



Beach Volleyball Rules

Your squad will be scheduled to compete in one of our tournament pools. You'll be able to download the tournament schedule from the website the week of the event. Know your bracket start time and check into the On-Deck Area 15 minutes early to avoid disqualification for not entering your designated court when your Team is called. The Official will do introductions, and then conduct a quick review of the tournament structure and rules. Teams must report to assigned courts on time for each match or forfeit will occur. Teams will be in a pool of 8-10 teams assigned to a specific court for all your games. Officials have been instructed to only communicate with squad leaders.

RALLY SCORING: Each time the ball is served; a point is scored regardless of who served it. For instance, if the opposing team allows the ball to drop in their court area or commits any net or serving violation, then your team will receive a point. The team who scores the last point will retain serve. Rally Scoring is designed to move games along much quicker and to reward a team each time it does well.

SUBSTITUTIONS: Each team is permitted 130-second "Time Out" for substitutions per game. Any number of players may be substituted. A substitute must be of the same sex and take the replaced player's same position in the rotation when play resumes. You may substitute during the other team's Time Outs as well. If you are not replaced during a substitution, you must remain in the same position. Outside this time out, the only time players come into the game is into the service position (with the upcoming server coming out).

Volleyball Rules Overview

Teams will play 3 pool play games Coed 6's

(3m/3f)

Rally Scoring -1 game to 15 (17 cap, win by 2) One (1)

30 second time out per team

Players must stay in rotational position during play as much as possible.

Players can rotate in as the new server.

Rules for SPORTSFEST Volleyball:

1. Starting side is predetermined; after the first team reaches 8 points, teams switch sides. Please remind your court official of this procedure - failure of teams switching sides is NOT grounds for protest.
2. Teams play coed G's (3m/3f). Teams must have 4 to play and cannot have any more than 3 men on the court at a time.
3. A coin flip (or Rock/paper/scissors) will determine who will serve first.
4. Team members must move in a clockwise rotation with each new server. Players must stay in rotation positions after the serve. Players coming in must come into the service position.
5. Officials will call games with the consideration of the skill level and knowledge level of the players. Players will not be allowed to break the plane above the net and may be called if contact or interference is made below the net.
6. Players may hit the ball with an open hand, but not carry the ball. This will be a judgment call made by the officials.
7. Only three consecutive hits are allowed per side after receiving a serve or return.
8. A Combination of male and female hits will not be required, although consistent intentional male (or female) domination of ball control goes against the spirit of the games and, if necessary, the official will have to enforce the combination.
9. Back line players may not spike the ball.
10. Official's judgment is FINAL.
11. Failure to be on time for the start of your match will result in the disqualification of your team for this event.
12. A serve that touches and goes over the net IS considered in play.

COURT PLAY-OFF EXPLANATION: 8-10 teams are assigned to each court. The team with the best win/loss record from each court will advance to the Championship (Single Elimination) Round. In the case of equal best records achieved by two or more teams on the same court, a tie-breaking play-off system will be applied to determine the single team that will advance. These Play-Off Games will be played to 15 points win by 2 with 17 points.

TEAMS SHOULD CHECK WITH THE COURT OFFICIAL DURING THE DAY TO SEE IF THEIR TEAM IS ELIMINATED OR NOT. IT IS POSSIBLE TO HAVE MULTIPLE 3-0 TEAMS NEEDING A PLAYOFF FOR COURT CHAMPION. (or many 2-1 teams)

Play-Off Contingencies:

1. If two or more teams are tied with the same record but have played one another in head to head competition, the winner will advance without having to play this team in a play-off game.