



Star Spangled Spectacular Sand Volleyball Tournament

Rules

The rules for the Sand Volleyball Tournament will be essentially the same as the United States Volleyball Association (USVBA) rules. The following covers the important highlights of the rules along with the exceptions which will be used for this tournament.

1.0 Definitions

- 1.01 The ball is in play from the instant it is contacted when hit for the serve until a dead ball occurs.
- 1.02 A ball is play is dead if (a) it touched the ground of the court, (b) it is out of bounds, (c) the referee blows the whistle to stop play.
- 1.03 Play is ended at the instant the ball is dead as determined by the referee.
- 1.04 A contacted ball is one that touches or is touched by any part of a player's body or clothing.
- 1.05 A foul is an infraction of the rules or a failure to play the ball properly as permitted under the rules.
- 1.06 The ball must be clearly hit. When ,in the opinion of the referee, the ball visibly comes to a rest at contact, the player shall have committed a foul.
- 1.07 The ball is out of bounds when it touches any surface or object or ground outside the court, or touches or passes over the net outside the markers on the sides of the net. Any part of the ball touching the boundary line or the marker on the sides of the net is not out of bounds. If the ball is caught or contacted by a player before landing out of bounds, it is not out of bounds.
- 1.08 A spiked ball is a ball (other than a served ball) hit with force from a height not less than the top of the net with one hand.
- 1.09 Blocking is an attempt to intercept a ball returning over the net, or preventing it from doing so. Blocker(s) may reach over the net. The block is not counted as one of the three (3) plays allowed to a team. Serves may **not** be blocked or spiked.
- 1.10 Simultaneous contacts are contacts made at the same instant.
- 1.11 Rally scoring – The deciding game (3rd) of a match shall use the “rally point” system with a point awarded on each serve or awarded side out.

2.0 EQUIPMENT & FACILITIES

- 2.01 The playing surface (court) shall be 60 feet long by 30 feet wide. The lines on the short sides are “endlines”, and on the long sides, they are “sidelines”.

- 2.02 The service area shall be a minimum of 6 feet in depth back of the endlines. And in the event the playing area does not provide space for such depth, then the serving area shall extend into the court to whatever distance is necessary to provide such a minimum service area. Service may occur any where along the endlines.
- 2.03 The net shall be three (3) feet wide overall and 32 feet long when stretched. The top shall be level and measure at the center of the court (8) feet to the ground, and the ends as close to eight (8) feet as possible for men and 7' 4 1/4" for women.

3.0 OFFICIALS

- 3.01 Decisions by the referee concerning facts are final and NOT subject to protest.
- 3.02 The referee shall have the power to make decisions on any matter or questions not specifically covered in the rules.

4.0 TEAMS & PLAYERS

- 4.01 Teams shall be composed of six (6) players, (roster may have up to 8 players) for 6's leagues. A minimum of 4 players must be on the court at game time to avoid a forfeit. Teams shall be composed of four (4) players (roster may have up to 6 players) for 4's leagues. A minimum of 3 players must be on the court at game time to avoid forfeit(s).

5.0 CHOICE & CHANGE OF COURTS

- 5.01 For the first game of a match, one of the captains shall call the toss of a coin. The winner takes the serve or choice of courts. For subsequent games the loser of the previous game serves.
- 5.02 Teams change courts at the end of each game.

6.0 POSITION OF PLAYERS

- 6.01 The server shall serve from within the serving area and shall not touch the lines bounding this area or the ground outside this area at the instant the ball is contacted for the serve. Part of the server's body may be in the air over or beyond these lines.
- 6.02 All players, other than the server, shall be within their playing area (but may touch the court boundary lines) in serving order with each of the three (3) forward line players forward of the respective back line player at the instant the ball is contacted when hit for serve. For determining the serving order and the front and rear lines, any part of an adjacent player's body touching the ground.
- 6.03 After the ball is contacted when hit for serve, the players may move from their respective positions.
- 6.04 At the moment of service, it is illegal for players of the serving team to place their arms for the purpose of forming a screen to mask the server's action, or to jump or form groups of two or more players for such purpose.
- 6.05 A back line player closer than 10 feet from the net, returning a ball over the net, must contact the ball from below the level of the top of the net.

- 6.06 A player shall not serve out of turn. When the ball is dead, an out of turn service may be called by the referee or by opponent's captain or coach. If this is then verified, the points made on this service shall be cancelled and side-out declared. If opponents serve before the out of turn service is called and verified, there shall be no loss of points. In either case, players of the team in error shall regain their proper positions before another service by either team.
- 6.07 Blocking is permitted by any player on the front line. Any player is considered as having the intention of effecting block if one or both hands are placed above the head while in a position close to the net in an effort to intercept the ball.

7.0 **SERVICE**

- 7.01.1 The server shall put the ball in play by hitting it with any part(s) of the hand(s) or arm(s). The ball may be dropped, tossed, or otherwise released and must be hit before it touches any surface, object, or person, or it may be hit directly from the other hand of the server.
- 7.01.2 The right back player of the serving team shall be the first server of the game. Thereafter, the player rotating into the right back position shall be the server.
- 7.01.3 Each server shall continue serving until his team commits a foul or the game is completed.
- 7.02 When the serving team commits a foul, the ball shall be given to their opponents to serve. No rotation on the first serve.
- 7.03 The referee shall blow his whistle before each serve is initiated in order to allow the opponents a reasonable amount of time to return to their positions.

