



Maroubra League FAQs

League Format & Scheduling

How long is a season?

Every season goes for 16 rounds, including Play-Offs and Finals. Look at [the league information page](#) for start and end date.

How long are the games?

Time slots are 45 minutes. 2 minutes to warm up and 43 minutes for your game.

Do we play every week?

Yes and no. Depending on the number of teams entering, you might have games every round. But please note there are bye weeks for the whole division, and some weeks are destined to rain out as well... Please see your Division's game schedule for more details.

What time do we play?

Every team plays 2 consecutive 45 minute games on game day (except for bye weeks). make sure you check your draw weekly as game times can change.

How do I find out my game time?

You can use one of the following options:

1. Check on our website. You can find your game schedule under [Maroubra](#), depending on where you play.
2. Telephone us on 1300-VOLLEY (1300 865 539) - our office is open Monday to Friday from 10am-5pm.
3. Email us at office@beachvolleyball.com.au.

Are there breaks for public holidays?

Yes, usually there are. You will be able to see in your draw which days you have off due to public holidays. Please make sure you double check your draw, or contact us the week prior to a public holiday.

Can I re-schedule a game?

Yes, games can be rescheduled at the Competition Manager's discretion when a team cannot play and has notified us in time (see Forfeits).

However, your team is responsible for calling your opponents, setting a date and time and reporting the results back to us.

Registrations

How do I register my team for the competition?

You can register your team [online](#) by paying the team fee and membership fee. Or call us on 1300 865 539 to register your team by phone or email office@beachvolleyball.com.au. Your team is only registered when you have paid your team fee, and membership fee for each player. Please also contact us when you have paid the registration to confirm which division you will be playing.

When do I have to register?

The registration deadline is usually a 10 to 12 days before the start date. Please check the [league information](#) page.

Can I register as a single player?

Yes, see [Single Players](#).

How do I register my team online?

You can register your team online by following these steps:

STEP 1 - COLLECT TEAM INFORMATION

First you need to collect the following information from all players on your team:

- First & last name
- Email address
- Date of birth
- Full Address
- Telephone number (mobile or landline)

First and last name and email address are required fields.

TIP: If you don't have their date of birth, address and/or telephone number you can make these details up and your teammate(s) can log on later and change them.

STEP 2 - CREATE YOUR TEAM

- [Click here](#) to go to the online registration page
- Create/use your username and password
- Click on 'Create Your Team'
- Fill out the form as follows:
 - Nominate New Team: Your team name (be original!)
 - In Grade: Select 2,4 or 6-a-side
 - In Division: Select your division - DY stands for Dee Why and MBR stands for Maroubra.
 - Click 'Submit'

Tip: If you are not sure of your division, just enter your team into Division 1 and we will make the adjustments when we're going through the [Grading](#) process. You can also [contact the office](#) to determine a suitable division.

STEP 3 - NOMINATE TEAM MEMBERS

- If you and/or your teammate(s) are already in our database, your details will show on this form. All you have to do is:

- check the box to the left to confirm you want a player added.
- click 'Submit'

· If the details of some or all players are not in our database, you have to fill out the form as follows for each player:

- Email
- Address
- Suburb
- State
- Postcode
- Telephone
- Check the box to the left to confirm you want that player added
- click 'Submit'

STEP 4 - CONFIRM TEAM MEMBERS

- Check the details on the form.
- You can print the form to give to your teammate(s) so they can use their username and password to log on to the website and pay their share of the fees.
- Click 'Confirm'

STEP 5 - PAY YOUR FEES

See [Competition Fees & Insurance](#).

Note: You and your team member(s) must pay your fees in or before Week 1 of the competition.

Competition Fees & Insurance

How much does it cost to play*?

Each player must pay their part of the Team Season Fee and Membership Fee (player registration fee) in order to play. (6-a-side teams are exempt from the Membership fee).

Team Season Fees:

Will vary depending on the venue, season type and length. It usually varies between \$190 and \$250 per player).

Membership Fees:

Is \$65 per player. This is an annual fee that includes Player Accident Insurance as provided by SportsCover. Please read the [Player Accident Insurance Policy](#) wording in the event that you need to make a claim.

What does the Team Season Fee cover?

