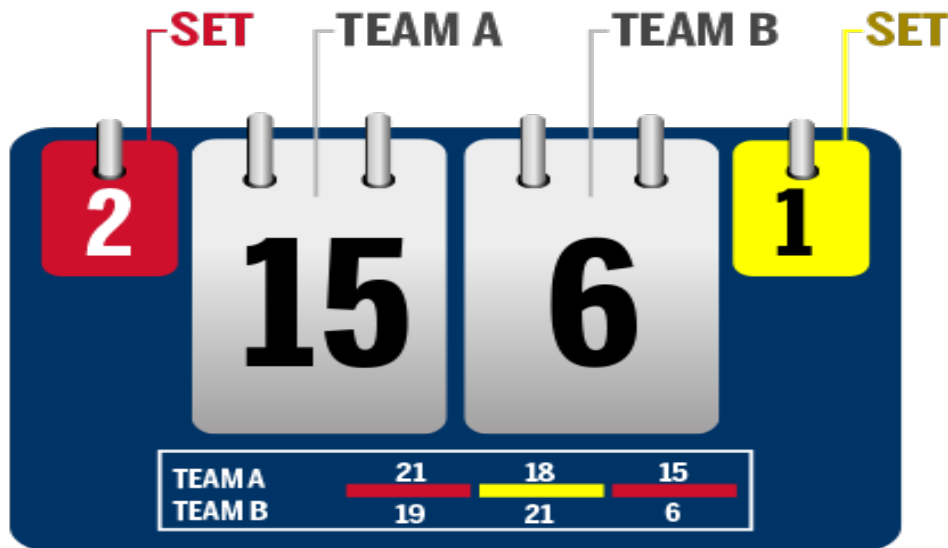


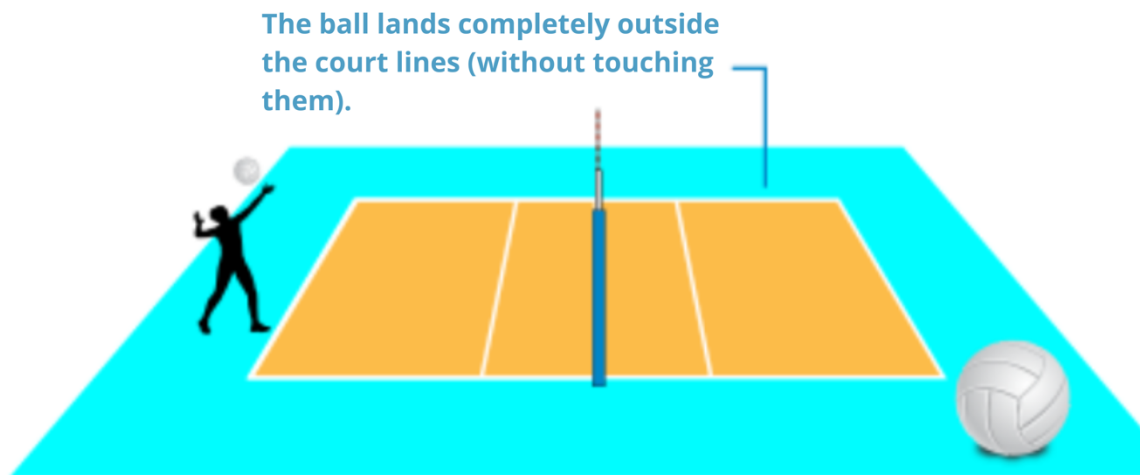
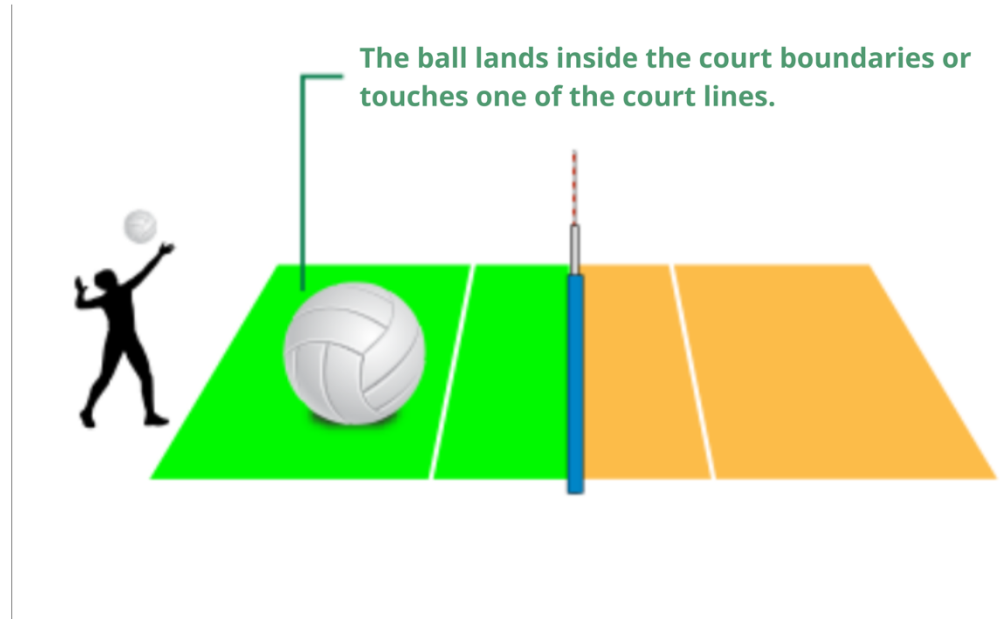
COZZIES SAND VOLLEYBALL RULES:

