



Welcome to the ABQ COPPER SPORTS FACILITY - 5110 Copper Blvd. NE

To Contact Billy-Bob Clark (Facility Director) – Please Call/Text (505) 720-5612 or Email:

fsbillybobclark@aol.com

ABQ COPPER SPORTS FACILITY GUIDELINES

- ❖ Your SAFETY is our #1 Priority. Please notify our STAFF of any UNSAFE issues.
- ❖ During the current State-Wide Safety Mandate – COVID Guidelines MUST be Followed:
 - IF YOU FEEL SICK IN ANY WAY – STAY AWAY FROM THIS FACILITY PLEASE!
 - SPECTATORS Must sign TRACING WAIVER each night to be inside our facility.
 - FACE-COVERINGS required at all times over MOUTH & NOSE while you're here.
 - WASH YOUR HANDS or SANITIZE regularly while you're here for your protection.
 - Do NOT “High Five or Shake Hands” with persons NOT in your family or group.
 - Our Facility & Staff can UPDATE these Guidelines whenever changes are needed.
- ❖ You are here to get some recreational exercise – PLEASE PLAY SAFE & HAVE FUN!
 - ALL PERSONS MUST SIGN WAIVER BEFORE PARTICIPATING IN ANY EVENT.
 - In the event of an injury, please notify our staff immediately for assistance.
- ❖ This is a “Family Friendly Facility” – Foul Language or Arguing will NOT be Tolerated!
- ❖ It's your responsibility to have someone available to watch your children while you play.
- ❖ ALCOHOL & SMOKING is STRICTLY PROHIBITED anywhere INSIDE the FACILITY.
- ❖ Outside Food & Non-Alcoholic Beverages are Allowed, UNLESS concessions are OPEN.
- ❖ Disrespecting STAFF or Other Players/Spectators will NOT be tolerated for any reason.
- ❖ Please clean up any messes or trash created by you or your guests. Thank You.

From Our STAFF & MANAGEMENT –

Thank You for being a GUEST at Our Facility and We hope you have a Fun & Safe Experience!

If you have any questions or need assistance – Please Contact Billy-Bob Clark at (505) 720-5612

or Email: fsbillybobclark@aol.com

ABQ SAND VOLLEYBALL LEAGUE & TOURNNEY RULES

Standard Volleyball Rules apply to our Leagues & Tournaments Listed below are additional or modified "HOUSE RULES" for our Recreational Sand Volleyball League & Tournament Play

Our COMPETITIVE Leagues and Tournaments may have some different rules, so please contact our Adult Competitive League Co-Ordinator > Anthony Fairbanks (505) 414-4647

If you have any questions or further assistance, please contact our Facility Director:

Billy-Bob Clark (505) 720-5612 or speak with any of our Volleyball Staff. Thank You for Playing

TEAM MANGEMENT -

1. TEAM MANAGERS are responsible for running the operations of the team and the actions of their players and guests.

- a. Notifying their players of the schedule or any changes once they are updated.
- b. Contacting BILLY-BOB at (505) 720-5612 if your team is running late.
 - i. Teams will start at MATCH TIME, if 2 or more of your players are present.
 - ii. GAME FORFEIT WINS will be awarded every 10 minutes that we can't start.
- c. Making sure all players SIGN the team ROSTER/WAIVER before participating.
- d. Ensuring SAFE PLAY and PROPER CONDUCT while at our facility.
- e. Notifying their players of the schedule or any changes once they are updated.
- f. Collecting & Paying their team's FEES in a timely manner to the facility.
 - i. *For League Play* A minimum \$100 Deposit is required by Opening Nights
 - ii. Payment arrangements can be made, but BALANCES are DUE IN FULL by WEEK 3
- g. Educating their players of our current EVENT RULES & FACILITY GUIDELINES.
 - i. MANAGERS will receive a copy of the Rules & Guidelines on Opening Night
 - ii. RULES & GUIDELINES will also be POSTED at our Facility for all to view
 - iii. They will also be posted on the NMPC Sports Website at: www.nmpcsports.com

SAND VOLLEYBALL RULES -

1. MATCHES will be self-officiated. Players should to know the general rules of volleyball.
2. Court referees will only be provided IF there are continuing issues with a specific match.
3. Our "COURT STAFF" will be available during all League Nights for your assistance.
 - a. In the event that a particular court is having continued issues during a match, the court staff will step in and officiate the remainder of that match for support.

