

3s and 4s LEAGUE RULES

REGISTRATION AND LEAGUE FEES:

- Team Captains must register and pay for their team in LeagueApps by the registration deadline. Otherwise, the team will not be put on the schedule.
 - **Partial/incomplete teams are NOT registered & CAN be replaced by a Waitlist Team.**
 - *To be considered on a team, ALL players must ACCEPT the Captain's invitation in LeagueApps.*
 - Gift card payments are not accepted online & must be made in person.
 - An additional \$10 per transaction fee will automatically be added to credit card payments made on site at Third Coast.
 - This fee applies any day league fees are paid on site by credit card.
 - **All team fees are due on or before the 1st night of league play.**
 - At the end of the first night, any team with a balance will have a **LATE FEE** of **\$10 PER PERSON PER WEEK** added to the team's total balance due.
 - Any team with a balance due after the third week of play will be removed from the schedule with no refund.
 - A \$20 fee will be applied to any returned checks.
- Refund Policy.
 - Teams that withdraw from a league:
 - At least 7 days before the original start date are eligible for a full refund less \$25 & all processing fees.
 - Less than a week prior to the original start date are eligible for a 25% refund & all processing fees.
 - Within 3 days of the original start date are not eligible for a refund.
- A team or individual registering for *or accepting an invitation* to be on a team knowing they cannot or will not be able to play *the entire session* will be removed from the league **at any time** & may not participate the following session.
- Captains do NOT own their team's spot in a league & do not have the authority or ability to give or assign that spot to another player or another team!

TEAM REQUIREMENTS:

- 4s Requirements:
 - A team can be made up of 3 males and 1 female, 2 males and 2 females or 1 male and 3 females.
 - No more than 3 males on the court at one time.
 - For a game to count, a MINIMUM of 1 male and 1 female must be on the court at all times.
 - Teams not able to field the minimum player requirements may play with the consent of the opposing Captain.
- 3s Requirements:
 - A team can be made up of 2 males and 1 female or 1 male and 2 females.
 - No more than 2 males on the court at one time.
 - For a game to count, a MINIMUM of 1 male and 1 female must be on the court at all times.
 - Teams not able to field the minimum player requirements may play with the consent of the opposing Captain.

ROSTERS:

- 3s teams may have a maximum of 6 players listed on their roster.
- 4s teams may have a maximum of 8 players listed on their roster.
- Only players listed on your roster are allowed to play in any regular season or playoff game.
- Team Captains have until the 3rd week of the season to make any adjustments to the roster. Players added after that date will not be eligible to play in playoffs.
 - Players can only be added after the 3rd week for the purpose of a substitution due to an injury or other extreme circumstance as deemed acceptable by the League Director.
- Players can only be listed on 1 roster on the same night.
- Players may play on different teams on different nights.
- *Team Captain must be a player on their team.*
- A person cannot be listed as Team Captain on multiple teams in the same league OR on the same night
- To make sure Team Captains have their rosters filled out online, the League Director can perform a roster check at ANYTIME to make sure all players are listed on the roster.
- Captains can request a roster check before a *playoff* game starts.
 - If a captain requests a roster check, their team will have their own roster checked first, followed by the team they requested it for.

OFFICIATING/REFS:

- All games are self-officiated (no referees), therefore, teams are required to call their OWN violations and are expected to be honest. Do not make the other team call it on your team.
 - If teams are at an impasse regarding a call, replay the point.

GAME EQUIPMENT:

- Third Coast does NOT provide community balls for league play.

START TIME & WARM-UP:

- Games must start at the scheduled time!
- Players are allowed a 5-minute warm-up. If more time is needed, come early.
- Teams not **ready to play** 10 minutes after the start time automatically forfeit the first game.
 - *Ready to play* means ready to serve the ball: NOT ready to warm up, stretch, get a drink, etc.
- Teams not **ready to play** 30 minutes after the start time forfeit both games.
- Please limit 'rest' time in between games to help keep games on time. Hang out after your match!
- At the time matches are *scheduled to end*, the team ahead *at that time* wins the game.
 - Regardless of when games start, matches still HAVE TO END at the scheduled time.
- *It is the responsibility of the teams scheduled to play next on a court to (politely) inform the teams playing if their game is running late.*
 - Teams who don't speak up from the sidelines are giving their court time away!

