



Competitive Doubles Rules & Regulations

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

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1. No referees. Call your own faults. If there is a disagreement, replay the play.
2. 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).
3. 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.
4. All games are rally scoring, up to 21; win by 2, cap at 25. A match consists of 3 games.
5. **AS A COURTESY, MALE PLAYERS SHOULD SERVE THE MALE OPPONENT.**
6. A block does not count as a contact.
7. **SETTING THE FIRST BALL OVER. - TO LEGALLY DOUBLE THE FIRST BALL OVER, YOU HAVE TO BE DEFENDING A HARD-DRIVEN ATTACK (THAT MEANS, YOU'RE NOT RECEIVING A SERVE).**
8. **SETTING THE BALL OVER THE NET. The player must contact the ball with two hands above his/her shoulders and set it directly forward or directly backward with relation to his/her body.**
9. **NO OPEN HAND TIPS/DINKS. Alternatives include locked straight fingers, knurled fingers, and the back of the hand.**
10. **NO ANTENNAS. In the absence of antennas, the posts act as antennas.**
11. **INCIDENTAL NET RULE.** If a player touches the net it is considered a fault unless the player is **completely** out of the play, or if it's the player's shirt, hat or hair that touched the net (**incidental net touch, the net should move no more than 1/4 inch otherwise it is a fault**).
12. 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.
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.