The Team Season Fee covers your team's game payments for the season, including Play-Offs and Finals.

Your fees are used to pay Referees, Competition Managers, venue hire, maintenance, and other general expenses.

What does the Membership Fee cover?

The Membership Fee is a per-player registration fee that entitles you to [Player Accident Insurance](#).

Am I insured as a player?

Only when you have paid your Membership Fee are covered for [Player Accident](#)

[Insurance](#). It is, however, your responsibility to have your own personal injury or income protection insurance.

[Do I need my own insurance?](#)

We recommend you have your own personal health insurance cover in the case of injury, however, it is not compulsory.

[When do I have to pay my fees?](#)

All fees are due by Week 1 of the competition. All ladder points will be held until a team has completed total payment.

Teams that haven't finalised their fees must still pay the minimum of 1 game fee (4-a-side = \$40 / 2-a-side = \$25) each week to the Competition Manager prior to their games.

[How do I pay my fees?](#)

You can pay your fees in the following ways:

- Online with your credit card (see next FAQ).
- Write a cheque made out to Beachvolleyball.com.au Pty Ltd and mail it to PO Box 573, Manly, NSW 1655.
- Transfer the money via online banking. Please call our office on 1300-VOLLEY (1300-865 539) or send an email to office@beachvolleyball.com.au for our bank account details.
- Pay cash before your first game in Week 1.

[How do I pay my fees online?](#)

Paying your fees online by credit card is easy, just follow these steps (we do not accept American Express):

- Click on JOIN
- Create/use your username and password
- Fill out your details on the member registration form
- Under 'Maroubra League' tick the applicable 2-a-side or 4-a-side fee, depending on whether you are paying for yourself or the whole team.
- Under 'Competition Player Registration' tick 'Annual'
- Read the Terms & Conditions and tick the box to agree
- Tick 'Pay fees online now' and follow the prompts through our secure online payment system.

[What do I do if I'm unable to pay the fee?](#)

Any teams unable to finalise their payments by Week 1 of the competition are required to make other arrangements by calling us on 1300-VOLLEY (1300-865 539).

Wet Weather Policy

Always keep an eye on the weather forecast and our homepage "tweets"

What happens if I think it might be raining?

If you are unsure whether the games will be cancelled due to bad weather, it is important that you call 1300-865 539 to find out. Please don't just decide not to turn up! Also its a good idea to communicate with your team mates, that's just common courtesy!

When matches are cancelled we will post feeds on Facebook, Twitter and our answering machine to let you know at least one hour before your game time. If there is no such message and if you only get our normal answer machine, then the games are on!

We monitor the weather radar on the Internet to check the intensity and likely path of any incoming rain. As a guide, if the rain is intermittent and not too heavy we will continue with the games - once you are warm you won't even notice it!

If the radar shows heavy conditions, then we will most likely cancel, especially if there are thunder storm conditions, which could pose a danger to players and staff. However, please call or check the website before you leave home or work to confirm.

What happens if the games are washed out during a match?

We only stop matches if there is lightning nearby. If there is lightning while you are playing and you have to stop play, if the games is more than 25mins complete, the score at that time will deem the final result of that game. If it is under 25mins the game will be rescheduled.

When will cancelled matches be re-scheduled?

Any games that need to be re-scheduled will be played on a Sunday afternoon, or our scheduled wet weather week. Beachvolleyball.com.au will advise you of the date and game times. All rescheduled games will be played at Maroubra unless we advise otherwise.

Grading

Is there grading and how does it work?

Yes and no. The grading is generally done by the discretion of the League Manager. In a case of new teams, or if the League Manager is unsure, he/she can have two or more teams play off for positions in separate leagues. The points won or lost in the first weeks of play will be averaged out per round.

There are no hard and fast rules in terms of grading.

Any final decisions regarding grading moves are at the discretion of the Competition Manager and League Manager.

Any teams not wishing to be promoted to higher divisions can request this also.

Rules of Play

The role of the referee

Referees are provided at all Beachvolleyball.com.au matches to do the following:

- Keep score of the game
- make interpretations on the rules of play

- provide feedback to players about the rules
- offer suggestions on skills they can use to improve their game
- help to create an enjoyable environment for all players

Questioning the referee's decision

If you have questions about decisions made by your referee then only the team captain has the right to approach the referee to discuss. Please note that the referee's decision is final.

