

# BEACH VOLLEYBALL

## Tournament Rules



## CONTENTS

<b>1. Facilities and Equipment</b> .....	3
<b>2. Sportsmanship</b> .....	3
Zero Tolerance Policy .....	3
Reporting Sportsmanship Concerns .....	4
<b>3. Rosters</b> .....	4
Default Minimums .....	4
<b>4. Tournament Specific Rules</b> .....	4
Game Format .....	4
General Play .....	5
Service .....	5
Playing the Ball.....	5
Net Rules.....	5
Division Specific Rules.....	6
Beach Volleyball 6’s .....	6
Beach Volleyball 4’s .....	7
<b>5. Reporting and Standings</b> .....	8
How Teams are Ranked .....	8
<b>6. Weather</b> .....	9

## 1. FACILITIES AND EQUIPMENT

The SSC rents all courts from private facilities. As tenants, players must respect the standards and rules of each facility:

- Alcohol consumption and smoking on the courts is prohibited.
- Please refer to the Google Map for parking information; no parking in restricted areas.
- All public by-laws apply when using a court, including excessive noise, offensive language, littering, etc.
- Be respectful to homeowners, community residents and anyone else sharing the surrounding area.
- Players are responsible for all property damage that results from their actions, including vehicles.

**Facility Complaint Policy: Any player who causes the SSC to receive an official complaint regarding a facility is subject to a \$100 fine and possible suspension from the tournament and leagues.**

## 2. SPORTSMANSHIP

**The SSC encourages a ‘fun-first, winning-second’ attitude in all tournaments. All players are expected to abide by the SSC sportsmanship policies, including:**

- Controlling emotions and actions at all times.
- Treating the facility, equipment, staff, other players, and coordinators with courtesy and respect.
- Avoiding retaliation under any circumstance.
- Providing feedback in a constructive manner to the SSC staff and being open to feedback from the SSC staff.

## ZERO TOLERANCE POLICY

SSC Staff (including Games/Event/Beach Volleyball Coordinators) reserve the right to remove players immediately from a facility and/or league, tournament, or event if they are involved with any of the following acts toward a coordinator, facility staff, player, or spectator:

- Using racial, ethnic, homophobic, fatphobic, gendered, transphobic, sexist, sexual, disability or other slurs
- Swearing directly at another person
- Intentionally pushing, shoving, or making physical contact with another person
- Instigating and/or retaliating in an altercation
- Displaying disrespectful or threatening behavior

If a player is ejected due to unsportsmanlike play, they must vacate the facility immediately, inclusive of the parking lot.

In addition to being dismissed from the game, the player(s) or team may be removed from the tournament with no refund and future league suspensions may be issued.

## REPORTING SPORTSMANSHIP CONCERNS

- If during the game there is a concern with the other team, the issue should be addressed respectfully with the opposing Team Captain at the appropriate time (during play on the sidelines or breaks in the game).
- If the issue still seems unresolved at the end of the game, captains should further discuss the issue with the SSC staff and opposing Team Captain.

## 3. ROSTERS

Format	Total # of Players Required on the Court	Minimum # of F Players Required on the Court	Maximum # of M/X Players Allowed on the Court
4's	4	1	3
6's	6	2	4

The SSC welcomes people of all gender identity or expression. Minimum female player requirements are inclusive of anyone who identifies as a female (i.e. players who identify themselves as M and X will not count towards female player minimums).

- All players on the roster must have accepted roster invitation through their homebase account prior to the tournament.
- When competing in semi-finals and finals, all players on the court must have played at least 1 game with the team during the round robin.
- If playing 6's with only female player on the court, teams cannot replace the second female player spot and must play one player short.

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## DEFAULT MINIMUMS

Format	Minimum Players to Avoid Default
4's	3 (1 Female Player)
6's	4 (1 Female Player)

## 4. TOURNAMENT SPECIFIC RULES

### GAME FORMAT

- **Round Robin Matches:** Games 1 and 2 are rally-point scoring to 25 points, the first team to 25 wins. There is no Game 3 in round robin games. Teams do not need to win by 2 points to win the game.