- **9 WEEK SEASON** – 7 WEEKS OF REGULAR SEASON PLAY – 2 WEEKS OF PLAYOFFS
 - THE BOTTOM 4 TEAMS FROM THE REGULAR SEASON WILL COMPETE IN A 'BUY-IN' GAME TO GET A FINAL SPOT IN THE 8 TEAM TOURNAMENT.
- **START:** EACH GAME WILL BEGIN AFTER A 5-MIN WARMUP WITH A “ROW-SHAM-BOW”
 - ROCK-PAPER-SCISSORS – (ON 4 SHAKES – SHOOT!)
 - WINNER CHOOSES SERVE OR SIDE. TEAMS WILL SWITCH SIDES AT THE BEGINNING OF EACH GAME.
 - 3RD GAME BEGINS WITH A “ROW-SHAM-BOW” IF THE SCORE IS TIED 1-1
- **NUMBERS:** EACH TEAM MAY HAVE UP TO 6 PLAYERS ON THE COURT (3 MINIMUM)
 - **2 FEMALES MUST BE ON THE COURT AT ALL TIMES.**
- **ROTATION:** EACH TEAM MUST HAVE A ‘SUBSTITUTION POSITION’ WHERE PLAYERS LEAVE AND ENTER THE COURT.
 - ROTATION OCCURS BEFORE THE SERVE FOR THE NEXT POINT.
- **SERVING:** THE SERVING PLAYER (TEAM) MUST BACK UP AS FAR AS THEY CAN ON THE COURT. (END BOARD-LINE)
- **TIME OUTS:** EACH TEAM GETS **ONE (1)** TIME OUT PER GAME.
- **SCORING:** TO WIN A MATCH, A TEAM MUST SCORE MORE THAN ITS OPPONENT IN 2 OUT OF 3 GAMES.
 - **BEST 2 OUT OF 3 SETS**
 - **FIRST TO 21 SETS 1 AND 2 – (WIN BY 2 WITH CAP TO 25)**
 - **FIRST TO 15 SET 3 – (WIN BY 2 WITH CAP TO 20)**



- **RALLEY SCORING:**
 - TEAM'S DO NOT HAVE TO HAVE SERVE TO GAIN POINTS.
 - BALL MUST LAND INSIDE THE COURT BOUNDARIES OR TOUCHES ONE OF THE COURT LINE.

- END LINE POINTS WILL BE AT THE DISCRETION OF THE REFEREE.
- END LINE POINTS *WILL ONLY OCCUR* WHEN THE BALL MAKES CONTACT WITH THE SAND BEFORE END-LINE-BOARD.

