



Competitive 4s Rules & Regulations

Any questions, comments, or concerns should be directed to:

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1. Teams can play with a minimum of 2 players, and not more than 4 on the court at any time. Co-ed leagues cannot have more than 2 male players on the court at any one time, and never less than 1 female.
2. No referees. Call your own faults. If there is a disagreement, replay the play.
3. In the occurrence of inclement weather, league / tournament will be played unless lightning or a strong storm exists (just as a baseball game would). If a league tournament must be canceled, it will be rescheduled ASAP. **Please call the league director at 248-894-1039.** All league games must be made up prior to final league tournament, otherwise resulting in 0 points (and a split W/L between teams).
4. If a rainout occurs during game play, if at least one team has scored over 15 points the game will count as complete. If not, game is to be replayed from 0. Week 9 will include any makeups needed (unless teams agree mutually otherwise). This means some teams may play for several hours.
5. If a team is unable to make a game day, a call (at least 8 hours ahead) to 248-894-1039 OR email to idigvballnikki@gmail.com (at least 24 hours prior to game time) is necessary. Game(s) will need to be rescheduled with the other team prior to league tournament day. If both teams cannot reach a mutual agreement, games will be made up the last week (week 9) of regular season games, after regularly scheduled games are complete. If a team does not show, points will be awarded to the other team as well as half of the forfeit deposit to be spent on site. If both teams do not show teams will split the points.
6. All games are rally scoring, up to 21; win by 2, cap at 25. A match consists of 4 games.
7. Players can play a set position; they do not have to rotate (only have to rotate serve). Co-ed leagues must have a female contact the ball any time there are 3 hits on one side.
8. Net serves are good. Players can set the serve
9. Net rule – Touching the net at any time when the play is live is a fault. Hair is an exception and does not count as a fault.
10. If a player sets the ball over the net, the setters' shoulders must be straight to where the ball is being set.
11. If the ball goes on to another court during play the ball is considered dead unless there is no play/players on the other court.
12. Sub Rule: All teams can have anyone sub as long as there are two members of the team from the roster present & playing.
13. All other basic sand volleyball rules apply, any questions please ask. Official rulebook is posted online at www.idigvball.net
14. Tie-Breakers (1st & 2nd Place ties only)
 - Two teams for first place: head to head wins, head to head total points, point differential.
 - Three or more teams for first place: point differential for first, the remaining teams compete in rally scoring game(s) to 15 points to determine the second place team.
 - Two teams for second place: one 15-point rally scoring game.
 - Three or more teams for second place: point differential to place teams in a single elimination bracket to play 15 point rally scoring game(s) to determine the second place team.
15. League schedules and standings will be posted online at www.iDigVBall.net. Please be sure all team members know this.