4. All RECREATIONAL LEAGUE MATCHES will be played as “3-Game Matches”.
 - a. All GAMES are “RALLY-SCORING”, points to be awarded on all SIDE OUTS.
 - b. GAMES will be played to 21 points / WIN by 2 or a CAP of 25 points maximum.
 - c. SCOREBOARDS will be provided at each court for accuracy of score.
 - d. Each “GAME” won will earn your team (1 Point) in the league Standings.
 - e. Teams can view their League Standings on the Website at: www.nmpcsports.com
 - f. League Standings will be based on GAMES WON, and will determine the Seedings of your “End of Season” Tournament. ALL TEAM MAKE THE “E.O.S.” TOURNEY
5. TEAMS will determine choice of SIDE or SERVE for Game 1, then the opponent gets choice for Game 2.
*For Game 3, teams will do “ROCK/PAPER/SCISSORS for choice of SIDE or SERVE to start the game, but once either team first reaches 11 points, the teams will switch sides automatically for the remainder of the 3rd Game.
 - a. Once a MATCH is completed, the managers of both teams will report the results of that match to one of the COURT STAFF on duty.
6. THE BALL: During LEAGUE PLAY, BOTH teams must either use a “HOUSE BALL” or mutually agree to use a non-house ball.
 - a. AT ANY TIME, a team can request to play with a “House Ball” if they are NOT comfortable playing with a non-house ball.
 - b. House Volleyballs will be provided at each court and will be sanitized regularly.
7. THE SERVE:
 - a. The Server will “Present the Ball” and announce “SERVE” before striking the ball from behind the rear boundary line.
 - b. Stepping ON or OVER the boundary line prior to striking the ball is a foul and will result in a SIDE OUT to the opposing team.
 - c. The ball may be served overhand or underhand, provided it is presented first.
 - d. A served ball must be clearly HIT, not PUSHED or THROWN over the net. A side out is declared when a served ball hits the net and does not pass over, hits a net antenna or any other object outside of the playing area or a ceiling (if indoors).
 - e. A served ball, that contacts the net and continues over the net is a Legal Serve.
 - f. If a server announces “SERVE” then delays or wants to reset, they must drop ball to the ground, without striking it, recover and repeat Serve Announcement Process again.

8. GAME PLAY:

- a. It is the responsibility of each player and fellow team members to self-officiate their own game play and announce that there's been an infraction or violation by you or your team. Fair Play is encouraged
- b. In the event of a "DISPUTE of VIOLATION", a "RE-PLAY" can be used to restart that round of game play for fairness. If game play continues to need RE-PLAYS to get thru continued violations, STAFF may need to Officiate the remainder of match.
- c. Players may contact the ball with ANY Body Part, above or below the waist.
- d. A ball touching any part of the boundary line is deemed as IN.
- e. A ball that touches antenna or goes over the net around the outside of the antenna is deemed OUT or DEAD BALL.
- f. The ball must never visibly come to a rest on a player's hands, fingers, or any other body part. Players are NOT allowed to SCOOP, HOLD or THROW the ball. These are considered "Illegal Contacts".
- g. A player may not make successive contacts of the ball, unless he/she has Blocked a Strike at the net.
- h. Teams have 3 contacts of the ball on their side of the net to return the ball legally to their opponent's side of the net. There are no gender restrictions for multiple contacts of the ball, by a team.
- i. Contact of the ball during blocking action does NOT count as one of the three legal contacts.
 - i. BLOCKING – A successful block is accomplished when either the ball rebounds off the hands of the blocker and goes directly back into the opponent's side of the court, or deflects off the hands in such a way that the blocker's team may play the ball legally. An attempt to block does not constitute a block unless the ball is contacted during that attempt.
 - ii. Blocking or Attacking the Serve, by FRONT ROW PLAYERS is NOT allowed.
- j. Entering the opponent's area of play is only allowed –
 - i. If there is NO CONTACT with the opposing team's players and/or it does NOT interfere with an opposing player's ability to make a play on the ball.
- k. If 2 or more players contact the ball at the same time it is considered 1 Hit and those players involved may not participate in the next hit.
- l. BACK ROW Players can Not BLOCK or STRIKE the Ball back over the Net from INSIDE the 10' Line (marked by YELLOW TAPE). This area is considered the FRONT ROW and they must wait until they Rotate to the Front Row to become an ATTACKER.