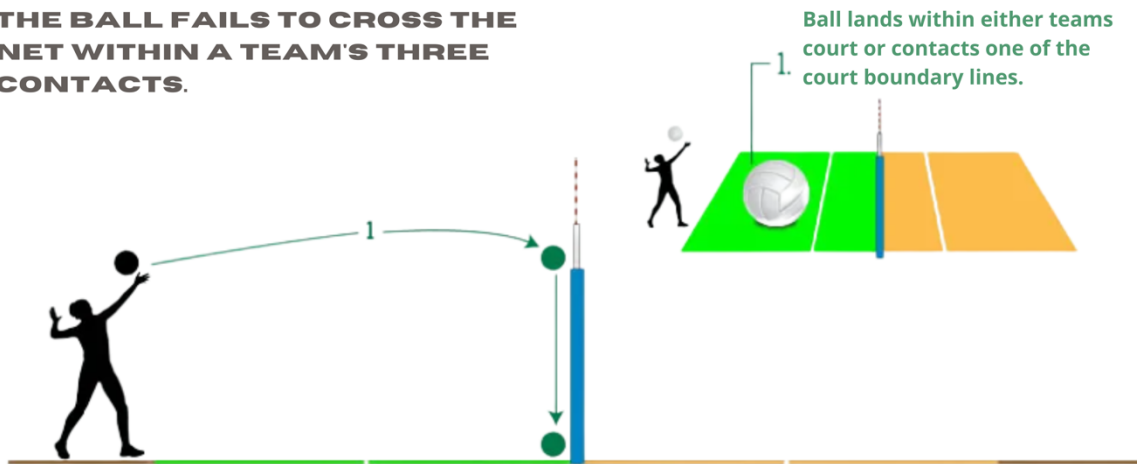


- **STATE OF PLAY:**

- THE BALL IS IN PLAY FROM THE MOMENT IT IS SERVED UNTIL A BALL CONTACTS THE SAND (OR OTHER OBJECT; SIDE NETTING, LIGHT POLE), FAILS TO CROSS THE NET WITHIN THE TEAM'S THREE CONTACTS, OR A FAULT IS CALLED BY THE REFEREE.

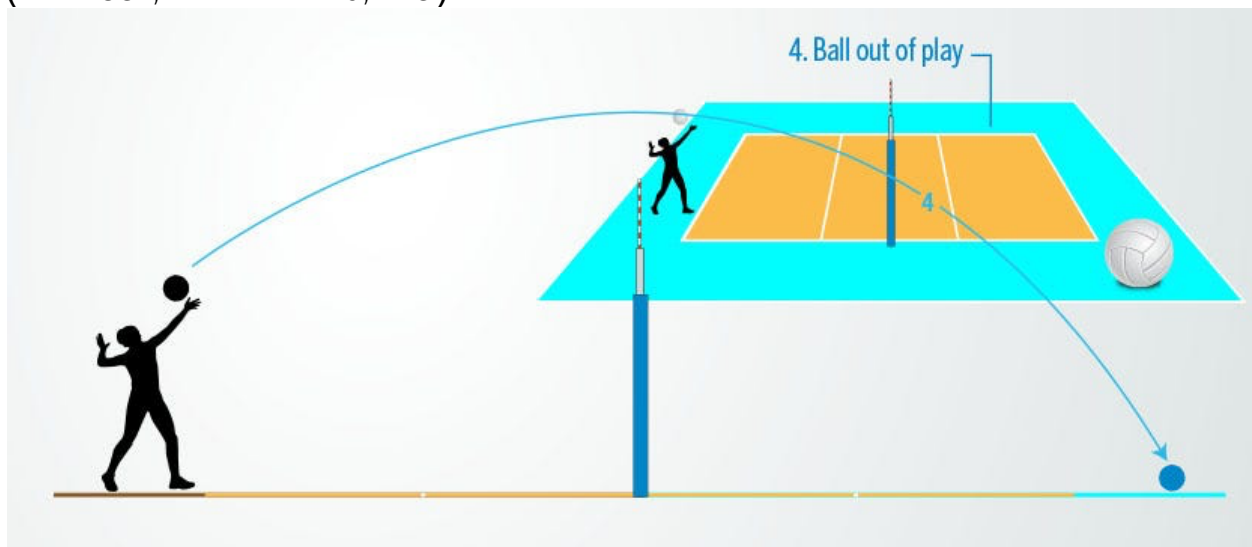
- FAULTS INCLUDE ILLEGAL PLAYING ACTIONS OR PENALTIES.