- **Playoff Matches:** Games 1 and 2 are rally-point scoring to 25 points, the first team to 25 wins. Game 3 (if needed and time is permitted) is to 15 points. Teams do not need to win by 2 points to win the game.
- Ties are allowed in round robin matches. If each team wins a game in the match, the match winner is determined by who has the higher total points 'for'. Should the total points 'for' for both teams be the same, the match is considered a tie.
- When 'time' is called, the match ends immediately with the score standing only if a total of 15 combined points has been played. If the combined score in the current game has not reached a total of 15 points, the game will not count. If time is called in the middle of a rally, the play stops with no point awarded for that rally. If the second game is tied, the team who won the first game is the match winner.
- Teams should 'rock, paper, scissors' or use any other suitable means to determine who gets first serve or chooses a side. First service alternates between teams for the start of the games (if Team 1 serves first in Game 1, Team 2 would serve first in Game 2) and teams will switch sides between Game 1 and Game 2.
  - In semi-final and final matches that go to a third game, teams should again 'rock, paper, scissors' or use any other suitable means to determine who gets the serve first or chooses a side. Teams will switch sides in Game 3 once a team has reached 7 points.

## GENERAL PLAY

### SERVICE

- Only one toss or release of the ball is allowed per serve.
- If a serve touches the net on the way over, the ball is in play.
- Players cannot block or spike a serve.
- Sky-ball serves are permitted in SSC Beach Volleyball Tournaments.

### PLAYING THE BALL

- A maximum of three touches or hits per side is allowed (excluding any blocks).
- A single player may not touch the ball twice in succession (unless the first touch is a block).
- Players may contact the ball with any part of the body, including areas below the waist.
- A ball that rolls along a player's body is deemed an illegal hit.
- Players cannot block or spike a served ball.
- A double hit off of the serve or a hard spike is allowed.
  - Ex: The serve hits the defender's arms then chest.
  - Includes a ball hitting the defender and then the net, the player could hit the ball again.
- Players are to call balls in or out of bounds. If there is a dispute, resume play by re-serving the ball with no point awarded.
- Players are to call their own fouls. If an obvious foul is missed, a player on the opposing team may politely point this out, assuming that their opponent either does not know the rule or missed their own foul. Generally, teams should NOT call fouls against their opponents. Obvious fouls are: carries, double hits, touching the net, going under the net and contacting another player.

## NET RULES

- Players are permitted to penetrate into the opponent’s space under the net, as long as they do not interfere with the opponent’s play, including the opponents’ feet/body.
- Players may not pass their hand over the net to interfere with an opponent’s attack.
- Players are permitted to pass his/her hand above the plane of the net in the following scenarios:
  - Blocking
  - Following-through on a spike
- A fault occurs if a player contacts the net between the antennae or the antennae itself while playing the ball. This includes:
  - Taking off, hitting (including fake attacks), blocking, setting, or landing.
  - Players near the ball and actively attempting to play it are considered in the action of playing, even without ball contact.
- Contact with posts, ropes, or objects outside the antennae, including the net, is allowed if it does not interfere with play.
- No fault is committed if the ball drives the net into an opponent.

## DIVISION SPECIFIC RULES

### BEACH VOLLEYBALL 6’S

- There is a maximum of 5 consecutive points allowed per server.
  - If the maximum is reached, the team will rotate to the next server and keep possession.
- Player rotation is established at the start of each game.
  - Players must be in the correct position prior to each serve.
- Jump serving is not permitted.
- Back row attacks are not permitted, a standing hit is allowed.
- **Hard Smashing:**
  - *Recreational:* Hard-smashing is not permitted.
  - *Intermediate:* Hard-smashing is permitted in a controlled manner.
- If teams are finding that their opponent is playing in a reckless or dangerous manner, please have your Team Captain talk to the other Team Captain to come up with a resolution.