Disputing the referee's decision

If your team wishes to dispute a decision made by a referee, then the team captain may submit your protest to the Competition Manager after the game.

The toss - Paper, Scissors, Rock!

Prior to the start of the match the referee will call the two captains aside for the toss, which is done through 'Paper, Scissors, Rock!'

The winner of the toss has the right to serve/receive or have choice of end.

At the start of the 2nd set the team captain who lost the first set toss will have the right to choose. For an eventual 3rd set, the two team captains do the toss again.

The number of hits to hit the ball over the net

Each team is entitled to a maximum of three hits to return the ball over the net.

The ball may be hit with any part of the body, including the feet. A player may not contact the ball twice consecutively, unless the ball is deemed hard-driven by the umpire - i.e. in a block situation. The consecutive touches in a block count as two hits, leaving the team with one hit to get the ball back over the net.

A hard-driven ball constitutes a clean hit; it may not visibly come to rest on contact, or be held, including being lifted, carried or thrown.

Setting off the serve

Setting off the serve is only permissible if the umpire deems the ball to be set cleanly (i.e. single contact, minimal rotation). Carries and double hits are at the umpire's discretion.

Simultaneous contact

The ball may touch two or more parts of the body only if contact occurs simultaneously or in one motion.

When two teammates contact the ball simultaneously, it is counted as two of their three permitted hits.

When two opponents simultaneously touch the ball above the net and it is held, the rally will continue.

Ball at the net

When the ball is sent into the opponent's court it must pass over the net and between the antennas attached to the net.

While crossing the net, the ball may touch the net between the antennas but may not touch the posts or ropes.

A ball hit into the net may be retrieved and played over the net within the team's limit of three hits.

Player at the net

No part of a player's body or clothing may touch the net, but may touch the net ropes outside of the antennas and the posts.

A player may enter under the net into their opponents court provided they do not interfere with their opponent's range of motion.

Service

The serving player must wait for the referee's whistle before serving the ball and must serve the ball within 5 seconds after the referee's whistle.

The ball must be hit cleanly with one hand or any part of the arm after being tossed or released and before it touches the ground.

The player will only have one attempt at a successful serve.

The ball must pass over the net and between the antennas.

The ball may contact the net, but not the posts or antennas.

The serve may be hit from anywhere along the baseline and from within the sidelines.

Once a player commences the service action, they may not touch any boundary lines or the court surface until the ball has been hit.

All players on both teams must be within the court area when the serve is hit.

Hand-setting rule

Hand-setting is the skill where the fingertips are used to play the ball from above your face with the intention of directing the ball to a position above the net for your teammate to attack or spike down into your opponent's court.

The setting rule in Beach Volleyball is one of the most contentious. At SBVBL our general philosophy regarding setting is that as you progress through to higher divisions, the strictness of how the referees will judge the quality of setting will also be raised. With this in mind, the emphasis of our leagues is to promote a fun and enjoyable environment (i.e. in a lower division - the referee can use their discretion in relation to this rule to help promote longer rallies).

As a guide:

- The ball must be played cleanly in one motion, using the fingertips.
- The ball can be lowered in the hands to the face then it must be released by extending arms and wrists, but it cannot be a clear 'catch'.
- Using your legs to help guide and propel the body toward the target also helps in achieving an accurate set.

A player who is setting and facing their intended target receive the benefit of the doubt over a player who is trying to change the direction of the ball by setting across their body. Players who excessively hold the ball by lowering it past their chins to their chest are likely to be called for a lift - the ball must not come to rest.

Side-Setting Rule

This rule is applicable to the 2-a-side competition only.

In all other competitions side setting is permissible (subject to the referee's discretion).

Side-setting is when the ball travels across the net without being in line with the setter's shoulders.

If there is any discrepancy with either the ball being carried by wind or any other circumstance then the ruling will be totally at the referee's discretion.

Attack Hit

An attack hit is the action to direct the ball down into the opponent's court. The attack hit must be completed within the player's own court space.

A player is not allowed to make an attack hit on an opponent's serve.

Blocking

Blocking is the action of a player to prevent an opponent's attack hit from crossing the net.