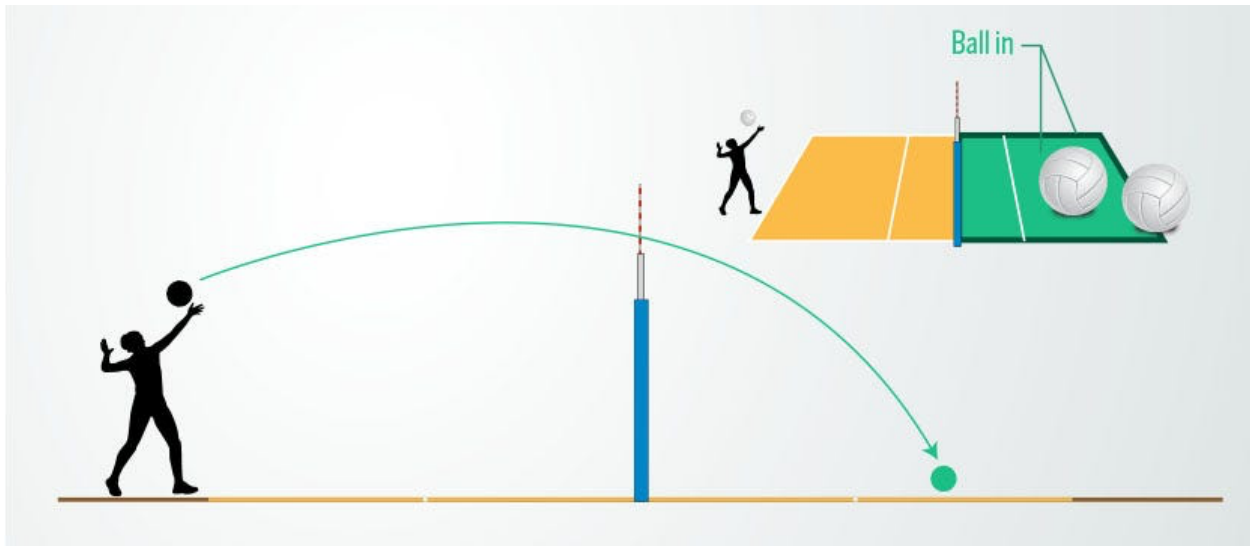
ONE POTENTIAL FAULT IS WHEN THE BALL FAILS TO CROSS THE NET WITHIN A TEAM'S THREE CONTACTS.



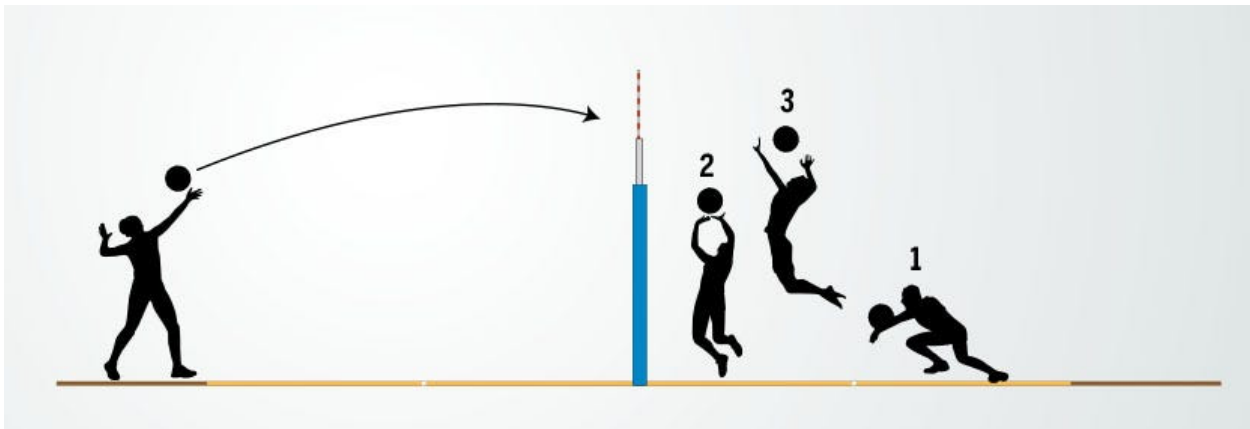
*** BALL OUT OF BOUNDS:**

THE BALL IS OUT WHEN IT MAKES CONTACT WITH THE GROUND OUTSIDE OF THE COURT LINES (WITH OUT TOUCHING THEM) OR CONTACTS AN OBJECT OUTSIDE OF THE COURT (NET POST, RINK NETTING, ETC.)





