

## CMSA - BEACH LEAGUE RULES – 4 Person Teams



### MEMBERSHIP

All players must be CMSA members. **Team captains to ensure all players are eligible prior to league start.** CMSA will issue team forfeits for all of the games in which a non-CMSA member participated. Membership must immediately be established. If not, the individual will be expelled from the league for the remainder of the season. **For legal/liability reasons, CMSA will not negotiate this point and will make no exceptions.**

Team captains must resolve any question as to a player's CMSA status with the CMSA Beach League Commissioner. In case of a dispute, the player must provide proof of current CMSA status (for example, payment confirmation on player account). If in doubt, CMSA advises players to complete the online registration process and pay the CMSA fee. If or when CMSA discovers the double payment, CMSA will reimburse the player.

CMSA requires payment of all Individual membership fees to be paid prior to the first match.

### ROSTERS

Players will be eligible to play on a team only if they register by Thursday of the week of play. No player who registers the day of a game will be allowed to play. Therefore, roster changes made on a Friday become effective the following Friday. There are no hard rosters this year as the registration software makes it easy to track and maintain rosters on the administrative side. CMSA considers all rosters final after the third week of scheduled play and will issue forfeits for games involving any non-rostered players.

Upon registration, CMSA expects teams to participate in the league on a regular basis throughout the season.

If a team knows that they will not be able to either court a full team or be there to ref, the team captain **must** inform the CMSA Beach League Commissioner **at least** 24 hours prior to the start of scheduled league play. This allows sufficient time for CMSA to inform the other team captains. In this case, CMSA will record an announced forfeit for the team. If a team (playing or refing) does not follow this notification guideline, CMSA will record an unannounced forfeit for the team.

CMSA allows a maximum of 2 unannounced forfeits and a maximum of 3 forfeits whether announced or unannounced. Once a team surpasses the cap, CMSA may expel the team from the league automatically. One forfeit = 1 week of play, depending on the number of matches scheduled that week. For example, if a team has only 1 player for their 2 scheduled matches at 6:30PM & 7:10PM, this equals 1 unannounced forfeit. If the team has enough players for the second match, CMSA will record a ½ unannounced forfeit.

Teams that no longer have commitment from rostered players after the third week of scheduled play may replace their roster spot with another non-rostered player upon approval from all other team captains within their division. CMSA Beach League Commissioner will make a final decision on these matters.

If a team is expelled from the league, CMSA will NOT refund the team fee and will NOT refund membership fees.

Should a team forfeit out of the league, that team's record, regardless of standings at the point of forfeiture, will revert to 0 wins and 0 losses. CMSA will adjust all other teams' records accordingly. Also, CMSA will conduct a dispersal draft for those players wishing to continue playing for the duration of the season. Each player interested in continuing will enter the draft, and possibly, be picked up by another team, in the following manner:

The last place team within the disbanding team's division will choose one player from all the names listed.

The second to last place team within the disbanded team's division will choose next, and so on, until there are no more players listed, or until all teams in that division have had the opportunity to draft one player.

If additional players remain from the disbanded team, the teams in that division may draft additional players in the same order as in the first round of the draft.

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If players remain after all teams in the affected division have had the opportunity to choose additional players and the teams in that division do not want to draft any more players, the teams in the division below that division may draft disbanded players in the same manner starting with the last place team in that division and moving up the standings. This procedure will continue until no players remain.

Note that CMSA does not require teams to participate in the draft, CMSA does not allow teams to “trade” or otherwise transfer their position in the draft, and CMSA will not conduct a dispersal draft within the last two weeks of the regular season.

Each week players must sign the back of the score sheet to show that they played that day. CMSA will allow only players who played 50% of more of games to participate in the playoffs. CMSA will count only legible names. If teams sign-in players who were not present, CMSA will take the following actions:

For the most recent date of a violation, CMSA will remove sign-in credit for the entire team.

For dates prior to the most recent violation, CMSA will remove sign-in credit for the players who were not present and for the team captain, the one who is ultimately responsible for the actions of the team.

