2026 Summer Adult Beach League Guide

Initial Ranking and Movement

- To begin the league, teams will be ranked based on their average final placement from the previous season. If one or both players did not participate in the previous season, results from the season before last will be used. If a player did not participate in either of the last two seasons, they will receive a final placement of 24th in the men's or women's league, and a final placement of 37th in the coed league. Should there be a tie, the team with the player having the highest finish will be ranked higher.
- The top 9 teams will then be serpentine seeded into 3 pools of 3 (Pool A, Pool B, and Pool C). The remaining teams will be serpentine seeded into pools of 3 (Pool D, Pool E, and so on).
- After the first week, teams will be placed into Tiers as follows:

Pool A	Pool B	Pool C
1st Pool A	2nd Pool A	3rd Pool A
1st Pool B	2nd Pool B	3rd Pool B
1st Pool C	2nd Pool C	3rd Pool C
Pool D	Pool E	Pool F
1st Pool D	1st Pool G	1st Pool J
1st Pool E	1st Pool H	1st Pool K
1st Pool F	1st Pool I	1st Pook L

And so on until all teams finishing first are placed.

Next highest pool	Next highest pool	Next highest pool
2nd Pool D	2nd Pool G	2nd Pool J
2nd Pool E	2nd Pool H	2nd Pool K
2nd Pool F	2nd Pool I	2nd Pook L

And so on until all teams finishing second are placed.

Next highest pool	Next highest pool	Next highest pool
3rd Pool D	3rd Pool G	3rd Pool J
3rd Pool E	3rd Pool H	3rd Pool K
3rd Pool F	3rd Pool I	3rd Pook L

And so on until all teams finishing third are placed.

- In subsequent weeks, the last place teams in each Pool will switch with the first-place teams in the lower Pool.

Prizing

The following guidelines will be followed when issuing prizing to Tier 1 winners:

- 1st overall ($750)
- 2nd overall ($250)

Missed League Night – Substitutions and Notification Policy

If a team will be missing a player for a scheduled league night, they are strongly encouraged to find substitute players to avoid forfeiting their matches.
In the event that a team cannot attend and must forfeit, **they must notify the league coordinators by 3:00 PM on the day of play**.

- **First Missed Notification:** If a team fails to notify league coordinators of their absence by the 3:00 PM deadline, they will be recorded as finishing **last in their current Tier** for that week and given a warning.
- **Subsequent Missed Notifications:** Any additional failure to provide advance notice by 3:00 PM will result in a **last place finish in the Tier below** the tier they were scheduled to play in.
  Example: A second infraction by a team in Tier B will result in a last place finish in Tier C for that week.

These measures are in place to help maintain fair play, ensure schedule integrity, and respect the time of other participants.

Format for pools of three: 3 matches of 2 sets to 21. Each team will play twice as listed on the schedule.

Format for pools of four: 4 matches of 2 sets to 15. Each team will play twice as listed on the schedule. The winners of the first 2 matches will play each other to determine 1st and 2nd place in the pool. The losers of the first 2 matches will play each other to determine 3rd and 4th place in the pool.

Match Timing & Game Flow
To ensure a smooth and enjoyable league experience for everyone, the first match of the night must start no later than 6:05 PM and run on a tight schedule. Timeouts are not permitted, and players are encouraged to keep water bottles or quick snacks at the posts to help maintain the pace of play.

There is a maximum of two minutes between sets and five minutes between matches. This includes completing warm-ups off-court (on the grass) and limiting on-court warm-up time to five minutes.

Respecting these time guidelines helps keep the league running on schedule and ensures a fair experience for all teams. If matches consistently run over time, we may move to a timed match format.

Late Policy:

- 0-4 minutes late: Warning
- 5 minutes late: Forfeit first set (21-0)
- 20 minutes late: Forfeit second set (21-0)

Tie-breaking Procedures

If two or more teams are tied at the end of the round the following criteria will be applied, in order:

1. The team having the best sets ratio of won/lost, considering games played between the tied teams, will be ranked higher.
2. The team having the best ratio of points for/against, considering games played between the tied teams, will be ranked higher.
3. In the event of an unbreakable tie, the results will reflect the initial pool ranking to start the round.

Game Specific Rules (Volleyball Canada Rules Apply)

- Each match will consist of 2 sets to 21 in pools of 3, and 2 sets to 15 in pools of 4.
- A block contact counts as a touch (only 2 more contacts permitted).
- Tipping with an open hand is not permitted.
- A side switch occurs every time the total score equals 7 (4-3, 14-7) in sets to 21 or every 5 points in sets to 15.
- There is no center line, players may cross under the net as long as they don't interfere with another player.
- Proper serving order must be maintained. However, if a fault is committed, the serving order may be corrected with no penalty.
- Completing an attack-hit using an overhand pass or set which has a trajectory not perpendicular to the line of the shoulders is not permitted. The exception is when the player is attempting to set to his or her teammate and the wind carries the ball over the net.
- Any overhand contact (i.e.: set) must be very clean with little to no spin and must not be caught or thrown.
- The playoffs will feature only the top 6 teams after the final standings are set. Seed 3 will play Seed 6, and Seed 4 will play Seed 5, while the top 2 teams will receive byes to the semifinals.
- During playoffs, players in the league may only represent the team they are registered to play for. In cases where a registered player competes for a team other than their own, that team will lose the match 21-0, 21-0.
- During playoffs, players who are not registered in the league but are subbing may only represent one team in an evening.
- Only subs that have participated in regular league matches may sub in the playoffs. Subs must be reported to VNS.
- Two subs are not permitted to play together in the playoffs.

If you have any questions, please contact us at vnsbeachprograms@gmail.com

General Information

- Teams with players aged 18 or younger must receive permission to join the league.
- We will play rain or shine unless there is lightning.
- Parking is located behind the 4Pad arena.
- Port-a-potties are available on site.
- No alcohol or smoking permitted on site.
- Showers are available on site.
- Minimal/no officiating will be available.
- Dogs must be on leash and attended to.
- Teams must rake their court after their last match. Teams found not to have raked may be sanctioned.

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