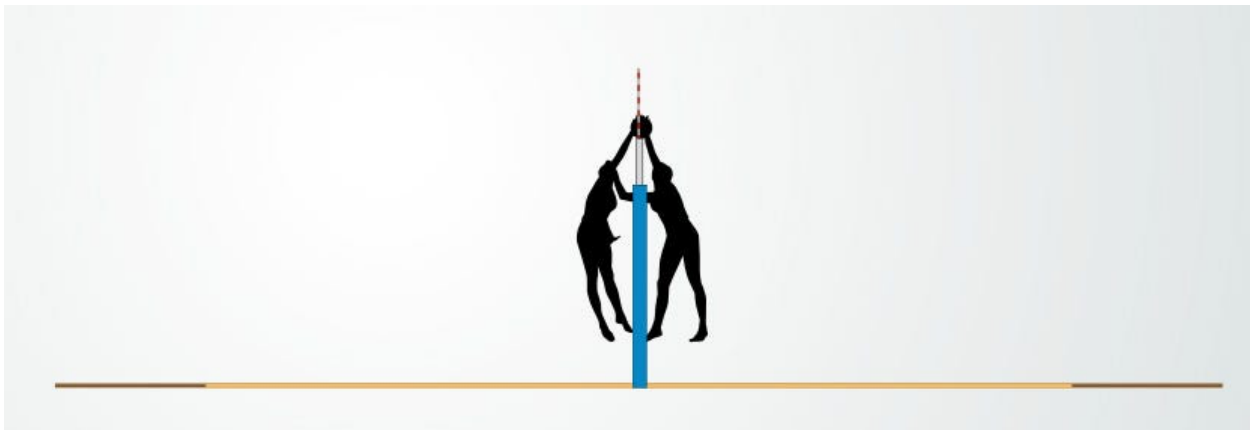
- **PLAYING THE BALL:**
 - TEAM CONTACTS – IDEAL SEQUENCE: PASS, SET AND SPIKE.
- EACH TEAM HAS 3 CONTACTS, MAX TO RETURN THE BALL TO THE OPPOSING TEAM.
- NO PLAYER CAN TOUCH THE BALL TWICE IN A ROW **EXCEPT DURING OR AFTER BLOCKING.**
- BLOCKING DOES NOT COUNT AS ONE OF A TEAMS 3 CONTACTS/HITS



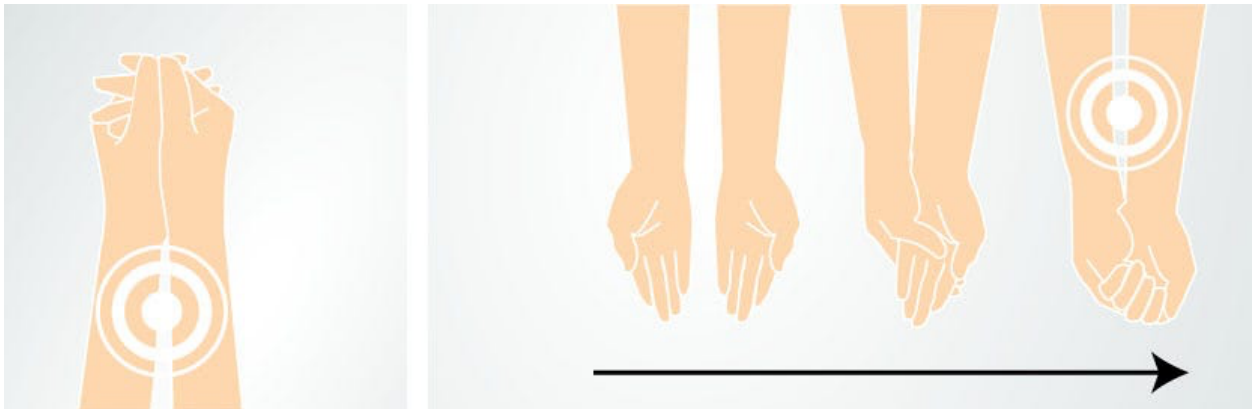
- **SUBSTITUTIONS:**
 - WHEN A TEAM INITIALIZES SUBSTITUTION(S) FOR A GAME – EACH PLAYER MUST SIGN A WAIVER AND SIGN IN (DATED GAMES)
 - IF A SUBSTITUTE IS TO BE USED IN THE PLAYOFFS – THEY **MUST COMPETE IN 2 COMPLETE GAMES (OF THE 7 RS GAMES) TO BE ELIGIBLE TO PARTICIPATE.**
 - THERE WILL BE A SUBSTITUTION FORM AND WAIVER IN THE LEAGUE BOOK FOR CREDENTIALS.