A player is not permitted to block the serve.

A blocking player may touch the ball over the net in the opponent's court once the opponent's attack hit is completed.

The first hit after a block may be executed by any player including the blocker - leaving one remaining team hit.

Scoring

Matches will be played using a point per rally format with teams completing as many sets to 21 (win by 2 points) as possible within the time limit allowed. If the scores are 20:20 then the set continues until either team has a 2-point lead - i.e. 22:20 or 48:46!

In the final set if the score is at 11 points or above, then the set will be deemed complete as long as the team leading is ahead by at least 2 points.

Results

How is the winner of a match determined?

The winner is decided using the following order:

- The team that has won the most sets.
- When sets are equal: the team that has the most total points for the match.
- When sets and points are equal, the match is declared a draw.
- Note: Captains must sign the score sheet at the completion of the game to verify results.

How do the ladder points work?

The ladder points system has been created to adopt a fair system, especially when games are very close, and still reward both teams for their efforts.

The following points will be awarded:

- Win = 4 points
- Sets won = 1 point
- Draw = 2 points (a draw occurs when number of sets and points are equal)
- Bonus Points = 1 point for every 10 game points scored (i.e. 59 = 5.9 Bonus pts)
- Forfeit Win = Equivalent of points from a 21-0; 21-0 win
- Forfeit Loss = 0 points

How do I find out my results?

The results appear on our website in your draw and league ladder.

Finals

How does the finals system work?

The Finals Round in week 16 consists of Play-Off matches and Grand Finals.

Do all teams play in the Finals Round?

All teams in each division will play in the Finals Round, however, only teams in the Top 4 can qualify for the Grand Final.

The format for the Play-Offs in a 6 team division is as follows:

game 1	ranked 5	vs	ranked 6
game 2	ranked 1	vs	ranked 4

game 3	ranked 3	vs	ranked 2
game 4	Loser game 3		Loser game 2
game 5	Winner game 2	vs	Winner game 3

The format for the Play-Offs in an 8 team division is as follows:

game 1	ranked 5	vs	ranked 6
game 2	ranked 7	vs	ranked 8
game 3	ranked 1	vs	ranked 4
game 4	ranked 2	vs	ranked 3
game 5			Loser game 4
	Loser game 3	vs	
game 9	Winner game 3	vs	Winner game 4

When are the finals played?

The Finals Round (Playoffs and Grand Finals) for each League are played in week 16.

How many matches do I need to play to qualify for finals?

In order to qualify for the finals, players must have played a total of 3 games for their team during the season.

For example, if your teammate gets injured and you play three or more games with the same fill-in player, you are eligible to enter the Finals Round with that fill-in player.

- Where this is not the case 2-a-side teams must forfeit - however, you can still play in the Finals Round if you wish, but the result of your game will not count.

- Where this is not the case 4-a-side teams must forfeit - however, you can still play in the Finals Round if you wish, but the result of your game will not count - or play with a reduced number of players - minimum of 2.

What happens if some teams in the division have played more games than the others?

All teams play a certain number of games per season, 10 for example. If some teams have played 12 games that season (this can happen when a draw goes from 6 teams to 8 teams after 2 weeks of play), then the average points per round counts.

Are there prizes?

Each season, there are some small prizes for the winning team at the Grand Finals of each division. But remember, its more about the bragging rights of course!

Forfeits

What do I do if I know my team has to forfeit?

Immediately notify our office (1300 865 539) so that we can attempt to find another team to play in your place.

What happens if I forget to tell you about our forfeit?

If you don't notify us at all then we are unable attempt to set up another team for your opponents to play. In this case, we must rely on a team being available from the previous game to double up and fill in for you. This is risky because we can't guarantee a game for your opponents, who have arrived to play a game.

Your co-operation in this process will make for a better competition for everybody.

What happens if the other team doesn't show up?

When the other team doesn't show you have a few options to still receive value for your game fee.

If we've been notified 3 days in advance, we will try to arrange a fill in team for you to play on the night.

