



iBeach31 – Guidelines & Rules V1.0

(6s, 4s & 2s - Men's, Women's & Coed)

Miscellaneous

- Coolers, food and drinks are allowed at iBeach31. Absolutely NO GLASS of any kind allowed.
- A few snacks, bottled water and Gatorade along with merchandise (Hats, Visors and Headbands) are available for purchase from the shack.
- Filtered watered is available from the water cooler (requires own bottle).
- Please keep drinks and food off the court and away from all field of play.
- Please refrain from using profanities, if possible, at any times while at iBeach31. We are family friendly!
- Please park in either the parking lot behind and to the north of iBeach31 or in front of the Indiana Soccer Academy. Please DO NOT park in the C.A.R. Clinic or on our grass.

BASIC GAME PLAY

Athlete Waivers

In order to participate in an iBeach31 league, each participant must sign a waiver. Waivers are provided electronically and via paper. They must be completed and handed in no later than the first night of play. Players missing the first week of play are still required to sign a waiver during the second week of play.

Coed Requirements & Substitutions

All teams must have one (1) female for every three (3) males on the court when playing 6s and 4s. All 6s league games require at least four players to start a match. The maximum number of players on the field for a 6s team is always 6. 6s Teams may have up to 10 total team members to allow for substitutions. Substitutions may only occur during a new side out for the team making the substitution, unless warranted by player injury. There are no requirements for hitting the ball based on gender, as in taking turns. Both men and women may spike the ball.

Games & Scoring

All league matches are best of 3 games approximately 50 minutes in length. Score games to 21, 21, 15 (game 3 is played only as tie-breaker). Win by 2 points. Games are capped at 25, 25, 20, respectively. The first team to reach 25 or 20 wins. All games are rally scoring.

Score Reporting

We will keep point totals to determine placement in league playoffs. *CAPTAINS of winning teams, please report scores on the clipboards kept courtside following each game. Clipboards should remain at the assigned court.

First Serve & Side Switches

First serve is decided by Rock, Paper, Scissors with the winner choosing side or serve. For game 2 switch the order. 6s and 4s teams do not switch sides during a game. For 2s, teams will switch sides every seven 7 points and every 5 points for 3rd games to 15. Game 3 first serves should be decided by Rock, Paper, Scissors as well.

Serving & Service Order

All serves must be completed from outside the boundary lines at the back of the court. You may not touch the lines or step into the court until after the ball has been served. If the ball makes contact with the net antennas, the ball is out of bounds. There are no restrictions as to how the ball may be served except that it must be clearly hit, not thrown or pushed. Net serves, where the ball strikes the net and continues over the net onto the receiving team's side, are considered legal serves. All players in 6s, 4s and 2s take turns as server. NOTE: only 6s will rotate players to serve in a clockwise manner following server rotation, however players may move to set positions following service of the ball. 4s may designate positions as long as server rotation is followed.

Net Violations

Any net contact (top, middle, bottom & antenna) made by any part of a player's body, clothing or headwear is a violation and should be called. The only exception is when the ball is driven into the net, causing it to touch an

opponent. In this case no fault is committed (USAVB 11.3.3). You may go under the net to play the ball, however you may NOT make contact with the opposing team or interfere with the play of the ball. Making contact or interfering with play means a loss of point.

Boundaries

The area within each side of the court, including the court boundary lines, is considered IN BOUNDS. The following is considered OUT OF BOUNDS: all ground beyond the court boundary lines, fences, light poles and overhead light fixtures, adjacent courts. Do not play onto any adjacent courts. If your ball goes onto another court the play is dead and the opposing team gets the point. Please call out "BALL" as a courtesy to teams on adjacent courts.

Court Dimensions

- Boundary Lines:
 - Large Court (59 X 29.5 ft)
 - All 6s
 - Short Court (52.5 X 26.2 ft)
 - All 4s
 - All 2s
- Net Height:
 - High (7'11" & 11/16 inches)
 - Men's 4s & 2s
 - Coed 6s, 4s & 2s
 - Low (7'4" & 3/16 inches)
 - Women's 4s & 2s
 - Juniors

Standings

Updated standings will be made available weekly.

Forfeiture

If your team forfeits a match during the season, the following rules apply: First Offense: Loss of game. Second Offense: Loss of game & staff reserves the right to remove team from playoffs. Third Offense: Removal from the league. If you know your team is going to miss a game, please email info@ibeach31.com in advance so we may assist with rescheduling if possible.

Playoffs

Playoffs will be seeded based on league win records and score totals as necessary. All playoff matches will be played best of 3 with the 3rd game played only to settle a draw. All 1st and 2nd playoff games are scored to 21, win by 2, with no score cap. All playoff 3rd games will be scored to 15, win by 2, with no score cap. Playoff brackets and format (single vs. double elimination, Gold and Silver brackets) will be determined following the completion of league play based on the number of teams within a given league.

League Cancellation & Rainout

League play may be cancelled due to existing weather conditions, dangerous or unplayable field conditions, facility constraints, scheduling conflicts, etc. iBeach31 staff will make every effort to play all scheduled games unless cancelling is absolutely necessary. In the event of a cancellation we will notify players via email. If a league requires canceling the day of, iBeach31 staff will attempt to contact teams scheduled to play that day or night via email. League reschedule days are TBD.

Sportsmanship

We are a family-friendly establishment. We hope that all players keep that in mind when playing. Games may become intense, but you can maintain competitiveness while maintaining good sportsmanship and behavior. Any behavior deemed unacceptable by staff may result in suspension and/or ejection from either a game, a league or iBeach31 all together.

GAME RULES

Officiating

All games should be self officiated. Call your own nets, lifts, bad sets, double hits, etc. Avoid making the other team call you on a bad play. Any disagreement should be settled by replaying the point.

Net Play

You may reach over the net to block a hit, however you may not make contact with the ball before your opponent. Serves cannot be blocked or attacked at the net by the receiving team.

Ball Contact & Hits

Holds: Players are not permitted to scoop, hold, or throw the ball in 2s and 4s. The ball must not visibly come to rest on the player's hands, fingers, or any other part of the body.

Setting: 2-hand setting or "dumping" the ball over the net to the opponent is only allowed in 2s when the player has squared his/her body to match the direction of the ball over the net. NOTE: This is an advanced striking technique. We recommend it only being used by advanced players.

Ball Receiving: You may NOT open hand receive any ball but a hard driven or attacked ball. You may NOT open hand receive a serve.

Tips & Dinks: No open hand dinks or tips are allowed in 2s and 4s. You must have a closed fist or use your knuckles to tip a ball over. An open hand roll shot is legal.

Double Contact: double contact on the ball is allowed only on the first ball over on a hard driven or attacked ball excluding the serve. With the exception of a blocked spike, all other double contacts must be all in one motion and unintentional in terms of making the play. You may use any part of your body, including feet, to contact the ball during a match.

Blocks: a player blocking a spike onto his/her own side may now play the ball once more. This block counts as hit 1 of 3 on the player's side.

6s in General: all of the above rules will apply to 6s leagues, regardless of the level of play. However, given many players joining 6s leagues are first-timers or simply "recreational" players, the enforcement of these rules is much more relaxed. Beginning or recreational players in 6s leagues should make every attempt to follow the rules and adopt proper techniques of play and more experienced players in 6s leagues should make every attempt have a good time when rules are not being followed on the other side of the net.

If you have any questions regarding iBeach31 guidelines and rules please send us an email:
info@ibeach31.com

Thank you!