START OF GAME:

- Team Captains rock/paper/scissors to determine serve or side. Winner gets first choice for the first game and loser gets choice for the second game.

SCORING:

- All teams play 2 matches/night. (2 games = a league match)
 - 1st game to 25 and Cap at 27.
 - 2nd game to 21 and Cap at 23.

- All games are rally scoring. Switch sides every 7 points.
- For a game to count toward Playoff seeding, Team Captains must enter the result in LeagueApps on a **weekly basis**.
 - **NEW!** LeagueApps results can be **disputed ONLY up to one week after the game was played!** Results disputed more than one week after a game *will not be considered*.
 - When disputing a result, include what you believe the result to be.
 - The opposing team will be contacted to verify the score and a decision will be made by the League Director based on information provided. If it is not determined based on information provided that a result should be changed, the result entered in LeagueApps stands and will count toward both team's record for playoff seeding.

TIME OUTS:

Each team is allowed a 1-minute timeout per game. Timeouts do NOT carryover between games.

SERVES AND ROTATION:

- 1 toss per serve.
- Teams do not need to rotate position on the court BUT DO have to rotate servers.
- 'Let serves' are permitted. Serves **can** touch the net.
- To avoid a Foot Fault the server cannot touch *or cross the end line* until the ball leaves their possession.
 - The width of the service area is sideline to sideline. Cannot serve from outside the sidelines.
- When receiving a serve, you must use your platform or palms must be touching.

SCREENING:

- The teammate of the server must not prevent either opponent, through screening, from seeing the server or the path of the ball.
 - On the opponent's request, they must move sideways.

PLAYING THE BALL:

- **Coed Rule**
 - Third Coast does NOT play with a Coed Rule which means a female does NOT have to touch the ball each play.
- **Obstacles**
 - Balls played from the grass or off obstacles like trees, ball stops, tables, chairs, catch nets, trash cans, bleachers, etc. are dead.
 - Poles and pole pads are OUT.
 - If antennas are not in use, everything connecting the pole to the net (ropes, wires, wooden dowels) is IN if the ball touches it and lands in the boundaries.
 - If antennas are in use, play inside the antennas. If a ball touches an antenna it is a dead ball.
 - Balls that go on adjacent courts are dead.
 - **DO NOT ATTEMPT TO PLAY BALLS FROM ADJACENT COURTS!**
- **Contact**
 - The ball can be played from any body part including feet, IF it is not held or lifted.
 - Contact with the ball must be swift & clean: meaning it cannot be held, lifted, pushed, caught, carried or thrown. The ball cannot roll or come to rest on any part of a player's body. *In other words, no extended contact.*

- The ball may touch various parts of the body, only if the contacts take place simultaneously.
 - Open handed tips or dinks are **NOT** allowed.
 - A free ball CAN be set open-handed (not when receiving a serve) AS LONG AS the ball comes out 'clean.'
 - Clean means **NO sideways rotation, double contact or extended contact** prior to the set AND that **rotation is WITHIN the criteria** set for the league level.
- **Simultaneous Contacts**
 - When 2 teammates touch the ball simultaneously, it is considered one contact and any player may make the next contact.
- **Digging Hard-Driven Balls**
 - Players can dig **hard-driven balls** open-handed.
 - A hard-driven ball is defined as a hit that goes *in a straight line with no arch*.
 - A hard-driven ball does not have to come out clean.
- **Hand Sets**
 - The ball must come into contact with both hands simultaneously and leave both hands simultaneously to avoid a double hit call.
 - *ANY sideways rotation is considered a 'double' and must be called.*
 - *A player cannot catch, throw, hold or have any extended contact with the ball prior to a set.*
 - **Intentional oversets** are okay IF the ball goes directly in front of or directly in the back of the setter. If it goes to the left or right of the shoulders it is NO good!
 - Sets that drift over the net are permitted.
 - **Rotations:**
 - **B (Intermediate)** – 3 FORWARD rotations are allowed.
 - **BB (Upper Intermediate)** – 2 FORWARD rotations are allowed.
 - **A/AA** – 1 FORWARD rotation is allowed.
- **Play at the Net**
 - No part of the body may touch the net or antenna at any time including follow through on a swing even when the ball has touched the ground. (Continuation is not allowed.)
 - Contact with hair will not be considered a fault.
 - If two opponents contact the net simultaneously, it is considered a DOUBLE FAULT and the rally is replayed.
 - Any and all parts of the body are allowed to cross the (net) center line as long as there is NO INTERFERENCE with the opponent.
- **Blocking**
 - Block does NOT count as a touch.
 - 3 contacts remain after the block.
 - The blocker may make the first of the three remaining contacts after the block.
 - Players may redirect the ball on a block.
 - A serve CANNOT be blocked. Cannot attack a serve.
- **Attacking the Net**
 - In 3s and 4s, every player is eligible to attack the net.