If we haven't managed to arrange a fill in team (i.e. little or no notification from forfeiting team), then the following applies:

- The Competition Manager will attempt to arrange a fill in team from players currently at the venue.
- If you have a 4-a-side team you can play a 2-a-side game between your teammates, which will still be refereed.
- Receive a free coaching session from the referee who can instruct your team in basic skills and team tactics for 4 or 2-a-side play.

For each of the above options you will receive 'Forfeit Win' points for the match.

What happens if we don't show for a game?

If you don't show for a game and have not given us 3 days notice, you will be penalised - with a forfeit loss.

Apart from this penalty, you should also be aware that your actions have also affected your opponents who were no doubt looking forward to playing against you!

What if the other team is late but are on their way?

The Competition Manager will telephone the Team Captain to check their approximate arrival time. Every minute that your opponents are late = 1 point to your team - i.e. 21 minutes late = 1st set.

Note: a 4-a-side match can start officially with only 2 players.

Fill-in Players

Can I get a player from another grade to fill in for my team?

Yes, but the player must be from a same or lower grade.

If you cannot find a player from a lower grade (i.e. you play with one from a higher grade) you lose the game on forfeit. But you can still play, and hopefully enjoying smashing the other team:)

If my team needs a fill in player, what can we do?

As soon as you become aware that you need a fill in player on a particular day, try your best to find someone. If that proves difficult (get some more volleyball friends!) please call us on 1300-865 539. We can provide you with telephone numbers of people from our 'Single Player List' for you to call. You can also just grab a friend! The responsibility to find fill-in players is yours.

Please note that any new players will have to register on the day. A casual player registration fee of \$10 is payable.

Note: A fill-in player will qualify to play in the finals after having played 30% of round matches with the same team, or the 3 last rounds of the league.

How do I become a Fill-in Player?

See [Single Players](#) or [contact us](#).

Single Players

[I don't have a partner/team. Can I play?](#)

If you're keen to play, but don't have a partner/team you can still register as a single player. We will try and find you a team or partner for the season. However, we cannot guarantee this, so it's best if you try and find (a) teammate(s) yourself. How about friends, brothers, sisters, neighbours, colleagues, or someone you fancy from the beach or our courses?

[How do I register as a single player?](#)

To register as a single player, please send an email to office@beachvolleyball.com.au with the following information:

- Full name
- Contact details

- 2-a-side, 4-a-side, 6 a-side or all above
- Level (Beginner, Intermediate, Advanced)
- How many years you've played (beach) volleyball

[What happens if I /you can't find me a partner/team?](#)

If we can't find you a partner/team for the season, your other option is to become a 'fill-in' player in case someone is sick for example. This way you will still be able to play a fair number of games during the season.

[How do I register as a fill-in player?](#)

To register as a fill-in player, please send an email to office@beachvolleyball.com.au with the following information:

- Full name
- Contact details
- 2-a-side, 4-a-side, 6-a-side or all above
- Level (Beginner, Intermediate, Advanced)
- How many years you've played (beach) volleyball

[What does it cost to become a fill-in player?](#)

When you are called upon to fill-in and you accept you must pay the seasonal \$15 player registration fee, which covers you for player accident insurance, and your game fee. The costs per game are is \$10.

[How do I pay these fees?](#)

See [Competition Fees & Insurance](#).

Location & Transport

[Where are the Sydney Beach Volleyball League venues?](#)

Our Dee Why venue is at Courtsportz, 26 Campbell Avenue in Dee Why, next to the Time & Tide Hotel.

Our Maroubra venue is located on the south end of Maroubra Beach.

To view a map and/or directions go to <http://maps.google.com.au>.

Is there any parking?

Courtsportz at Dee Why have a large parking lot with free parking.
At Maroubra there is free parking at Bernie Kelley Drive.

I use public transport, which buses can I catch to get there?

There are a number of buses that service the Dee Why and Maroubra areas.
Your best bet (after calling your teammates for a lift) is to call the Transport Infoline on 131 500 or search the [Transport Infoline website](#) and use the Trip Planner feature to find your way.

Feedback

Who do I talk to if I have questions or suggestions?

Your first point of call is your Competition Manager. They are responsible for the smooth running of the competition.

However, please feel free to give us your comments or suggestions by sending us an email through the 'Ask a Question' box on this page.

From feedback we've received to date, we've made changes to our competition operations, which we hope will make for a better experience for you.