

Gill Street Sports Bar & Restaurant
2011 Sand Volleyball Registration Form
Volleyball League Contact: Lisa Schiller (schiller@davesworld.net)
Please print and fill out this form and return with payment to:
Gill Street Sports Bar & Restaurant
3002 Gill Street
Bloomington, IL 61704

Regular sign-up period: Monday March 14th – Sunday May 1st

Terms & Conditions: Players must be at least 18 years of age. Volleyball registrations are on a first come, first served basis. However, teams that played in 2010 will be given first choice to play on the same night until the early registration period ends on March 13th, 2011. (i.e. if you played on Thursday last year, you get first choice for Thursday. If you want to switch to Wednesday, you have to wait until all returning Wednesday teams sign up.)

Regular registration fee for Monday -Thursday night leagues is \$200. Registration fee for the Sunday night league is \$180.

Leagues will begin Monday, May 2, 2011 and will run for 10 weeks. Second session leagues will start right after the first session has been completed. The registration fee must accompany this form to secure a league entry. For more information, either call 661-NETS, or check out the Gill Street website at www.gillstreet.net.

Team Name: _____

Team Captain: _____ Phone Number(s): _____

Address: _____

City: _____ State: _____ Zip: _____

Alt. Captain: _____ Phone Number(s): _____

Address: _____

City: _____ State: _____ Zip: _____

E-mail Contact: _____

(Please note, an e-mail address is **required**. All schedules and league information will be sent to this e-mail address.)

Night Preference (Sunday, Monday, Tuesday, Wednesday, or Thursday):

1st _____ 2nd _____ Rec or Intermediate (circle one)

Returning team from 2010 _____ Yes _____ No

Please read all rules prior to playing your first match.

Roster and Forfeits:

- Each player must sign the roster and waiver prior to their first match play. If it is discovered a team has any players that have not signed a roster and waiver form, the team may be removed from the league. There is a maximum of 12 and a minimum of 6 players allowed per team. Please note all players must be at least 18 years of age. Anyone under 21 years of age must leave the beer garden area by 10pm. Anyone underage caught drinking will be prosecuted, and their team will be removed from the league.
- Rosters will be kept on file and may not be changed after the third week of play. Rosters will not be checked unless the opposing team has a dispute before the match only.
- There is a minimum of 4 and a maximum of 6 players required to be on the court for each team to play a match. If playing with 5 or 6 players, there must be at least 2 females on the court at all times. If playing with 4 players, there must be at least 1 female on the court at all times. If a team needs an exception to these rules for any reason both captains must agree prior to the start of the match.
- If during the regular season your team needs to “pick up” a player that is not on the roster to play a match, that is allowed. However, that player must have signed a waiver form, and once the tournament starts only players originally on your roster are allowed to play in the tournament. Players should be on only one roster per league. In addition, players in the tournament should have played on the team during the regular season. There should be no “ringers” brought in by a team just for the tournament.
- A forfeit of the first game of the match will be called 5 minutes after the scheduled start time of the match. The second game will be called 10 minutes after the scheduled start time of the match.
- If a team forfeits 2 or more times during the regular season, they may be prohibited from playing in the tournament, and possibly removed from the league, subject to management discretion.

Rainouts:

- Rainouts will not be called until game time, so please be at Gill Street ready to play at your scheduled time. In special cases of severe weather, if games need to be cancelled earlier in the day we will do our best to notify all teams and post a message on the Gill Street website.
- If during a match the weather turns bad, any completed games will count in the standings. For any games in progress when bad weather strikes, the score will be documented and the team who is winning will be awarded the victory. This game can be replayed if the outcome should affect the league standings with any significance.

General Playing Rules:

- Game balls will be provided by Gill Street, however, you will need to sign them out prior to your match and return them to the bar immediately after your match.
- Teams will “volley” to start the match. Whichever team wins the volley will have their choice of serve or side for the first game. Starting serves will be alternating, meaning the team that did not serve first during the first game will serve first to start the second game.
- Matches are best 2 of out 3 games, rally scoring, which means a point is scored at the end of each series of plays, regardless of which team served the ball. Games are to 25 points, team must win by two points, however there is a 30 point cap (final score of a game may be 30-29). If there is 15 minutes or less remaining in the time allotted for play and a third

game is necessary, the third game will be rally scored to 15 points (team only needs to win by 1 point, therefore, first team to 15 points wins).

- If a team wins the first two games of the match and there is time remaining, teams may continue to play “for fun”. However, please be courteous of the teams playing after you and allow them sufficient time to warm up prior to their starting time.
- Each team is allowed one time out per game for a length of one minute.
- Service area is anywhere behind the back boundary line and the imaginary extension of the side boundary lines. “Let serves” are allowed - if the ball hits the net on the serve and goes over, the ball is in play.
- Attacking or blocking a serve is not allowed.
- Each team is allowed 3 contacts prior to returning the ball over the net. Blocking the ball does not constitute a contact (a player may contact the ball consecutively after a block).
- If 2 players contact the ball simultaneously, it counts as 1 hit and either player may contact the ball for the next hit.
- The ball must be contacted cleanly and not held, lifted, pushed, carried, or thrown. The ball cannot roll or rest on any part of a player’s body. A player may contact the ball with any part of their body as long as the ball rebounds immediately and does not “lie” against the body.
- A player may cross the plane under the net but must not make contact with an opposing player. If contact is made, the team making the illegal contact loses the point.
- Generally, if any part of the body touches the net during play, the team making the illegal contact loses the point. Incidental contact with the net, such as on a follow through, is allowed as long as it does not interfere with the play. If a ball is hit into the net with such force as to cause the net to touch a player on the opposing team there is no foul.
- The ball may not be attacked from the opposing side until it breaks the plane at the top of the net. Blocking a ball which is on the opponents side of the net is allowed if the attacking team has completed its attack. An attack is considered complete when the attacking team has made their three allowable hits; the attacking team strikes or directs the ball with the intent to return it to the opponent’s court; or the ball is falling near the net and the attacking team does not have a play on the ball.
- If two opposing players contact the ball simultaneously and the ball remains in play, the team receiving the ball is entitled to 3 contacts. If during such a play the ball lands out of bounds it is the fault of the team on the opposite side.
- The 10 foot line rule applies – any back row player may not cross the “line” to attack or block a ball.
- If a ball touches a boundary line it is considered “in”.
- A ball is still in play if it hits the net and goes over into the opponent’s court, either during the volley or on the serve.
- If the ball hits any of the perimeter fences it is automatically out of play.
- A player may not run into the other court to play a ball. If any part of a player’s body crosses the boundary lines on the ground of the other court, the ball is automatically out of play. If you reach with your body across the plane, the ball is still in play.
- The ball must go over the net between the net stable rods unless there are antennas, in which case the ball must go in-between the antennas without hitting them.
- Rotation of extra players into the game should be done uniformly as to location and frequency.

- If teams cannot agree on a violation or line call, the point should be replayed.
- Remember, we are here to have fun. Any players arguing or fighting will be asked to leave the premises.
- Please, no smoking or drinking while on the volleyball court.
- In order to keep track of league standings, the winning team's captain should record their team's win at the bar.
- Gill Street is not responsible for any injuries that occur while using the volleyball facility in any manner. Players take full responsibility for any injuries, including bodily injury and/or damage to personal property.
- League information and other general announcements will be posted on the Gill Street website, www.gillstreet.net.