

# *Spike League New Jersey*

*www.spikeleaguenj.com*

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**Wel come to the Summer 2004 season of Spike League New Jersey!**

**Our biggest, most competitive season ever. Thanks for coming out and playing!**

We've got 6 4 person divisions, **Muscle Beach, Downtown, Skyline, Sunscreen, Boardwalk and Castaway. Three Reverse Coed 2's divisions** on a women's net; **Swingers, Double Down and Hubby/Wife. New this season- a women's division: Bikini!**

## **OUTDOOR RULES**

**Location:** Pre-season regular season games will be held at Sinatra Park; between 4<sup>th</sup> and 5th Street on the east side of Frank Sinatra Drive on the Hudson River in Hoboken. The courts are set up on the large "NexTurf" field there. Additional matches may be held at Stevens Tech's DeBaun Athletic Field on campus off Hudson and the 7<sup>th</sup> street parking lot. Unfortunately there is no on campus parking at Stevens. I am negotiating reduced rate parking (1/2 scale) for Spike League members on game nights from 6 p.m. onward at the Municipal Parking lot located between 2<sup>d</sup> and 3<sup>d</sup> on Hudson. Sinatra Cafe has re-opened on a limited basis but we are looking for a summer watering hole to take care of us after we play. Rest rooms are open there till 10 p.m. Please note, no smoking, eating or drinking of alcoholic beverages on our fields!

**Game Times:** All games will start **PROMPTLY** at whatever time listed on the website. . Times will be: **7:00, 8:10 and 9:20 with lights out at 10:30, so again, be time conscious.** Corporate Matches can start earlier if necessary so please check your schedule carefully. Teams must arrive 15 minutes prior to game time to warm-up and ensure that games begin on time. Failure to arrive early will result in **forfeit of warm-up privileges.**

Teams arriving for the first scheduled matches on their courts **must** put down the lines and pick-up the score sheets and whatever other necessary equipment from the League Rep. Conversely, teams playing the late games **must pick-up** the lines. Your help in taking down the equipment at the end of the evening is appreciated but not required. If you take the nets off the poles please do NOT roll them up! Please fold only to avoid entanglements. Thanks!

Failure to adhere to these directives will result in your untimely death and/or dismemberment. ☺

**Forfeits:** Teams will forfeit the **first game 10** minutes after the scheduled start time and the **match** will be forfeited **20** minutes after the start time. Teams can play with as few as 2 players on the court; you can pick up a player to avoid a forfeit. You may not pick up an entire team of four, if you have three you can't pick up a 4th. If you have 2 you **can** pick up a third. However, if your opponents waive this rule and allow you to pick-up more than the minimum, the games will stand. Also, keep in mind that you cannot pick up a "**Ringer.**" You are only allowed to pick up a player who is as good as the "average" player on your team. If you pick up a "ringer" and your opponents protest, I will rule against your team and reverse all victories earned with the ringer player. So avoid picking up players from the higher division on your night as a general rule.

\*\* Remember- teams need not have a women player on the court. You can play w/ 4 men if you want, you male chauvinist bastards!

**Rain:** All games are on in light rain conditions, check with the office in marginal weather conditions up 'till 5 p.m. In case of rainouts we'll remake the games as necessary with double headers or on an alternate night at seasons end if available. If we are unable to make up the games, teams will be eligible for the playoffs based on their winning % of matches played. After 5 p.m. I'll post weather info on the league voice mail **201-792-7925** and can be reached at **201-657-1011** on my cell phone.

In case of a passing thundershower which affects one game or match that game/match will be cancelled and rescheduled. We do not push back the start time for the next match.

1. **Game Times:** Please check your schedule carefully and don't be late. The field lighting system is shut off at **10:30 sharp!** Matches will be **Rally Scored to 25 this season.** If you have the next game on a court ***it is your responsibility to inform the game before yours on your court that they are now in your time and that it is last serve.*** One hour is tight, one hour and ten is sufficient and one hour and 15 minutes is a very generous amount of time to get 3 games in even for the highest level matches with rally scoring. **So don't waste time** and you should have plenty to get your game in. Even one hour should be sufficient if you are time conscious.

So please be considerate by hustling after the ball that goes off the court and trying to move the games along in general.

**All games consist of 3 games straight to 25. One time out per game.**

2. **Referees:** The games will be self ref'ed unless a player from another game volunteers to ref and/or keep score. In that case, God love 'em and the Ref's call will be final. In the case of a disputed call in a self refereed game, good sportsmanship should be your guide and a replay the sensible ruling if no agreement can be reached.

3. **Dinks:** Open handed "Dinking" is not allowed, you must break your wrist or poke the ball with your knuckles, fist or the point of your stiff fingers .

