

Sandbox League Guide

Welcome to Sandbox League

We are thrilled to have you as a member of our league. This guide answers the most common questions you may have for your participation in Sandbox leagues. If there is an item we did not address for you, do not hesitate to ask questions to info@sandboxbeach.com.

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Administration

On-site Ambassador (OA)

The on-site ambassador's role is to support league administration and provide guidance to players for league specific questions.

League Director (LD)

The LD schedules teams and manages logistics required for league administration. The League Director may modify rules or allow exceptions as needed to improve customer service. For any league questions or concerns with OA decisions email info@sandboxbeach.com.

Facility

Pets

Pets are not permitted in the facility.

Courts

The OA will have nets set to the correct height. If adjustments are needed, please see the league ambassador for correction.

Food and Drink

Food and drinks are permitted on the premises. However, no glass containers are permitted. Players are responsible to keep the space clean and dispose of used containers.

Weather

In the event of poor weather making travel dangerous for players, notifications will be posted on social media and league captains will be notified of scheduled status. In the event of a cancellation, the games are typically moved to the end of the regular season schedule. The web page should be monitored regularly for schedule updates.

Emergency Exit

Emergency exits are posted in the building as well as emergency exit plans if the facility needs to be evacuated. Be familiar with the exit nearest you when you enter the facility.

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Teams, Rosters, and Substitutions

Teams

Teams refers to the number of players permitted at a league match for rotation on the day of a game. The number of players permitted to participate in a league match is as follows:

Format	# of Players
Doubles	4
Fours	6
Sixes	8

Rosters

Team rosters must be provided to the LD by the first day of the first match. Adjustments after the first day must be provided to the LD for approval.

Substitutes (Subs)

Subs are permitted for any league player. Subs outside the team roster will first be taken from other league rosters.

Preapproval for the player is **not required** if the sub is a member of the league at the same level. However, the captain and the LD must be informed in advance. Anyone who is playing or played in the same level already is preapproved to play but still must let The Sandbox know about substitution.

If league players are unavailable to sub, teams may use sub from sub list maintained by LD.

Teams may bring subs from outside sub list with The Sandbox LD approval.

2s, Must have a least one player from roster to count wins and to qualify as an approved playoff team (2s can expand roster to 3 or 4 with The Sandbox approval and these players will count for wins and can use for playoffs *coed can have one male and one female extra on roster)

4s Must have 2 players from roster to count wins and to qualify as a approved playoff team (max roster of 6 but can be expanded with The Sandbox approval)

6s must have 4 player from roster to count wins and to qualify as an approved playoff team. (Max roster of 8 but can be expanded with The Sandbox approval)

The LD will provide a sub pool list of league players and their contact information for sub needs.

Playoff Roster

During the playoffs, only players listed on the team's roster can play. Request for roster changes or use of subs can be approved, but must be preapproved before the day of playoffs. The captain needs to solicit permission from the opposing captain prior to the match. Only the team captain can approve the other player. The LD must be made aware of the approval for the change.

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Scheduling

Times

Game times for doubles leagues (including match play and warmup time) are:

- 5:30 pm- 7:00 pm
- 7:00 pm - 8:30 pm
- 8:30 pm - 10:00 pm

Fours and Sixes time schedule will be published for the entire season in advance.

Rescheduling

Rescheduling of a regular scheduled match is not permitted. Teams must use subs if they cannot attend a match.

Late Start and End Game Times

Games that start later than the scheduled time due to a late team arrival will be required to forfeit any sets that can't be completed. Games may not run over into the next time slot for any reason. The OA has the authority to end a game before it is completed. The team that causes the time delay will be recorded with a forfeit for the set(s) that could not be completed.

Forfeits

Teams must notify the LD and opposing captain by noon regarding plans to forfeit a match. Teams that do not show without prior notification to the LD and opposing team risk dismissal from the league without refund.

Format and Rules

Scoring

Three sets will be played for each division. The points and switches required are as indicated below:

Format	Points/Cap	Switch
Doubles	21/23	On 7 points
Fours	21/23	No switching for 1 st or 2 nd game but switch on game three at 11 points
Sixes	25/27	No switch required

The winning team is responsible for reporting all the set scores to the OA. Report your team's number of wins and/or losses. Score results do not need to be reported.

League standing will be based on overall set won /lost records. Ties in the standings will be broken by head-to-head records.

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Refs

Games will be self-refereed. If a dispute cannot be resolved quickly, the point will be replayed. The OA is available for rule clarifications as needed.

Start of Game

Use a coin toss, odd/even, rock/paper/scissors, roll-offs, shell game, etc. to determine choice of side or serve for first set. Alternate the choice thereafter when playing the same team.

Timeouts

Two timeouts per set with a duration of 30 seconds each.

Play Rules

For volleyball play rules, refer to FIVB rules located at: https://www.fivb.org/EN/Refereeing-Rules/Documents/FIVB-BeachVolleyball_Rules_2017-2020-EN-v05.pdf

Facility specific play rules:

- A ball coming in contact with a heater or any structure below the heater is ruled out.
- A ball contacting anything above the heaters (piping, framework etc) is ruled in play.
- A ball contacting the ceiling, framework and remaining on the team's side of the net is ruled in play. A ball contacting the ceiling but travelling over the net is ruled out and a point will be awarded to the opposing team.
- Players may not enter onto another court to play a ball if the court is in use. Players can use play area up to the court lines.
- If the court is not in use, players may enter the court to play a ball.

Disputes

Teams are encouraged to settle their own disputes regarding play rules and player conduct. When an agreement cannot be made, replay the point. The League Ambassador is available to support teams should the teams not be able to resolve their dispute.