These rules are in effect before, during and after activities or events which are conducted on city facilities, and all persons must adhere to them. All co-sponsored organizations are required to administer and adhere to the code of conduct, and to report violations to the White House Parks and Recreation Department.
- (2) (a) When an incident occurs at any White House Parks and Recreation facility, White House Parks and Recreation officials have the authority to institute immediate suspensions. White House Parks and Recreation officials will direct the offending individual(s) to leave the facility. If the offending individual(s) refuses to leave the premises, the White House Police Department will be contacted immediately to enforce the ruling.
 - (i) Officials. Officials shall include but not be limited to referees, umpires, White House Parks and Recreation staff, co-sponsored organization representatives designated by the White House Parks and Recreation Department, and school administrators.
- (3) Conduct that is a violation of Tennessee Statutes of Law or the City of White House Municipal Ordinances will be reported to the White House Police Department. Consequences of violation of state statutes or city ordinances are separate from and in addition to the consequences of violation of the City of White House Parks and Recreation Code of Conduct.
 - (a) Level 1 - Standard.
 - (i) Offense. Failure to follow departmental established guidelines, rules, policies and procedures as applicable to related programming; failure to comply with a White House Parks and Recreation official's decision; taunting/mocking/harassment of players; disgruntled expressions such as rude gestures or comments, screaming and loudly disagreeing with others or

obscene/profane/vulgar language; throwing/kicking/striking of bats, balls and other miscellaneous equipment; unnecessary roughness among participants.

(ii) Penalty. A warning may be given according to the severity of the offense; otherwise immediate ejection and removal from the premises and a minimum ten (10) day suspension.

(b) Level 2 - Verbal.

(i) Offense. Malicious, obscene/profane/vulgar verbal abuse directed towards another individual; verbal epithets related to race, color, religion, creed, gender or sexual orientation; verbal communication of threats, physical violence or acts of insulting another with the intention to offend, defame or embarrass.

(ii) Penalty. A warning may be given according to the severity of the offense; otherwise immediate ejection and removal from the premises and a minimum thirty (30) day suspension.

(c) Level 3 - Physical.

(i) Offense. Physical aggression towards another; pushing, shoving, striking or touching another individual with the perceived intent to incite, inflict or cause harm; invading another individual's personal space during a dispute.

(ii) Penalty. Not necessarily preceded by a warning; immediate ejection and removal from the premises and a minimum one hundred eighty (180) day suspension.

(d) Level 4 - Unlawful.

(i) Offense. Any violation of Tennessee law; possession of firearms without a license, knives, explosive devices or weapons or under the influence of alcohol, narcotics, controlled substances, chemical or drug paraphernalia; assault with or without a weapon.

(ii) Penalty. The White House Police Department must be contacted immediately. The White House Parks and Recreation Department will issue a minimum

RULE CLARIFICATIONS

When in doubt, outdoor USAV/AVA rules will be enforced. If there are any questions or concerns, please have your team captain or team representative speak with the league director.



White House Parks and Recreation

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www.whitehousetn.gov/departments/parks-and-recreation/programs-special-events/adult-sports