

Yucatan's Rules and Polices for safe and fun Volleyball

Requirements to enter/play at Yucatan – The Yucatan Beach Club is a bar, and therefore must adhere to TABC Laws. This means *no beverages or beverage containers can be brought in or out*. This includes water. (Water is provided near the courts for league and tournament players.) Bags entering Yucatan will be checked. It is a 21 and up establishment that has made special arrangements to provide for under age patrons – Everyone entering must show ID at the door.

Ages 18-20 – Can enter for a \$5 cover – this is true regardless of the time or if the person plays on a team. At night, under 21 patrons will be asked to leave at 10:00pm. (Unless playing in a league match.)

Under 18 – Can enter only with a parent or guardian. The parent/guardian will pay the \$5 AND must sign a waiver at the door stating the underage person will be their responsibility and *within their reach* the entire time they are on site.

*No one under 18 is allowed in the pool without their signed guardian with them!

Registration and League Fees – The registration form can be found at www.champagnevolleyball.com/yucatanbeachclub.htm and must be filled out on-line. Payment can and should be made through our on-line payment (PayPal) page. If for any reason you are unable to pay on-line, you can bring your payment to the league director prior to your first match. (Make checks payable to Champagne Volleyball.)

Late Fees – Any team that doesn't pay in full prior to their second match will be assessed a late penalty of \$35 to be included with their league fee. After the 3rd week, any team not paid will be dropped from the league.

Schedules – Schedules are posted on www.champagnevolleyball.com/yucatanbeachclub.htm and on the patio volleyball board at Yucatan, providing game times, dates and opposing team names. Court assignments are generally written on the schedule posted on the patio volleyball board, where the wins are recorded after the match.

*At the start of the season, only the first week's schedules are posted to allow for any adjustments or corrections. The remainder of the season will be posted shortly after the first night of play. (In most cases.)

Match Time – All match times are posted on the website and on the patio volleyball board at Yucatan. During the week nights these generally range from 6:20, 7:10, 8:00, 8:50, and 9:40 on league nights. (Other start times may be used when necessary.) We have also added a 10:30 match time for the teams that want to use that time to play a scheduled double header.

Match time is the time your game starts, so your team should be present and warmed up prior to match time. Start times are usually announced over the loud speaker, but please do not depend on the announcement, rather, be at your assigned court ready to play at match time. Teams that are late have 10 minutes to field enough players to start the first game before the first game is considered a forfeit. The same late team has 5 additional minutes to field a team for the second game before it is considered a forfeit. At 20 minutes past the first game's start time, the entire match is forfeited. – See "**Forfeits**" for details.

* Only the league director can call forfeits. It is up to the [team-in-waiting](#) to contact the director in cases of a possible no show.

Forfeits, (Or if a Team cannot, for any reason, play their game)

Notification Given – at least 24 hours prior to the scheduled match

If a team recognizes they cannot make a scheduled match anyone from the team can email at least 24 hours in advance and avoid being penalized their match. It will be as if their game wasn't scheduled. We will then find their opponent another team to play against and that will become the new 'scheduled' match for that opponent. If someone from the team sends this email in error or the team changes their mind we cannot guarantee to still have their game available for that night.

A Called no show – Similar to above, if a team realizes they cannot make their match but it is within 24 hours of their game-time, they will need to email or text (Not Call) to [469-358-1684](tel:469-358-1684) with their team name and division stating they cannot make their match. We will then attempt to find their opponent another team to play but won't be able to guarantee it. If we cannot find another team for the original opponent to play, the original opponent will be given three wins for the match that should have happened. (We will do our best to contact the original opponent as quickly as possible ONLY if we cannot find them a team to play.)

No Call No Show – If a team fails to show for a match, all games will be recorded as losses. The opposing team must still show up at the scheduled game time and contact the league director in order to claim the 3 wins from the other team's forfeit. If the team does a 'No Call No Show' twice they will be removed from the schedule and will forfeit their league fees!

Playoffs – The exact number of teams that make it to the playoffs is determined on a league-by-league basis. Not every team will make playoffs. Generally, the top half or more of any particular division advances to playoffs. We will take as many teams as we can fit into the playoff night.

*Each winning team will be awarded the number of shirts that equals the number of players on the court. If they need additional shirts they can request them at \$10 ea.

Rainouts – Or any league cancellations

Notification – Rainout notifications will be posted on the website atop the schedule page for that night. We will also post a notification on voicemail at [469-358-1684](tel:469-358-1684) by 4:45pm on the day of a possible rainout. On days when it is too close to call by 4:45pm, notice will be posted letting you know we are unsure. If this is the case, call the voicemail or check the website again prior heading to the club for your games. We will do our best to provide you as much advance notice as possible.

Games will be played as much as possible. Sometimes the conditions will not be ideal but if we can play we will. If your team or any players on your team feel it is unsafe weather or playing conditions, contact us in person, through text, or email and we will not penalize your team for not playing. (A No-Call-No-Show will still result in three losses etc.)