For subsequent violations, CMSA will dismiss the entire team from the league for the season, immediately.

Prior to the beginning of each season, teams choose a division in which to play. CMSA may use the first 3-4 weeks of the season to determine whether teams have chosen the proper divisions. If a team clearly belongs in a higher or lower division, the CMSA Beach League Commissioner reserves the right to move that team up or down to a more appropriate division. The CMSA Beach League Commissioner will base this decision on consultation with the CMSA Beach League Committee and the captain of the team in question, and on the team’s performance through the first 3-4 weeks.

### **OFFICIATING/SCORING**

To minimize league fees, CMSA does not use paid officials. All teams will be scheduled to officiate various games throughout the season. If a team does NOT officiate a scheduled match, CMSA will give that team a forfeit at the end of that week in such a manner as to reduce their overall record the most substantially. The recording of the forfeit will not affect the record of any opposing team.

CMSA requires only one player (the official) from the reffing team to facilitate a match.

The official must hold the coin toss/even-odd quickly to begin the match on time. The facilitator begins each volley, keeps the score of the game, and watches the boundary lines (CMSA considers in-bounds a ball that hits any part of the boundary line). Although the official’s primary responsibility is to facilitate and not necessarily to referee the match, the official’s decision regarding any disputes is final.

Each regular season match consists of 2 games to 25 beginning at 0-0 with a 27-point cap for each game.

If time runs out, teams will play out any rally already in progress. **Games cannot end in a tie.** Therefore, teams will play one last point to prevent any ties. If time constraints prevent teams from starting any scheduled games, the CMSA Beach League Directors will not count these games; CMSA will remove these games from the schedule entirely.

At the end of the evening, the team with take-down duties must collect the score sheets and return them to the equipment table.

### **REGULAR SEASON & PLAY-OFFS**

CMSA allows NO JEWELRY (watches, necklaces, anklets, earrings, or body rings.) CMSA must strictly enforce this dress code for the safety of all players. If a player’s refusal to follow the dress code results in an injury to anyone, CMSA will issue an automatic forfeit to that player’s team for all of their scheduled games that evening. Hats and sunglasses are allowed.

Standard indoor volleyball rules apply (serve rotation, open-hand passing, RALLY scoring for all games, net fouls, let service—ball can touch the net on its way to the opposing side, players can set or dump the ball over the net, etc.) except:

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- CMSA does not allow open hand tipping (i.e. using your fingers to direct the ball).
- Players cannot set the ball over the net unless their shoulders are square with the direction they are placing the ball (directly forward or backwards). Players cannot dump a ball or have a mis-set and it go over legally.
- Substitutions may enter only in the server's position and may come in only when the substituting team has possession of the serve. However, either team may elect to use the standard substitution rule for an entire game by notifying the official prior to the start of the game.
- CMSA requires a minimum of 2 players and allows a maximum of 4 players on the court for each game. A late arriving player may enter the court in the server's position when the team has possession of the serve.
- CMSA allows all players to execute an attack from anywhere on the court. That is, all players are considered to be front row players.
- The alley between the courts is live. A player may enter the alley to retrieve the ball. Once the player and/or the ball enters the adjacent court the ball is dead. CMSA asks that you keep the alley free of obstructions that could cause a safety risk. Players waiting to rotate on to the court should be lined up behind the back line of the court.

Due to the time constraints of playing outdoors, please adhere to the following time restrictions:

- Each match lasts 40 minutes with no warm-up time.
- CMSA considers start time of a match as forfeit time for the first game (i.e., 6:30PM, 7:10PM, 7:50PM), 20 minutes after the start time of the first game as forfeit time for the second game (i.e., 6:50PM, 7:30PM, 8:10PM). Facilitators will score forfeits involving one team 25-0. Facilitators will score forfeits involving two teams loss-loss, and will register a score of 0 for both teams.

