

# 2s LEAGUE RULES

## NEW! = New for 2022

### 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 1<sup>st</sup> 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!

### ROSTERS:

- Players can only be listed on 1 team 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.

### OFFICIATING/REFS:

- All games are self-officiated (no referees). 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)
  - 2 games to 21. Cap of 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:**

- 1 toss per serve.
- Coed Courtesy Serving Rule (guy serving girl) regarding a single rotation: A rotation is when all four players have had a turn to serve.
  - 1<sup>st</sup> time guy serves girl it is a warning.
  - 2<sup>nd</sup> time guy serves girl is a side out (point).
    - *Middle serve is NOT considered serving the girl, even if the girl receives the serve.*
  - On GAME POINT, if a guy serves the girl it is an automatic side out (point).
- '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:**

### ● **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**
  - A block counts as a touch (in 2s).
  - 2 contacts are allowed after a block.
    - The blocker may make the first of the two remaining contacts after the block.
  - Players may redirect the ball on a block.
  - A serve CANNOT be blocked. Cannot attack a serve.

#### **ATTENDANCE:**

- A league player who does not play the equivalent of more than 4 weeks' worth of matches (2 games = a match) is NOT eligible to participate in playoffs or the following league.
  - *All points of both games must be played for a match to count toward eligibility.*
- A team or individual registering for OR accepting an invitation to be on a team knowing they cannot/will not play the entire session will be removed from the league **at any time** and becomes ineligible to play the following session.
- Two people cannot split one player spot on a team.

#### **SUBSTITUTES:**

- **NEW!** Open/Comp/AA players are **NOT ALLOWED** to substitute in any Intermediate/BB/B/ Upper Recreational level leagues (2s, 3s or 4s).
  - **NO SAND-BAGGING!** Players cannot sub in leagues lower than their own skill level.
  - **NEW!** If there is any question as to a player's eligibility to sub in a particular league notify the League Director at least 48 hours BEFORE match time.
  - **NEW!** If a substitute was not approved prior to game time and is deemed ineligible to sub in a league they will immediately be pulled from the game (including playoffs).
- A team of two subs CAN play during the season, but NOT during playoffs.
  - During season play, if a **double sub team wins both games** in a match it is recorded as a **split**.
    - 1-1 in LeagueApps.
- A player who has not subbed on a team during the season IS permitted to participate in playoffs (2s leagues only), providing they are eligible for the league (see above).
- 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 9<sup>th</sup>)
  - 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.

#### **PERMANENT SUB:**

- A player who gets injured *during a league* to the extent they may not be physically able to play the remainder of the league AND/OR unexpectedly moves out of town IS permitted to designate a permanent sub to take their place on the team *for the remainder of the league*.

- Once approved, the permanent sub replaces the original team member on the schedule and for all purposes is an official team member the rest of the league.
  - A permanent sub CAN have a sub play with them during playoffs.
- **A person is NOT officially a permanent sub until they have been approved by the League Director AND their name is on the schedule.**
  - **NEW!** A team member requesting a permanent sub must **email** the League Director with an explanation as to why the request is being made and who they would like to be considered as their permanent sub for the remainder of the league.
  - **NEW! The deadline to request or designate a permanent sub in a 9-week league is BEFORE 7 weeks of games have been played. If there are rain outs, the 7<sup>th</sup> week of play may not actually be Week #7 on the schedule.**
- A permanent sub cannot be replaced by the original team member during the same league they were designated as the permanent sub.
  - Example: original player gets hurt at the beginning of the season, their permanent sub is approved and later in that league the original player wants to replace the permanent sub on the team - - NO CAN DO!
- **A permanent sub ONLY applies to the specific league they were designated as the permanent sub and does NOT carry over to subsequent leagues.**
- If for whatever reason the original team member is unable to participate in the next league (if they had a permanent sub) the original player's partner (assuming eligibility) will automatically become the Team Captain (if they were not already) & can choose whoever they want to be their partner the upcoming league.
  - Whoever that new Team Captain registers as their partner in the next league is their official team member as far as Third Coast is concerned.
    - **Any deal or understanding between a permanent sub, original hurt/relocated player and/or the new Team Captain regarding when/if the original player might rejoin the team is between those players and has nothing to do with Third Coast!**
- If the original team member and a permanent sub play in their league's Playoff Finals, **those two players ARE** eligible to move up to the next league (when applicable).
  - **In order to move up, those two players must play as a team for at least one session in the higher league.**
    - Example: partner and permanent sub win, only permanent sub and partner can move up – **NOT** the original player and partner.
- If both the original team members do not return the next session a permanent sub is NOT eligible to be the Team Captain. In that case, the spot will be offered to a waitlist team.

#### **NO-SHOWS & FORFEITS:**

- Any team\* that no-shows the first week of a league may be removed from that league without refund. \*Applied to individual players in KOB/QOB leagues.
- 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:**
  - 1<sup>st</sup> time – Warning.
  - 2<sup>nd</sup> time – Team can NOT participate in playoffs **OR** the following league.
  - 3<sup>rd</sup> 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 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](mailto:leagues@thirdcoastvolleyball.com)

### **PLAYOFFS:**

- In Third Coast leagues, all teams make Playoffs!
- Open/Comp/AA players are NOT ELIGIBLE to sub in any Intermediate/BB/B/Upper Rec league.
  - **NO SAND-BAGGING!**
- **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.***
- **NEW!** **The team that loses the Semi-Finals (3<sup>rd</sup> place playoff finish) is required to referee the Finals.**
  - *A complimentary 3<sup>rd</sup> place beer will be waiting for you!*
  - Playoffs are double elimination & all teams are guaranteed 2 games.
- Moving on up. Moving on down.
  - 1<sup>st</sup> and 2<sup>nd</sup> place playoff teams have the option to move up to the next division providing both original players **OR** one original player & a permanent sub participated in playoffs.
  - 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 + 1<sup>st</sup> in playoffs = 2. #10 seed + 9<sup>th</sup> in playoffs = 19)
- **NEW!** In the event of a tie (Final Rank #), the tie goes to the team with the higher playoff seed.
  - **NEW!** *HOWEVER, if a team with a playoff sub ties another team where both roster players are present & participating, the tie goes to the team with both roster players present.*
- A team ranked **last 2** of 3 sessions in a row is ineligible to participate the following session, but may be added to a waitlist for the session after that or another league.
- *Should a team drop out of a higher division the League Director has the option to move another team(s) up based on prior seeding, final rank, playoff finish and/or overall team strength.*
- 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 CHANGE AT ANY TIME WITHOUT WARNING.***