Scheduled Match Dates – Each season has an exact start and end date. Therefore, the schedule for any specific day will be followed even when there was a rainout. For example, if a team is scheduled to play 6/15 one week but are rained out, they will play the games scheduled for 6/22 the next week. Teams are guaranteed the opportunity to play six matches, 18 games, and an opportunity to make playoffs. Teams in the Doubles leagues are guaranteed 5 matches, 15 games. (This is due to the fact that doubles have 5 weeks of normal league play and one week for Coed Playoffs, one for Same Gender Playoffs.)

Player Requirements

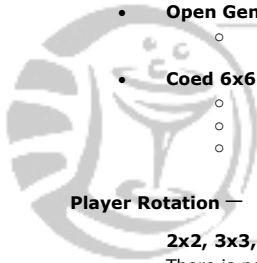
Waiver/Team Roster - All players on the team must sign the Team Roster/Waiver. These must be turned in by the third week of the session. During Playoffs, only the players that have signed the roster/waiver, and have played twice, are eligible to play. The roster can be printed from the website at <http://www.champagnevolleyball.com/yucatanbeachclub.htm> select "Team Roster/Waiver".

Teams must police themselves on the playoff nights. Be a team of integrity and ensure that your players are legit. We do have the roster/waivers on file, but please do not put us in position to have to verify.

Skill Level for the Team - On occasion we will have teams that are made up of multiple skill level players. In order to have competitive integrity teams must have a legitimate make-up of players per the skill level they sign up to play in. If we see a team is in the wrong division based upon their play, we will move them up. (But please do not wait for us to do it.) Occasionally a higher level player will play in a lower level division - if that is the case for you, please monitor your play so that it maintains a consistency with the level of the team. (No jump serves or intense spikes in any "C" league, even if you are losing!)
*If a team wins their division twice, they must move up or break up!

Minimum number of players -

- 2x2 Leagues - A minimum of 2 players, on the court, are required to play
- 3x3 Leagues - A minimum of 2 players, on the court, are required to play
- 4x4 Leagues - A minimum of 3 players, on the court, are required to play
- 6x6 Leagues - A minimum of 4 players, on the court, are required to play
- **Coed 4x4** -
 - A coed team must have at least one female to play
 - The coed rule is in effect for all coed 4x4 leagues except the Semi-Coed League
 - Occasional exceptions will be made when necessary
- **Open Gender** -
 - There is no requirement for the gender make-up of the team
- **Coed 6x6** -
 - A coed team must have at least two females to play
 - The coed rule is Not in effect for any 6x6 league
 - Because of the nature of 6x6, player rotation must be followed



Player Rotation -

2x2, 3x3, and 4x4 - Only the server rotation is required. Players must serve in the same order throughout the game. There is no 'back row' player, all players are eligible to attack the ball at the net.

6x6 - In any of the 6x6 leagues there is a distinct rotational order. 3 players in the front row and three players in the back row. The front row can only have two guys at a time. Back row players are not eligible to attack the ball at the net. Players must rotate clockwise one position after each side out, but then not again until another side out. Starting at the server's position, back right, moving clockwise would be the middle back position. Then left back, left front, middle front, right front, and then back to the server's position. Again, although back row players can cover the entire court to help keep the ball in play, they can NOT attack the ball from the front row!

6x6 but short players - The front row can only have a maximum of 3 players, in coed a maximum of 2 guys at a time. This means if you have 5 players playing the back row can contain two, and if you have 4 players the back row can contain one. The back row player in these cases is defined as the server or the last person to serve.

Players on Multiple Teams (or) A team that plays in more than one league per night - A player can play on more than one team and a team can play in more than one league per night provided they understand these guidelines:

1. The players need to be included on the Team's roster, even if they are playing on multiple teams.
2. If the teams that the player(s) are on are scheduled at the same time, the team or players must choose one and not make the other match wait. Even if that causes a forfeit - forfeit rules will apply.
3. Playoffs - same rule applies, if the player(s) are to be in two places at once, they must choose a team. Even if that causes a forfeit.

Substitutions

During a Game - Substitutions during a game can be made in one of two different ways:

- Player for Player - A sub may enter the game for another player at any time. However, if that player reenters the game, the player who played in their place must remove themselves from the game.
- Rotational - Using the service position, (either before or after), a team can rotate players into and out of the game. This must remain consistent.

In playing coed, a substitution cannot be made if it will violate the required minimum number of females playing.

During League/Playoffs - Teams may use substitute players during the course of the regular league play even if they are not on the roster. During playoffs, only the players a team's roster may play. (No changes or additions may be made to team rosters after the third week of the season.) Also, even if the players are on the roster, they must have played at least twice during the regular season to be eligible to play in playoffs. (Only once during the TKO.)

