

ADVANCED PLAYER RULES FOR INTERMEDIATE AND RECREATIONAL LEAGUES

Bumpy Pickle Beach strives to make our intermediate and recreational leagues FUN. Having **advanced** players in these leagues is a bonus and it can help other players develop their own skills. However, without a few restrictions, teams could field only highly skilled players, thus ruining the fun we seek. Big offensive swings on unprepared or inexperienced defenders, or players getting hit by a hard driven ball is the most common complaint and **why the rule was made**. It's not perfect, but it's a start. **The idea is to maintain league parity within the different levels, while also encouraging development and movement towards better play across all league levels.** Advanced players should understand that they are in the REC & INT leagues to *inspire & help* others, not there to show off their own skills. We want to develop better players to feed the upper leagues.

1. Who is considered an ADVANCED player:

- a. If you have played, or play, in Bumpy Pickle's advanced leagues, we consider you an **advanced player**.
- b. If you are new to Bumpy Pickle, or prove to have *advanced skills (ie: hard hitter who generates complaints in REC or INT games)* we *may* restrict you like an advanced player by limiting your swing, the position you play in, who you can team with, or the league in which your next enrollment should be in.
- c. An occasional appearance as a SUB on an **ADV** team will not qualify a player as advanced.
- d. It is each player's responsibility to know their own rating. Team captains should also verify and know their team's limits -and eligible subs.

2. What are the ADVANCED player restrictions:

- a. **ADV** players should not jump serve, swing or block in REC or INT leagues. If any of these rules are violated, a point is awarded to the opposing team and possession of the ball.
- b. Each **INTERMEDIATE** team is allowed up to **2 advanced** players. 1 advanced male maximum.
- c. Each **RECREATIONAL** team is allowed **1 advanced** player.
- d. Teams are not allowed to play w/ a roster that violates the **advanced** player count, even when using substitutes.

3. Definitions:

- a. **SWING:** We obviously want to eliminate hard driven balls w/ downward trajectory. Jumping out of the sand to get on top of a ball is a key characteristic, as is having hand and arm follow through, downward towards the sides of your hips. Shots, cuts and jumbos *ARE ALLOWED* & typically leave the hand stopped high in the air after contact, or come to rest at your side much slower than a fast “swing” would.
- b. **BLOCK:** Blocking is the action of players close to the net attempting to intercept the ball coming from the opponent by reaching higher than the top of the net.
- c. **JUMP SERVE:** Tossing the ball into the air and jumping up and/or forward to hit the ball with force similar to an offensive swing. No jump serves are allowed by ADV players in INT or REC. Additionally, when serving to REC teams, no “trick” serves should be used. Examples would include “skyballs”, pre-loading spin into the ball through its toss, etc. A simple serve should be used in REC.

4. Exceptions and exemptions:

- a. **Age 55 & up. Advanced league** players 55 or older at time of their league registration is an **AVP (*Aging Volleyball Pro!*)** and may play in *any* of our leagues *without restrictions* of team count limit *OR* offensive/defensive playing restrictions.
- b. League Retirement. If a player <55y.o. decides to quit or stop playing in the advanced league(s), he or she may drop the **advanced** designation the following year. Restrictions, similar to **1b**, may still be imposed, but the player does not count against a team's ADV limit.
- c. For a player's first time moving up into the **advanced leagues**, the player will be considered **advanced** for the remainder of that year. Any leagues already in session will consider what the player was at the time of registration for each league he/she is enrolled. This allows them to finish current obligations before teams need to reconfigure for following sessions.
- d. A player's **advanced** designation may be removed if he/she only plays 1 session of 1 **advanced league** and moves back into INT and REC leagues for further development immediately after the advanced session ends. Bumpy Pickle has discretion here, similar to **1b**, to restrict some aspects of highly skilled players.
- e. An **AVP** designated player may NOT play in a Pure Rec Tournament in any capacity.