- **ROTATIONS:**
 - TEAMS MUST ROTATE AFTER GAINING THE POSSESSION OF THE SERVE.
 - EACH TEAM MUST DESIGNATE A 'SUBSTITUTION POSITION' THAT PLAYERS WILL LEAVE AND ENTER THE COURT.
 - PLAYERS CANNOT SWITCH FROM THE BACK TO THE FRONT ROWS AND VISE VERSA OR COME TO THE FRONT TO BLOCK/HIT.
 - PLAYERS IN THE BACK ROW CAN ONLY 'HIT' ON THEIR BACK HALF OF THE COURT.
 - EACH TEAM MUST STAY WITH THEIR INITIAL ROTATION THROUGH THE ENTIRE DURATION OF THE SET. (NO ADJUSTING/SWITCHING PLAYERS FOR BETTER MATCHUPS).
- **BOY-GIRL RULE:**
 - THERE IS NO BOY-GIRL-BOY OR GIRL-BOY-GIRL RULE.
- THE SAME PLAYER CANNOT HIT THE BALL TWICE IN A ROW.

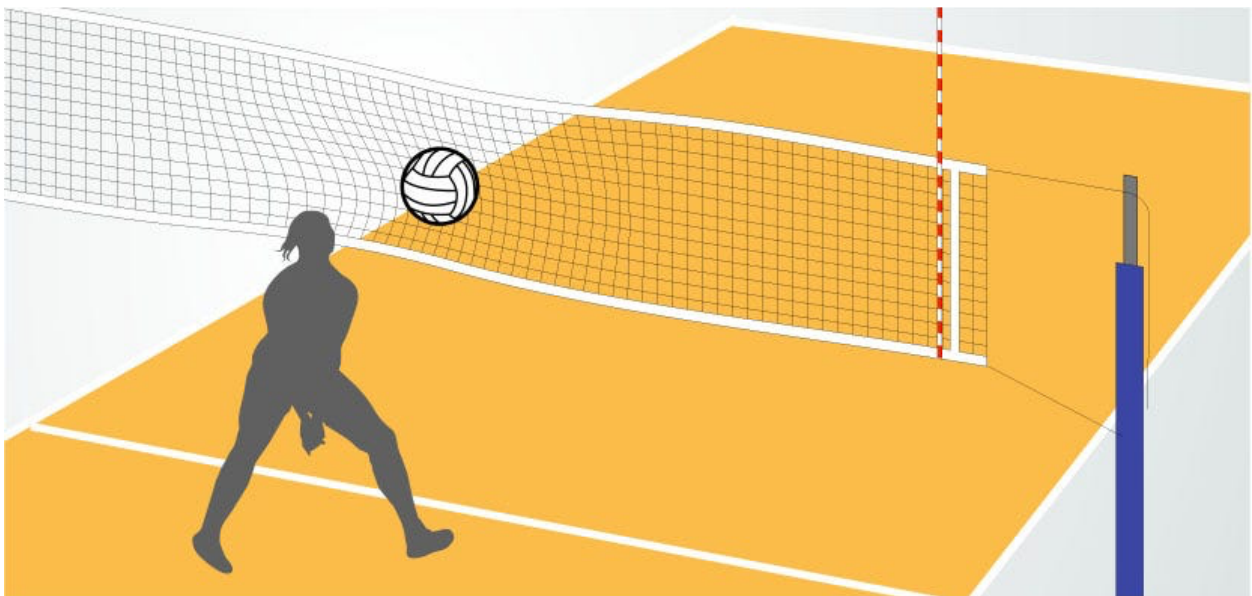
- **JOUST:** WHEN TWO OPPOSING PLAYERS MAKE CONTACT WITH THE BALL AT THE SAME TIME OVER THE NET.
 - AFTER A JOUST THE RECEIVING TEAM IS ENTITLED ANOTHER 3 HITS.
- IF THE BALL LANDS OUT OF BOUNDS AFTER A JOUST – IT IS CONSIDERED TO BE THE FAULT OF THE TEAM ON THE OPPOSITE SIDE OF WHERE THE BALL LANDED OUT.



