

# CO-ED Sand Volleyball Rules

To eliminate confusion, the following tournament rules will be followed with strict adherence. Those who would like to participate in games with a more relaxed setting, please feel free to join games that will normally occur in the Sports Complex during the evenings or on the sand courts when tournaments are not in play.

Only persons registered as full week Family Campers may participate in the Family Camp scheduled volleyball tournaments.

Names may be added to the team roster after submission **ONLY** by the volleyball coordinator.

No false names may be given when registering to play in the tournament.

Persons may not register to play unless you will be present to participate in the games throughout the entire week.

Games **WILL** start on time. If a team does not have enough members present to begin (2 females, 1 male) five minutes after starting time, the first match is forfeited. If members are still absent 20 minutes after scheduled starting time, the second match is forfeited. Later players may not participate after a match has been set in play.

A person may only participate on **ONE** team per Family Camp year.

## TEAMS

- A team consists of 5-10 players, with a minimum of 2 women. Minimum age requirement is 14 yrs. old.
- Co-ed rules apply; two women must be on the court at all times. If the ball is hit more than once on a side, it must be hit by at least one woman.

## TIMING AND SCORING REGULATIONS

1. A match shall consist of a best 2 out of 3.
2. A game is over when one team scores 21 points. The winning team must have at least a two-point advantage. If a 20-20 score exists, play will continue until one team wins by 2 points. A team **CAN** win without serving the ball. 3<sup>rd</sup> game will be played to 15 points.
3. All three games must be played within the 55-minute time block. Playoff games will have no time limit.
4. Rally scoring will be observed.
5. All games will be double elimination.

## SERVING REGULATIONS

6. A coin toss will be done between the two opposing captains. The winner has the choice of: serving the first game or choosing which court to start on. The opposite team will start with the serve the following game.
7. The serve is the act of putting the ball into play by the right back-row player who hits the ball with one hand or arm from the service zone (anywhere beyond the back line and within the two sidelines). Authorization of the serve must be given to the server from the official before the serve may be hit.
8. Serves may be underhand, overhand, or jump serve.
9. The players of the serving team must not screen the opponents from seeing the contact for service or the path of the ball. This would include a player waving arms, jumping up and down, or moving sideways at the time of the serve. The serving team is also prohibited from making a collective screen when the server is hidden behind two or more teammates and the ball is served over them. Non-competitive must serve underhanded.

10. Blocking or attacking the serve is illegal.
11. Only one serve is allowed (There are one “re-serves,” meaning that a player may not drop a bad toss without serving and then toss it again to serve.) Faults on the serve may occur when:
  - b) ball touches teammate
  - c) ball is passed under the net
  - d) ball goes out of bounds.
12. The ball is out-of-bounds when it touches any surface, object, or ground outside the sand court. A ball may be played from out-of-bounds from your territory only. It illegal to touch the opponent’s court in the act of playing a ball.
13. On change of serve, all players shall rotate clockwise (to the right in front line and left in second line). The player in the front line right position (right forward) becomes the next server. Positions of players may be changed only after a completed game. If you do not start the game with the serve, you rotate before the first time you serve.

#### **LEGAL & ILLEGAL HITS**

14. The ball must be cleanly hit. The following constitutes a legal hit:
  - a) Contacting the ball with the heels of the hands, fists, or arms.
  - b) A closed fist punching at the ball.

The following constitutes illegal hits:

- a) Ball visibly comes to rest
- b) Held ball
- c) Successive contacts
- d) Attacking the serve

#### **FAULTS**

15. The following types of faults can occur during an attempt to play the ball:
  - a) Player touching net.
  - b) A player takes support from a teammate or any object in order to reach the ball.
  - c) A team contacts the ball four times before returning it to the opponents.
  - d) Catching or throwing the ball. The ball must be tapped. No open hand tips/dinks.
  - e) Serve out of turn. (Loss of points scored by ineligible server.)
  - f) A player spikes the ball above the opponents’ court.
  - g) A player contacts the ball twice in succession or the ball contacts various parts of the player’s body successively.
  - h) A player receives personal warning.
  - i) If ball is hit more that once on side, one of three hits must be female.

#### **BLOCKS**

16. A ball touched by a player, playing close to the net, and attempting to block a shot by an opponent shall not be counted as one of the three hits permitted by his team. He/she may block the shot and play the ball before a teammate touches the ball. If two players block the ball simultaneously, this will count as a block.
17. A joust (ball coming to a rest above the net on a block attempt) will result in a replay of the point.

#### **TIME**

18. Teams must be ready to play by 10 minutes after end of last game. If a team shows up more than 5 minutes after the hour, the team that arrived on time has the following option: *They may claim forfeit for one game and agree to play #2 and #3 games.*