

Registration Info

Payment by cash, check, VISA, MasterCard, or American Express
YOU WILL NEED A VALID EMAIL ADDRESS

ONLINE

24 hours per day

Payment by VISA, MasterCard, or American Express



Adult Sports Leagues Office
(619) 409-1981 - Parkway
nickpaul@chulavistaca.gov
<http://play.chulavistaca.gov>

BEACH VOLLEYBALL
4 X 4

\$360 per team

AVAILABLE DIVISIONS

Listed below are the available divisions and gyms and days offered for the upcoming season. The skill divisions are as follows:

SUNDAY Morning
OPEN COED – 4 X 4

All game times and location are subject to change based on final registration numbers.

4v4 COED Beach Volleyball

Beach Volleyball is played under the guidelines of US Volleyball with the following exceptions:

Game

Each week each team will play 2 matches (3 games per match) against 2 different teams.

Officiating

Games will be self-officiated (there will be a staff member present for tough calls)

Full Team

A full team consists of 8 players. Two females and two males on the court is preferred, but three of one gender is acceptable. A team may decide to play with a minimum of two players if you do not have a full team ready to play at start time, but one of those two players must be a female. Game time is forfeit time.

GAME PLAY

General

The team Captains will use rock-paper-scissors to determine the choice of serving first or choosing a side for the first game.

Teams will switch sides for the second game and the team who did not serve to start the first game shall serve to start the second game.

Subs

Teams are allowed an unlimited number of substitutions per match, but everyone must rotate in order.

Team members must rotate on the court and remain in that position until the serve has been contacted.

Any player may block or spike at the net, regardless of rotation.

Serves

Overhand and underhand serves are allowed. When serving the ball, the player has 5 seconds to make contact with the ball before a side-out is called.

If the ball is served into the net, and it goes over, it is considered a legal serve.

The serve can be returned with a pass or a set. The serve cannot be blocked or attacked at any time.

The serve can be made from anywhere behind the end line and within the sideline.

Ball in Play

A maximum of three consecutive contacts per side after a serve or block attempt are allowed to return the ball.

A block attempt is not considered a contact.

No player may hit the ball twice in succession, except after a block.

No part of the body may touch the net at any time, unless a ball or person driven into the net causes the contact.

Player contact with the net in a manner not directly relating to or affecting the course of play is not a violation.

When executing a block or spike, a player may follow through over the net, as long as the individual does not interfere with players on the other side of the net.

If a ball hits the boundary, it is considered IN.

SCORING

Matches are best of 3 games to 21 points using rally scoring. For the third game it is rally scoring to 21 AND Win by 2 rule! It is the responsibility of the receiving side to make a judgment on the point. In the third game, teams switch sides whenever a team scores 10 points (not a combination of 10 points, but when only one team gets 10 points).

RECEIVING THE SERVE

It is illegal to receive a serve with open hands.

START OF GAME

First serve will be decided by rock, paper, scissors or coin toss. The receiving team will serve the second game. Repeat the first game step for the third game.

Higher seed will serve first in the playoffs.

SPORTSMANSHIP

Sportsmanship must be practiced at all times. Directors and representatives of the City of Chula Vista reserve the right to remove any player from the game for unsportsmanlike conduct. If a call cannot be decided on it will result in a redo.

TIMEOUTS

2 per game, 45 seconds each.

GENERAL INFO

Each manager will be responsible for informing his/her players of the content of this rules packet and will be responsible for the conduct of his/her teams player, and spectators.

Each season is guaranteed a minimum of 7 regular season games (Additional games for teams advancing to play-offs/Championship). **Contact from/with the Adult Sports Office will be made primarily through text & email.**

INSURANCE

Players are responsible for providing their own insurance.

AWARDS

Champions in each division will receive 8 award shirts.

ROSTERS

*****ROSTERS AND SCORESHEETS ARE DIFFERENT FROM EACH OTHER*****

1. Initial rosters must be turned in to staff at the first game. Players **MUST** print their first and last names legibly and sign the rosters for them to be considered valid. Rosters will be available at first game.
2. Rosters will have a maximum of 15 players. **All additions to the roster must be made on or before the 5th week of the season.**
3. It is **FULLY** the manager's responsibility to make sure all players on his/her team are officially signed onto the roster. If the Athletics staff finds players who are not on the roster, those players may be ejected from the game.
4. **AFTER the 5th week of the season, a team that doesn't have enough players to avoid a forfeit** may elect to play the game with players not on their roster, as long as the opposing manager agrees, and the following criteria are met:
 - a- The team using the players not on the official roster must not have more than 3 players present for their game.
 - b- The player **MUST** complete the blank waiver with the scorekeeper
 - c- Any non-roster players must be removed from the game when there are 4 roster players available.
5. All players must have a valid California ID, driver's license, current student ID, or military ID in case of "roster check"
6. Forfeits will no longer be declared for illegal players. Players will be ejected if deemed "illegal". However, if a team drops below 2 players due to illegal players, the team will forfeit the game.

ROSTER CHECK

“Roster Checks” will be performed immediately on the court. If a team suspects an illegal player, the manager from the protesting team will inform the referee, the scorekeeper, and the opposing manager of a roster check. The team in question must provide ID from the player(s) in question, and the referee will verify the information provided by the manager and player(s) in question with the roster in the scorebook. If the player(s) in question are not on the roster, the illegal players will be ejected from the game and play can continue. If the manager fails to provide a roster, the player(s) in question will automatically be ejected. If the ejected players cause the team to drop below 4 players, the game will be forfeited.

CODE OF CONDUCT

1. The team manager is responsible for his/her own fans. If the team manager cannot control an unruly fan or player, the team could forfeit its game. Staff will warn the manager first before forfeiting the game.
2. Trash talk, taunting, and foul language will not be tolerated.

STANDINGS

Standings will be posted online and should be available 2 business days after your game.

GAME BALL

The home team is responsible for providing and/or determining the game ball.

GAME TIMING

League locations & game times will be posted at <http://play.chulavistaca.gov>
All times and locations are subject to change based on team registrations.

Matches will be scheduled every 50 minutes, but no time limit will be set for each match.

FORFEITS

A team must have 2-roster players at game time to avoid forfeit (one must be female for COED). A mandatory 10-minute grace period will be given to a team if needed to field a proper roster.

POSTSEASON ELIGIBILITY

Players must play in at least 4 matches to qualify for postseason play. Determined by the official scorecards.

TIEBREAKERS

Tiebreakers in the standings will be decided using these criteria and in this order:

- a) head to head record, b) point differential head to head c) least points allowed in season, d) most points scored in season, and e) play-off game.
- b) **C) Leagues with an odd number of teams / games played. Winning percentage will determine which team makes the playoffs.**

Ex: Team A is 4-5 and Team B is 4-4 = Team B would advance to the playoffs with a higher winning percentage.

If 3 or more teams are tied with the same record, the tiebreaker criteria will be as follows:

- a) most total wins against other 2 teams, b) least points allowed against other 2 teams, c) most points scored against other 2 teams.