CMSA will assign teams for set-up and break-down of courts. **Teams scheduled to set-up must pick up the equipment for their court at least fifteen minutes before the scheduled start of play.** If a team does NOT set-up or break-down a court when scheduled, CMSA will give that team a forfeit at the end of that week in such a manner as to reduce their overall record the most substantially. The recording of the forfeit will not affect the record of any opposing team.

In the case of any ties among teams at the season's end, CMSA will determine division standings as follows (in descending priority):

Overall record (winning percentage)

Head-to-head record (winning percentage)

Head-to-head average point differential (will not be used to deny trophies or awards to a team)

Average point differential (will not be used to deny trophies or awards to a team)

A coin toss (will not be used to deny trophies or awards to a team)

To the extent allowed, CMSA will conduct a double elimination tournament. The CMSA Beach League Commissioner may expedite the tournament by using Single Elimination or single game Winner's Bracket matches for early rounds, conducting early rounds on available Fridays prior to the Double Elimination tournament, and splitting larger divisions.

Winner's Bracket matches consist of best of 3 games. Officials will score each of the first 2 games to 25 beginning at 4-4 with a 27-point cap. If there is a need for a third game, officials will score it to 15, beginning at 0-0 with no cap and with a switch of sides when one team reaches 8 points.

Loser's Bracket matches consist of 1 game to 25 beginning at 0-0 with no cap and with a switch of sides when one team reaches 13 points.

A coin toss at the beginning of the match determines who serves the first game and who takes which side. If applicable, the serve alternates the following game. If applicable and necessary, a second coin toss at the beginning of the third game determines who serves the final game and who takes which side.



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If the winner of the winner's bracket loses in the final, the teams will play one more game to 25 beginning at 0-0 with no cap and with a switch of sides when one team reaches 13 points.

There is no time limit for tournament games.

### **SPORTSMANSHIP**

All players, coaches, managers, and teams must abide by Chicago Park District rules for Montrose Beach.

CMSA will not tolerate players, coaches, managers, or teams who condone or participate in unsportsmanlike conduct or play. The CMSA Beach League Committee will discipline all unsportsmanlike conduct.

Members of the CMSA Beach League Committee will attend various matches throughout the season and will watch for unsportsmanlike conduct. The CMSA Beach League Commissioner and Committee Members (when not personally involved in the match) and any CMSA Board Members and Commissioners may eject any individual who engages in unsportsmanlike conduct immediately.

Officials, CMSA Beach League Commissioner and Committee Members, and any other CMSA Board Members and Commissioners will watch closely for anything resembling unsportsmanlike conduct. Specific conduct considered unsportsmanlike includes but is not limited to:

A player taunts an opponent after or during a rally.

A person swears at or is overly aggressive toward an official, opponent, spectator, or any CMSA member.

A player physically attacks or assaults an official, opponent, spectator, or any CMSA member. CMSA will eject such a player from the league for the remainder of the season immediately, and place such a player on probation until the CMSA Beach League Committee determines whether that person should be allowed to play in the league again.

### **INJURIES/ACCIDENTS**

If a participant is injured on or off the court during one of the CMSA events and is in need of medical attention, the team captain must make sure that someone assists the injured participant in obtaining medical attention. If the injury is severe enough, we will have to call 911 and the emergency contact you listed during registering your account on LeagueApps.

Accidents and injuries will occur. In order to lessen the risk of injury, we ask that all participants become aware of their surroundings before stepping onto the court. Please notify a CMSA Beach League Director or Committee Member if you encounter any hazards on the court.

### **ALCOHOL & OTHER ILLEGAL SUBSTANCES**

**It is against the law to have in your possession at any time alcohol or illegal substances on Park District property.** Playing while under the influence is dangerous to everybody involved and will not be tolerated. If it is determined that any member in the league or team is playing under the influence of any substance or alcohol, that member or team will be asked to discontinue play for that evening. Any repeat occurrence of this matter is grounds for immediate expulsion from the league. Individual membership and team fees will not be refunded.