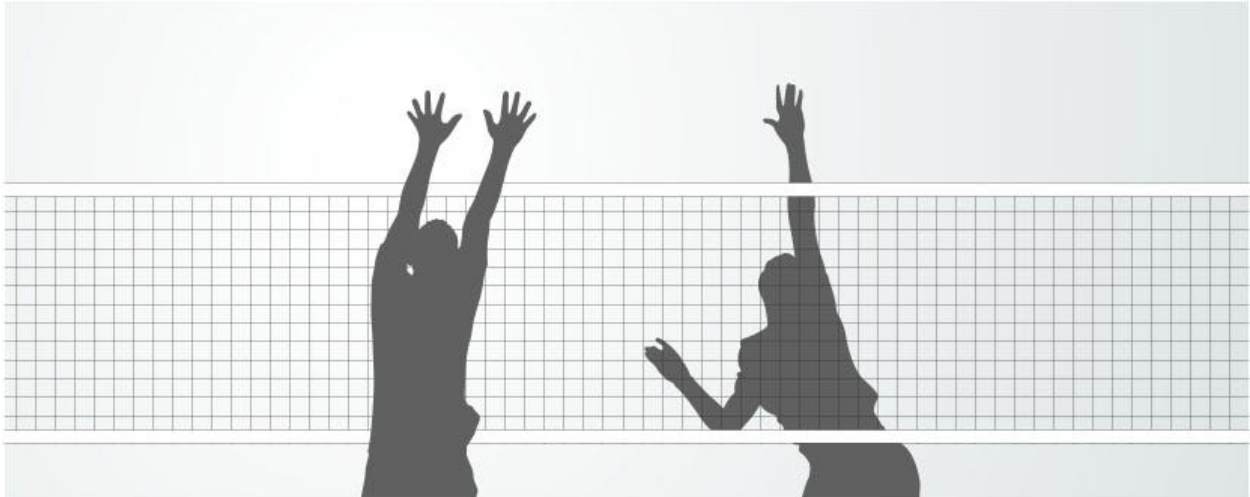
- **CONTACT:**
 - THE BALL MAY TOUCH ANY PART OF THE BODY AND BE CONSIDERED A HIT.
 - THE BALL MUST NOT BE CAUGHT OR THROWN (I.E. LIFTS AND CARRIES).