9. NET PLAY:

- a. A player may NEVER touch the net during live game play.
- b. A player may reach UNDER the net as long as he/she does NOT interfere with an opponent's attempt to play the ball.
- c. A player may reach OVER the net to COMPLETE a spike which has begun on the player's side of the net.
- d. A player may reach over the net to Block the ball, *PROVIDED they do NOT interfere with the opposing team's ability to BUMP or SET to their teammates. *Sometimes referred to as "Roofing".

10. ROSTERS, PLAYER ROTATION & SUBSTITUTIONS -

- a. ROSTER: A COED 6v6 Roster may consist of a maximum of 10 Roster Players.
- b. LINE-UPS: A COED 6v6 Line-Up is a Maximum of 4 Men & 2 Women on court.
 - i. Teams can play COED 6v6 with more WOMEN than men, at any time, including ALL WOMEN on the court with NO MEN.
 - ii. Teams can play 4 or 5 players on the court, provided they have at least 1 Woman on the court
 - iii. Teams playing with 2 or 3 players on the court, have NO Gender Minimums

c. ROTATION:

- i. ALL Players must rotate ON TO the Court at a BACK ROW position each time their team recovers a NEW "Change of Possession" during the Game.
- ii. Teams Must continue to rotate IN at the same spot throughout the MATCH.
- iii. ALL PLAYERS Must Rotate ON & OFF the court for the entire game unless

1. EXCEPTIONS to Rotation Rule -

- a. Team is NOT rotating in or out ANY other players.
- b. Players are rotating GUYS for GUYS Only or GIRLS for GIRLS Only
- c. Player gets injured and team needs to adjust rotation to be legal

d. ALL PLAYERS must Rotate to all positions on the court in a clockwise fashion.

- i. ALL PLAYERS on the Court must SERVE before they leave the court or once they enter the court, unless they get injured and need to leave the court.
 1. Once a player leaves the court, due to an injury, they can NOT return on to the court, until the end of that game for safety protocols.
 - ii. Teams playing 6v6 with 4 Players or Less, on the court, are NOT required to Rotate (ON THE COURT), provided ALL Players rotate to the SERVE in the same order throughout the game.
- e. FRONT ROW (Near the Net) PLAYERS may switch positions, but only after the ball is served and they must SWITCH BACK to their original spots at end of volley
 - f. PLAYERS may not SWITCH POSITIONS from BACK ROW to FRONT ROW.
 - g. LATE Players of teams of less than 6 can rotate in when their team has the serve

11. MATCH TIMES & FORFEITS –

- a. MATCH TIME Schedules will be made available to all teams, managers and players by accessing our Website at: www.nmpcsports.com or at the facility.
 - i. Managers will be provided a Hard Copy of FULL Season on Week 2 night.
 - ii. Schedules can also be available by calling Billy-Bob (505) 720-5612
- b. Teams are required to check in with Court Staff at least 5 minutes prior to their Posted Match Times.
 - i. In the event of inclement weather or a facility problem, MANAGERS will be Notified by ABQ COPPER SPORTS FACILITY STAFF as soon as possible.
 - ii. Once your court is ready for your Match, teams are required to be ready to warm up
 - iii. If courts are ready, any team not able to start within 10 minutes will forfeit Game 1
 1. 10 Minutes Later – Game 2 / 10 Minutes after that – Game 3
 - iv. NO CALL / NO SHOWS are a MATCH FORFEIT with no chance for reschedule.
 1. Emergencies happen, but anyone on the team can contact our staff.
 2. If you know your team can not make it and you notify Billy-Bob at least 1 hour prior to your Match Time, a reschedule “MIGHT” be an available option.
 - v. League Night FORFEITS will be a loss, but do NOT eliminate you from tourney play.

*Future amendments to these rules and guidelines may be added, modified or deleted at any time or as management deems necessary

LEAGUE STANDINGS / SCHEDULES & RULES are available for you to view on our Website at: www.nmpcsports.com

PLAY SAFE & HAVE FUN

Billy-Bob Clark (Facility Director) – 505-720-5612

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Website: www.nmpcsports.com