



League Rules

Marmonte League Definitions

Pairs – A TWO-PLAYER Team (a Marmonte League match will consist of three pairs teams).

Team – All players representing a single institution and represented by three doubles teams.

Teams consist of athletes representing a single institution and must be enrolled in the school during the season of competition. Violation of this rule will result in a forfeit per each match played in by the outside player.

Varsity – A varsity team consists of athletes in grades 9-12 who are properly enrolled in the school. Athletes may not compete on a Junior Varsity team (unless it is the only way to field a full team, and coaches agree to allow it).

Junior Varsity – A junior varsity team should consist of athletes in grades 9-11 who are properly enrolled in the school. However, 12th grade athletes may also be used, only if needed to field a full team, and/or are of the level of the other JV players on the team, and have not had any previous Varsity experience. Junior Varsity athletes may compete at the Varsity level if needed, and still return to the JV team afterwards.

I. Weather

1.1 - Beach Volleyball is an outdoor sport, therefore play will continue through all varieties of weather, as long as it does not present a danger to players.

II. Team Composition

2.1 - A team is composed of three pairs teams (i.e. doubles - two players)

2.2 - An identified Coach or Advisor, and no more than two assistant coaches/advisors are permitted in the match to promote athletic development. All coaches/advisors must be registered with the Marmonte League, under their institution.

2.3 - Only three doubles teams count in the scoring of a match. Others may participate in exhibition matches when permitted, but their results will not be recorded or counted towards any match scores.

2.4 - Only the two players recorded on the scores sheet may participate in a match. Once a match has started, you may not substitute any players. If a player is unable to compete in any part of the match, the remaining part will be a forfeit loss for that pair.

III. Coaching

Coaching is permitted under the following guidelines;

3.1 – Coaches must be identified as the coach of that institution

3.2 – Coaches may not address the officials or attempt to influence their decisions at anytime

3.3 – Coaches may perform drills with their team on the court prior to their official warm up

3.4 – Coaches must leave the playing court during the official time warm up

3.5 – Coaches may only instruct from the sideline during warm ups

3.6 – Coaches may give instruction during all time outs, between sets, and during side switches (walk & talk)

3.7 - Coaching during side changes is limited to the amount of time it takes to switch sides, without delays

3.8 - Coaches may prompt players (verbally or by hand signals) to call a time-out, but cannot call them themselves. Players can choose to take their coaches advice and call the time-out or not.

3.9 – Coaches may instruct during any dead ball (at the **IV level only**), without causing delays in play

3.10 – Coaches may not interfere with play, or give instructions during a match, either verbally or by signaling (other than the times specified above).

3.11 – During the match, coaches should switch sides with their team.

3.12 – Coaches will be sanctioned for delay of the match, if coaching from the sideline during the match, using inappropriate behavior or violating any of the other coaching rules. Punishment for violating rules will go as follows...

- i. 1st Violation – red card (one point for the opposing team, possession of the ball to serve).
- ii. 2nd Violation – forfeit of the match
- iii. 3rd Violation – forfeiture of all matches for that day
- iv. 4th Violation – disqualification from League Championship tournament.

Penalties when coaches interfere with play. The purpose of coaching is to offer advice to the players. Coaches shall not in any way distract or annoy the opposing players. If a coach interferes in any way with play or distracting opposing players, he/she shall receive a direct warning from the referee or League Director. Any subsequent violation shall result in the above listed penalties.

Who may coach? Coaching is only permitted by the head coach; advisor; or assistant coaches, whom are registered with the Marmonte League with their respective institution. Two coaches may coach on the same court at one time. Parents & Players may not coach at any time.

Conversations of a coach and opposing players is prohibited. A coach shall not initiate a conversation with the opposing players, or get involved with an on-court issue, except at the request of the referee. Players should also not initiate a conversation with an opposing coach. Violations of this rule are subject to misconduct.

JV COACHES – JV Coaches may instruct players on individual skills or strategy, between points (any dead ball). JV Coaches may still never coach/instruct during play (live ball).

IV. Players' Conduct

- 4.1 - Players and coaches must know the USA Beach Volleyball Domestic competition rules and regulations.
- 4.2 - Participants must accept the referee's decisions with respectful conduct, without disrupting them. In case of doubt, a clarification may be requested from the league director. Either captain may make this request.

