

## Sussex Place Volleyball - Information Sheet

**Game Ball:** Sussex Place volleyball (black & white Spalding "King of the Beach") to be used, unless BOTH teams agree otherwise.

**Game Start Time:** If the court is clear BEFORE your game time, PLEASE start your game as early as possible! Your team needs to be at the court ready to practice 5 to 10 minutes BEFORE game time.

**Game End Time:** The match MUST end at the end of the time-slot. If score is tied, 1 tie-breaker point will be played. **Exception:** the last time slot of the evening for that court will play beyond the end of the time-slot to the normal end of game (25 points, or win by 2, cap at 28).

A huge thanks for your cooperation on self-regulating game end time! This has gone very well the last couple of seasons, the teams playing at 9:15 very much appreciate starting on-time. Starting your game as quickly as possible will minimize the possibility of your last game being cut short.

**Side nets:** The ball MAY NOT contact the side nets (indoor courts, this is a change from prior).

**Side nets are NOT intended to catch people!** Do not use the side net to purposely catch your momentum.

**Clean-up table when you are done:** no one likes having to bulldoze empty cups to use a table.

**Breaking the plane of the net:** ONLY on an attack hit, after other team has contacted the ball.

**Under the net:** be sure to check with opponent to see if there was interference.

**Play fair:** Do NOT ask the other team to play more guys than girls. We have had too many problems with "but I saw another team playing more guys than girls". A game played with more guys than girls is forfeit, period. There is often a girl available that would be willing to sub-in, just ask around.

**Illegal hits:** no "double-hit" sets, no "re-directing", no "lifting", no "throwing".

**Be careful:** there are new rules accepted by 2-man and Olympic tournaments, and variations in rules in other local leagues, that does NOT mean they apply to bar-league volleyball at Sussex Place. Rules for Sussex Place are on the website and the bulletin board.

### Keep it fun!

- a huge thanks to the teams that have made an effort to: easily settle disagreements; call their own fouls; be ready to play early; play with good sportsmanship. THANK YOU for keeping it fun!
- if you think a rule should be changed, then gather support and bring it for league vote.
- arrive 5 to 10 minutes BEFORE game time so that the games can start early or on-time.
- no temper-tantrums. (seriously!)
- if you think the other team has committed a foul, please politely state so, but DO NOT argue.
- remember: it's "call your own" fouls.

### Please ask yourself:

- who wants to win by cheating?
- do you know the Sussex Place rules completely?

**If you must cancel a game:** please contact Sussex Place as early as possible so that we have time to inform the other team. Better yet, if known in advance, seek out the other team and inform them personally, and ask them if they would be willing to schedule a make-up. It is the cancelling team's responsibility to seek out the other team, Sussex Place does NOT give out captain contact information unless explicitly granted permission.