Rules of Play

Ball Control – Here are the basics: Each team is allowed three hits before sending the ball over the net. (This does not include a block.) As a player, you cannot lift, double contact, or throw the ball. A double Contact is only allowed on a ball that was hit with such force that it had no 'arch' while in flight. (Considered 'Hard Driven'.) When hand passing or setting the ball, both hands must touch the ball simultaneously (in and out) and never allow the ball to come to rest. You cannot receive a serve with open hands even if the contact was 'clean' unless the hands were together and the contact was not a lift, double, or throw. A spike is to be done with one hand, not two. Players are not allowed to chase a ball onto another court. Once a player has stepped onto another court (provided there is a scheduled match on that court), then he/she is considered out of play and the play is over. This is regardless of whether or not they have made contact with the ball prior to stepping onto the other court.

Hitting - When sending the ball over the net – the ball must be hit with one hand, not tipped. You can spike, roll, fist, knuckle, or cobra the ball with your hand, but not push, tip or throw. If using two hands the ball must be as clean as when setting and come out perpendicular to your shoulders, (square to your shoulders), either forwards or back but NOT side to side.

Blocking – If you block the ball and it stays on your side of the net, you still have three hits on the ball. (A block doesn't count as a hit or affect the coed rule.) You can use two hands to reach over the net provided your opponent has the opportunity to attack the ball. If you reach over the net and touch the ball before it is attacked that is a violation. You cannot block or attack a serve. (But if you contact the ball within the horizontal plane of the net it is good.)

Doubles: Doubles leagues follow a slightly different set of rules; we wrote these based upon FIVB standards

Blocking – in that the block **does** count as a hit. Therefore you only get two hits after the block.

First ball over the net – Any first ball can be double contacted by various parts of the body when not hard driven provided only one action was used in the double contact, and unless it was played overhand using fingers.

"Ball On" – In order to maintain everyone's safety, "ball on" is a yell that should tell everyone on that court to stop play so that no one steps or trips over the offending ball. While this is very necessary when a person is in danger, such as a ball rolling into the middle of the court, this call is also sometimes abused. If a ball happens to be rolling by the back of the court, away from any play, or can be quickly knocked or tossed out of the way avoiding any possible danger, then please do not yell "ball on". (Teams have made a habit of using any random ball nearby to help them get a replay when their team is not playing well.) However and again, if there is any danger with a ball coming towards players, please help everyone remain safe by stopping the ball or yelling "Ball On!" When this happens, the play will be replayed and no points awarded.

Matches – A regular league night match will consist of three games regardless of the outcome of the first two games (no best of three). All games count towards the teams' points and ultimately toward teams' standings in the league. 6 matches are guaranteed, 18 games.

*In Doubles, 5 matches are guaranteed, 15 games. This is due to the doubles leagues only playing 5 weeks of league play, then two weeks of Playoffs. One week for the Same Gender, and One week for the Coed.

Referee – With the exception of the 6x6 league matches, all games are self-refereed. This means that teams call violations on themselves, it is not the responsibility of the other team. Violations include touching the net, double contact, lifting, or throwing the ball, open hand serve receive, and determining if the ball was in or out of bounds. Any discrepancies should result in a replay of the point. If this is not sufficient, please find the league director before taking further action.

Scoring – All games will be RALLY SCORING to **18**, cap at 18, (not win by two). Rally Scoring means that every time a ball is served a point will be awarded to the winning team. There is not a freeze at game point – rally score to the end of the game.

Net Serves – Because all games are rally scoring, any time a serve hits the net, and goes over, the ball is 'live' and still in play.

Changing Sides during the match – When playing league play we prefer teams play on one side of the net for one game, the other side of the court for the second, and on the third, switch sides after one of the teams reach 10 points. This gives a fair balance to the sides without slowing the game down too much from all of the switching often done in tournaments.

Coed Rule – For the matches in any Coed League, except for the 6x6 leagues and the Semi Coed league, the coed rule must be followed. The coed rule is as follows: Any time a ball is touched more than once on one side of the net, one of the touches (it doesn't matter which touch) must be by a girl. Failure to follow this rule results in the opposing team winning the point.

Match End – The match is over when all three games have been played, OR, when match time expires. A 5-minute warning will be given over the loudspeaker near the end of match time. At the end of the five minutes, the team that has the lead by two and is in double digits, wins. If neither team is in double digits, (10 or more), or if they are tied, then neither team gets credit for the win and we mark an 'X' on the score sheet.

* This enables teams to stay on schedule so teams playing later are not delayed. If your match cannot start on time after asking the previous teams to stop, find the league director and we will help them stop. Teams that consistently do not adhere to the match end will be given all late games going forward.

Recording Wins – At the completion of a match, a representative from the team, preferably the team captain, must report/record the wins/losses of the games. These are to be recorded in the "Wins" section of that match as indicated on the Schedule (the ones posted on the patio volleyball board under the Yucatan sign). Record the team number in the box for the games won, and the opponent's team number in the box for the games they won. All games count toward your team's seeding in the playoffs. Seedings will be posted each week both on the website and on the patio volleyball board.