4.3 – Players will conduct themselves in a respectful manner, before, during and after matches, and will not interfere with the officiating or playing of any matches.

V. Captains

Each team shall have a designated captain, and each doubles team shall also have a designated captain.

VI. Players Equipment

It is recommended that teams wear uniforms of the same color and style in competition.

Players may wear hats and sunglasses. T-Shirts, jerseys and/or tanks tops are permitted, however, players may also play without a shirt.

It is highly recommended that each player have their numbers on their shorts, either on the front or back, at a minimum of 2 inches high.

VII. Scoring System

Matches: The format is best out of three, doubles matches. Each doubles match is worth one point. The team who wins two or more double matches, wins the overall dual match. Two or more points are required to win a dual match.

All doubles matches are to be played to completion, unless there are extenuating circumstances (injuries, etc).

All unfinished matches will be treated as a default/forfeit by the withdrawing team, unless the decision not to finish is mutually made by both coaches/advisors.

VIII. Substitutions

Once the warm-up begins and the match lineup sheets have been submitted, NO SUBSTITUTIONS will be permitted. Any substitution results in a forfeit for that team.

IX. Teams Without Enough Players

9.1 - If a team is unable to field all three doubles teams, they will occupy the #1 and #2 slots, leaving the #3 spot open. If a team is only able to field one doubles team, they will forfeit the overall match.

- 9.2 - If a team does not have 6 players for a given tournament, then players are allowed to move between teams from the same institution (school), at both varsity and JV levels, within the same tournament. **However, players are not allowed to play more than 5 matches in one day.**
- 9.3 - Coaches must fill empty spots from levels below or of equal rank whenever possible (i.e. – empty Varsity team #3 should be fill with other Varsity #3, or JV teams.) Therefore, no player should fill more than two slots below their designated level. In the case of empty JV slots, you must fill with the next closest level of player.
- 9.4 - Players in the #1 Varsity slots may never fill down. They may only fill the #1 Varsity slot, if a school has more than one varsity team.

X. Submission of Lineups

Coaches/Advisors shall submit the match lineup sheets before the start of the official warm ups. League/site directors shall receive all lineup sheets for each match, along with the corresponding score sheet.

XI. Players Must Play In Order of Ability

- 11.1 - The lineup shall always be based on order of ability.
A team's best doubles team should play in the #1 slot, with the second best in the #2 slot, and he third best in the #3 slot. A team playing in the #1 slot cannot drop down to the #3 slot in back to back matches.

XII. Referee Duties

- 12.1 - Each team will be required to referee matches. One players is required, per match, to referee. Officials and Scores must position themselves in an appropriate position near the court (but not too close), but do not need to use a whistle. Referee duties also include recording and submitting the appropriate match score sheets (which includes rosters info and results for each of the three corresponding courts).
- 12.2 - Teams not reporting for their referee duty or recording and submitting paperwork will be penalized at the following match, by the league director.

XIII. Playing Rule Specifics

All USA Beach volleyball rules rule (with respect to play) will be followed. Some of the frequently misunderstood rules are...

- i. Athletes are not allowed to touch the net (with exception of hair) at any time during play. This includes all parts of the net, from the top down to the bottom.
- ii. Serve Receive; Athletes are not allowed to receive the serve using “finger action” or in a setting motion. This is an automatic violation.
- iii. When a player hand-sets (using “finger action”) a first ball that is not a serve (i.e. a free ball, or shot), it is NOT an automatic violation solely based on the fact that it is the first ball. Unlike the serve receive situation, this is not an automatic violation, and can be considered a clean set based on the designated setting standards.
- iv. Setting; Hand sets that use the fingers should be contacted with both hands simultaneously, and should not come to a stop or rest in a players hands.
- v. When a player sets the ball over the net, it is NOT an automatic violation solely based on the positioning (or square) of the setter. If the set goes over the net, but is a clean set based on the above standards, then it is not a violation.

Any discrepancies may be settled based on the USA Beach Volleyball rules, or determination of the league director. Unsettled discrepancies will result in a replay.