4. **Hand sets:** Looser FIVB rules, which were also adopted by the AVP, for hand sets are in effect for the Wednesday and Co-ed divisions. Tuesday night should be ruled same as indoors but, c'mon you gotta call yourself if you really butcher it for self respect if nothing else. Good rule of thumb for those who are all thumbs; any backspin on set (opposite spin from the direction the ball is set to) means the ball rolled off the hands and therefore is a lift. Any sidespin on a set indicates that a double contact has occurred. Play should be stopped immediately for these types of illegal sets . Side setting is illegal when directed over the net. The ball can only be set in the direction the setter's shoulders are squared off to, either front or backwards. Oversets that are unintentional, (i.e. windblown) are **not** illegal. Obviously, the recreational division gets the most slack; the Wednesday night divisions and the top two coed 2's get the least. Bottom line: if your hands are shaky; bump set.

5. **Rotation:** Unlike indoor 6's you do **not** have to rotate in 4's though you may do so if you choose to. You ***must*** keep your **service order**, however.

6. **Back Row:** There is **no** back row player in 4's. Everyone is eligible to hit inside the 10' line.

7. **Under the Net:** Unlike indoor rules, outdoors you can go onto your opponent's court to play the ball so long as you do not interfere with the other teams play. Teams may not, however, contact the net. Additionally, you cannot contact the ball when it is completely over the net on the opposing team's side prior to a third contact.

8. **Side or Serve:** After setting the lines the captains should meet and decide which team will have side or serve via flip or pick-a-hand. **Teams switch sides every 10 cumulative points.**

**Note-** Once t-shirts are given out the team with the most players in uniform will have choice.

9. **Open Handed Receive:** Unlike indoor ball you **cannot receive the ball open-handed unless it is a hard driven ball (see below) or it comes out totally clean.** Serves should not be taken open handed.

10. **Hard Driven Ball:** A ball is considered hard driven if it is **contacted above the level of the net and hit in a downward trajectory**, not a roll shot, not even a roll shot with pace. The defender may play a hard driven ball with a maximum degree of latitude including double contact, lift, hand set, or carry.

11. **Results of Matches:** So your team won two or three games of your match; COOL! But it's not over yet. **The winning team must email the score the next day.** Oh, the burdens of victory.

12. **Safety:** Please be safety conscious. Although the courts are in excellent condition; check the court for any objects that could cause harm. Wear good sneakers to get a good grip on the turf. Cleats are NOT allowed! Don't kill yourself diving for balls off the court.

**DO NOT jump into the Hudson River!**

13. **Doubles:** Men must hit from behind the marked 10' area. Inside this area he may only play the ball below the top of the net. In other words, no part of his hand can be above the net on contact, the ball itself may be partially above the net.

14. **Let serve is good,** meaning a serve that hits the net is good if it goes onto the opponent's court. This allows players the latitude to be aggressive and jump serve if they want to.

**Please clean up after yourself and throw away your trash.**

15. **Have a great time, go for a beer w/your teammates and get out there and kick some grASS!**

## Here are the main points to keep in mind.

1. In case of light rain, games are on. Check with the league office at 201-792-7925 in inclement conditions. Should rain force stoppage during play and then stops, play will resume until your scheduled match time is up. Games not played will be rescheduled when possible.
2. Early teams put down the lines, late teams take them up. You are not required to take down your net but your help is always appreciated.
- 2a. Once shirts are given out the team with the most players in uniform has choice of side or serve.
3. Games **start** at their scheduled start times. A minimum of 2 players are needed. You may pick up a player to avoid a forfeit (up to fielding a 3 player team) but not a whole team. Do not pick up a “**ringer**” or your match will be forfeited. Rally score to 25 or the end of your allotted time. Lights out at 10:30 at Stevens.. Whoever leads at lights out wins.
4. Games are straight to 25, one time out per game. Play all 3 games. Captains get together before play begins to determine side and serve. **Teams change sides every cumulative 10 points.**
5. Only one toss per serve. No “dinking”. You must either break your wrist or poke the ball with your knuckles. No hand setting the serve. No setting the first ball over unless “hard driven.” You may hand set the ball over the net only in the direction your shoulders are facing (squared to) either forward or back. No ‘side-setting.’ Any set that *inadvertently* goes over the net is not a violation. Let serve is GOOD!
6. “Hard Driven” is defined as a ball that is contacted above the height of the net and hit in a downward trajectory with pace.
7. You may go under the net so long as you do not interfere with the other teams play on the ball. Any contact with the net is a violation. Balls which pass outside the poles are considered out of play
8. The winning team must report the results to the league via email: [spikeleaguenj@aol.com](mailto:spikeleaguenj@aol.com) Just report if you won 2 of 3 or 3 of 3.
9. Teams will play an 8 match season with rainouts rescheduled when possible including an alternate night. If matches cannot be remade teams will be considered for the playoffs based on their winning percentage.
10. Balls in the Hudson. If you were responsible for a ball going into the river, you are responsible for getting it out! Contact someone who is in charge and fish it out at the pier at the north end. A ball retrieval basket is available.
11. Co-ed Doubles: Inside the 10’ line, the men must play the ball with their contact point below the top of the net.
12. Have fun!!!