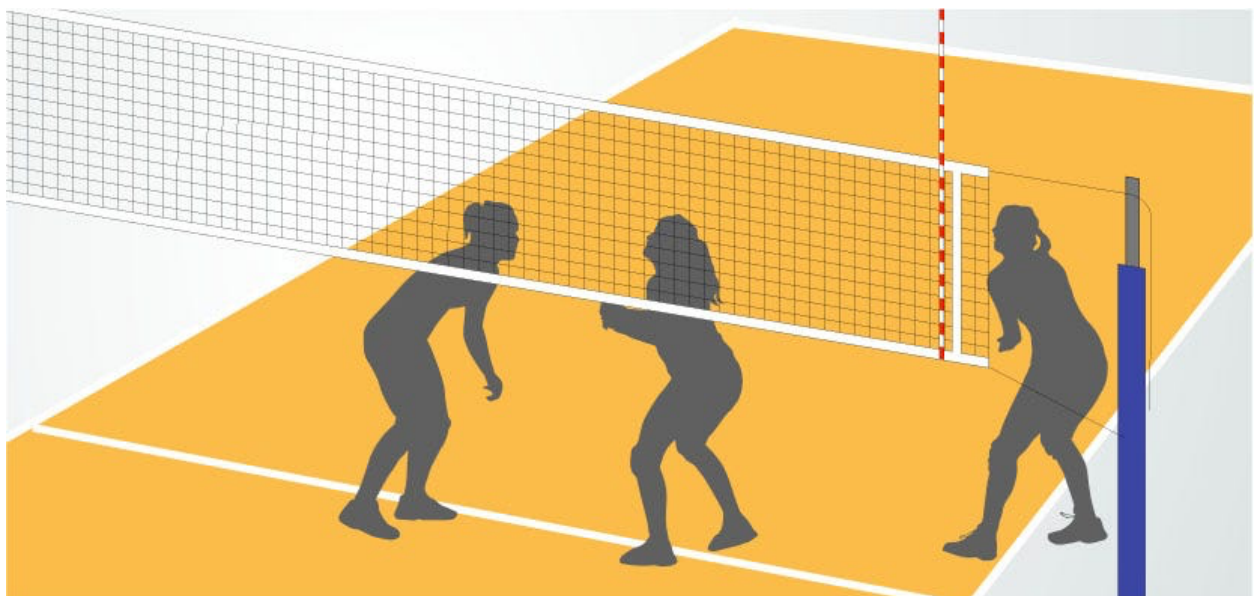
- **NET PLAY:**
 - A BALL HIT INTO THE NET IS PLAYABLE AND MAY BE RECOVERED BY THE RECEIVING TEAM AS LONG AS IT'S DONE WITHIN THE ALLOTTED THREE TEAM HITS.



- **REACHING BEYOND THE NET:**
 - TOUCHING THE BALL BEYOND THE NET WHILE BLOCKING IS ALLOWED – AS LONG AS THE BLOCKING TEAM DOESN'T TOUCH THE NET.
- PLAYERS CAN'T INTERFERE WITH OPPONENT'S MOVEMENTS AND MUST GIVE THE OPPOSING TEAM AN OPPORTUNITY TO GET THE BALL OVER THE NET/PLANE.



- **ENTERING INTO OPPONENT'S PLAYING AREA:**
 - AS LONG AS THERE'S NO INTERFERENCE WITH THE OPPONENT'S PLAY ON THE BALL, PLAYERS MAY PARTIALLY OR COMPLETELY STEP INTO THE OPPONENT'S COURT DURING A RALLEY.
 - IF A PLAYER INTERFERES WITH AN OPPONENT'S LEGAL PLAY ON THE BALL **A FAULT WILL BE CALLED – WITH THE POINT WILL BE AWARDED TO AFFECTED TEAM.**
 - INTERFERENCE CAN OCCUR WITH AN OPPOSING PLAYER OR THE OPPONENT'S COURT.



- **ESTABLISHMENT:**
- **RESPECT THE STAFF, VENUE AND OPPONENTS.**
 - **PARTICIPATION IN THE LEAGUES AT COZZIES TAVERN IS A PRIVILEGE.**
 - **AT THE END OF THE DAY, THIS IS A BAR LEAGUE.**
 - THESE LEAGUES ARE MEANT FOR PEOPLE WHO WANT TO COMPETE IN A HIGH-LEVEL VOLUME OF ***FUN***.
 - THIS IS NOT AN OPPORTUNITY TO RELIVE THE GLORY DAYS OR SHOW OFF WHY YOU SHOULD'VE MADE VARSITY OVER 20 YEARS AGO.
 - THIS IS AN OPPORTUNITY FOR ADULTS TO EAT, DRINK AND PARTICIPATE AT ONE OF THE BEST BARS AND LEAGUES IN THE AREA.
 - **IF THERE IS ANY DISAGREEMENT – THE ISSUE WILL BE DISCUSSED AMONGST CAPTAINS AND REFEREE - THE POINT WILL BE REPLAYED.**
 - IF PLAYER(S) OR TEAM(S) GO AGAINST THE SIGNED LIABILITY AND WAIVER TERMS, THEY WILL BE ASKED TO LEAVE. **IT HAS HAPPENED BEFORE.**

- IF THERE IS EVER ANY QUESTIONS OR CONCERNS ABOUT GAMES – ADDRESS IT WITH THE REFEREE CALLING THE GAME.
 - IF THE ISSUE ISN'T RESOLVED – REACH OUT TO THE EVENT COORDINATOR. (IT SHOULD NEVER GET TO THIS POINT – JUST IN CASE.)