SUBSTITUTES:

- A team of subs CAN play during the season, but NOT during playoffs. Only roster players can participate in playoffs.
- Teams are NOT ELIGIBLE for playoffs if at least one original team member cannot play.

- In that case, the team receives the lowest finish on the playoff bracket or the equivalent of two losses. (ie: 10 team league that would be 9th)
- That lowest playoff finish **DOES** count as the team's official playoff finish and **IS** used in conjunction with playoff seed to calculate their final ranking.
- During playoffs, players can only participate on one team in a league.

NO-SHOWS & FORFEITS:

- A team that no-shows or forfeits more than 2 weeks' worth of games (4 matches or the equivalent) in a league will NOT be eligible to participate in that league's playoffs.
 - Contacting an opponent or the League Director on game day regarding missing matches OR leaving 3C before your matches are played OR substituting/playing on another court during your league games are ALL considered No-Shows.
- **Penalties:**
 - 1st time – Warning.
 - 2nd time – Team can NOT participate in playoffs **OR** the following league.
 - 3rd time – The team is immediately removed from the league. No refunds. The team is NOT eligible to play in the following league.
- Every attempt must be made to line up subs ahead of time through contacting teams with opposite game times via LeagueApps and/or other avenues or leagues.
 - *Remember, most **teams prefer to play rather than take a forfeit!***
- If subs cannot be found, it is your responsibility to inform the opposing teams via LeagueApps that you will be forfeiting your games.
- If necessary, a notice to forfeit games can be emailed to the League Director by 5:00pm the day before your scheduled games. leagues@thirdcoastvolleyball.com

PLAYOFFS:

- All eligible teams make the playoffs.
- Open/Comp/AA players are NOT ALLOWED to sub in any Intermediate/BB/B/Upper Rec leagues.
 - **NO SANDBAGGING PLEASE!**
- **NEW! If a player is not sure whether a potential sub is eligible for THEIR LEAGUE'S PLAYOFFS, it is the responsibility of that player AND/OR their partner to get League Director approval.**
 - **NEW!** Playoff sub eligibility must be confirmed at least 72 hours before the start of playoffs.
 - **NEW! If a substitute was not approved and the League Director determines they are not eligible to sub in the league, that person will immediately be pulled from playoffs.**
 - In that case, the team forfeits playoffs & receives the lowest possible playoff finish. *That playoff finish will be used to calculate the team's Final Rank in the league.*
- Questions about rules, policies **OR player eligibility** must be addressed before the start of each game.
- Playoff seeding is determined by results recorded in LeagueApps prior to the deadline.
 - *Results added after the email deadline will **not be considered for seeding.***
- Moving on up. Moving on down.
 - 1st and 2nd place playoff teams have the option to move up to the next division.
 - Conversely, the bottom two teams in the league based on their Final Rank may be moved down a division.
 - A team's Final Rank is determined by adding together a team's playoff seed & their playoff finish. *The larger the number the lower the rank.* (ie: #1 seed + 1st in playoffs = 2. #10 seed + 9th in playoffs = 19)
- Teams may be moved up as necessary based on seeding should a team drop from a higher division.

- Playoff brackets will be posted no earlier than 24 hours prior to playoff start time.
 - Once posted, no changes will be made to the bracket.
- Once a playoff game has started, substitutions are not allowed.

DIVISION PREFERENCE:

- The League Director has the right to move a team up or down when necessary and/or determine a team's eligibility for any given league.

ALL LEAGUE POLICIES ARE SUBJECT TO REVISION AT ANY TIME WITHOUT WARNING.