8.0 **NET PLAY**

- 8.01 A player shall not contact any part of the net or its supports while the ball is in play.
- 8.02 Player(s) in the act of blocking may reach across the net, but may not contact the ball there until an opponent has the ball to return it.
- 8.03 A player may not reach over the net to play a ball, other than when blocking. In returning a ball, a player may follow through over the net providing the first contact with the ball is on the player's own side of the net.
- 8.04 When a player participates in blocking and makes only one attempt to play the ball during the block, successive contacts of the ball may be allowed during such play even though it was not a hard driven spiked ball. Player(s) participation in this play may make the next play. This next play shall count as the first of three hits allowed the team.
- 8.05 Blocking is permitted by any player on the front line. No back line player may make an attempt to intercept a ball coming over the net or to prevent it from doing so.
- 8.06 If opponents simultaneously hit the ball above the net, the player behind the direction in which the ball travels after such contact is considered to have touched it last, the team upon whose side of the net the ball falls is allowed three plays of the ball.

- 8.07 When only a part of the ball crosses the net and is contacted by an opponent, it is considered as having crossed the net. Any ball legally contacted by blocker(s) on the opponent's side of the net may be considered to have legally crossed the net.
- 8.08 A Player may go over and into opponents' court providing the player does not interfere with opponents play. Interference with opponent's play is not allowed.
- 8.09 Any part of a player's body may be in the air below the net beyond the center line providing there is no interference with the opponent's play by touching an opponent or a ball still in play by the other team.
- 8.10 A player may reach under the net to retrieve a ball that is still in play by his team. An opponent may not interfere with such play either by touching the ball or the player reaching under the net to retrieve a ball.
- 8.11 A ball is in play when it touches the net and stays in play until the referee blows the ball dead.

9.0

OTHER PLAY

- 9.01 Simultaneous contacts of the ball with two or more parts of player's body are allowed and are considered as one play.
- 9.02 Simultaneous contacts of the ball by more than one player of the same team (other than blockers) are allowed, but are considered as two plays. Players participating in such play may not participate in the next play.
- 9.03 A player shall not make successive contacts of the ball except when blocking.
- 9.04 A player shall not play the ball twice in succession. The two plays that are exempt from this rule are: (1) successive contact by blockers, (2) simultaneous contacts by opponents.
- 9.05 A team shall not play the ball more than 3 times before it crosses the net. The two plays that are exempt from this rule are: (1) simultaneous contacts by opponents; (2) blocking.
- 9.06 A player may go outside the court while the ball is in play and may cross the assumed extension of the center line, but may not play the ball while across it.
- 9.07 A ball in play is dead if; (1) it touches the ground of the court, (2) it is out-of-bounds, (3) the referee blows whistle or otherwise signals to stop play. The play is ended at the instant the ball is dead as determined by the referee.
- 9.08 A ball may strike one or more times on anything which intrudes upon the height of the court or that of the surrounding area may still be in play by the offending team according to the rules as though the ball had not touched anything. However, no such rebounding ball may legally strike above the opponent's side of the net, nor may it legally fall to the opponent's playing area.
- 9.09 A back line player closer than 10 feet from the net returning the ball across the net must contact the ball from below the level of the top of the net. If the player is beyond 10 feet from the net or the takeoff to jump be clearly from more than 10 feet from the net, the restriction would not apply.
- 9.10 The ball may be hit by any part of the body above and including the waist.
- 9.11 The first match of the evening will start promptly as scheduled. Each succeeding match will begin promptly after the conclusion of the preceding

match. The minimum # of players must be ready to play upon the call of the referee. If the minimum # is not, the first game is forfeited. If the minimum # is not available after 10 minutes from the next call the match is forfeited.

10.0

CONDUCT

- 10.1 Players shall not stamp their feet or shout at an opponent who is about to play the ball or in the act of playing the ball or engage in other unsportsmanlike conduct.
- 10.2 A team, player, substitute, coach, or manager shall not commit any act which, in the opinion of the referee, tends to slow down the game unnecessarily.

11.0

SUBSTITUTES

- 11.1 The substitute shall take the position of the player being replaced. No change shall be made in the relative positions of the other players or the service order.
- 11.2 A substitute is not allowed a warm-up on the court during a game except during a time-out. If the substitute spikes or serves during the warm-up, it shall be done from the opponent's playing area.

12.0

TIME FACTORS

- 12.1 Time-outs shall be 30 seconds in length. A team is allowed two time-outs each game without penalty.

13.0

SCORING

- 13.1 A point shall be scored for the serving team when their opponents commit a foul.
- 13.2 Side-out shall be declared and the ball given to the opponents to serve when the serving team commits a foul. Points are not scored on a side-out unless during rally score.
- 13.3 A game is won by the team that has scored the most points and is at least two (2) points ahead when one of the teams has scored 15 points or more. The referee shall give the score as the game progresses and announce "game point" when it is pending.
- 13.4 All games will be 3 out of 3 with rally scoring only, on the third game.
- 13.5 When players of opposing teams commit fouls simultaneously, the referee shall direct a play-over. Points are not scored on a double foul.

14.0

COED PLAY

- 14.1 The rules in general shall govern play for females and males on the same team with the following exceptions; (a) serving order and positions on the ground should be an alternating of male and female; (b) when the ball is played more than once by a team, one of these contacts must be by a female

player; (c) the net shall be 8 feet; (d) one back court player may also block when there is only one male player in the front line.

14.2

Teams shall be composed of six (6) players, (roster may have up to 8 players), three (3) males and three (3) females. Teams may play with no fewer than four (4) players with no more than (2) males but can consist of up to (3) or more females.

The Lima Recreation Department reserves the right to modify any rules as deemed necessary.
Teams are subject to disqualification for inappropriate behavior.