League	Rules
All 6’s Divisions	<ul style="list-style-type: none"> <li>• There is a maximum of 5 consecutive points allowed per server               <ul style="list-style-type: none"> <li>○ If the maximum is reached, the team will rotate to the next server and keep possession</li> </ul> </li> <li>• Player rotation is established at the start of each game               <ul style="list-style-type: none"> <li>○ Players must be in the correct position prior to each serve</li> </ul> </li> <li>• Jump serving is not permitted</li> <li>• Back row attacks are not permitted, a standing hit is allowed</li> </ul>
Recreational/Recreational Plus Specific	<ul style="list-style-type: none"> <li>• Hard-smashing is not permitted</li> </ul>

Intermediate Specific	<ul style="list-style-type: none"> <li>• Hard-smashing is permitted in a controlled manner</li> </ul>
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## BEACH VOLLEYBALL 4'S

- There are no restrictions on court positions, however, service rotation must remain the same throughout the game.
- No open-handed tipping (one handed redirection of the ball with the finger-tips).
  - Roll shots, locked fingers (cobra), curled fingers and the back of the hand are all permitted shots.
- If setting (overhand pass) into the open court, the ball must be contacted with both hands simultaneously and the player's **shoulders must be perpendicular to the ball's line of flight**. Front and back sets are allowed.
  - If a player sets the ball towards their partner with a line of flight not necessarily perpendicular to their shoulders and the ball passes over the net, play will continue provided the player is trying to set their partner and not making a deliberate attack.
- Hard smashing is permitted.

### Service:

- *Intermediate*: There is a maximum of 5 consecutive points allowed per server. If the maximum is reached, the team will rotate to the next server and keep possession.
- *Intermediate Plus and Competitive*: There is no limit to the number of consecutive serves per player.

### Jump Serves:

- *Intermediate*: Jump serving is not permitted.
- *Intermediate Plus and Competitive*: Jump serving is permitted.

### Overhand Passes (Setting) on First Contact:

- *Intermediate and Intermediate Plus*: Overhand passes are allowed on first contact, including serve receive.
- *Competitive*: Players may not receive serve or any non-hard driven first contact with an overhand pass using the fingers, regardless of the quality of the contact.
  - Exception: Hard-driven balls may be received overhand on first contact.

League	Rules
All 4's Divisions	<ul style="list-style-type: none"> <li>• There are no restrictions on court positions               <ul style="list-style-type: none"> <li>○ However, service rotation must remain the same throughout the game</li> </ul> </li> <li>• No open-handed tipping (one handed redirection of the ball with the finger-tips)               <ul style="list-style-type: none"> <li>○ Roll shots, locked fingers (cobra), curled fingers and the back of the hand are all permitted shots</li> </ul> </li> <li>• If setting into the open court, the ball must be contacted with both hands simultaneously and the player's <b>shoulders must be perpendicular to the ball's line of flight</b>. Front and back sets are allowed.               <ul style="list-style-type: none"> <li>○ If a player sets the ball towards their partner with a line of flight <b>not necessarily perpendicular to</b></li> </ul> </li> </ul>

	<p>their shoulders and the ball passes over the net, play will continue provided the player is trying to set their partner and not making a deliberate attack (accidental).</p> <ul style="list-style-type: none"> <li>• Hard-smashing is permitted</li> </ul>
Intermediate Specific	<ul style="list-style-type: none"> <li>• There is a maximum of 5 consecutive points allowed per server <ul style="list-style-type: none"> <li>○ If the maximum is reached, the team will rotate to the next server and keep possession</li> </ul> </li> <li>• Jump serving is not permitted</li> </ul>
Intermediate/Intermediate Plus Specific	<ul style="list-style-type: none"> <li>• Overhand passes are allowed on first contact, including serve receive.</li> </ul>
Intermediate Plus/Competitive Specific	<ul style="list-style-type: none"> <li>• There is no limit to the number of consecutive serves per player</li> <li>• Jump serving is permitted</li> </ul>
Competitive Specific	<ul style="list-style-type: none"> <li>• Players may not receive serve or any non-hard driven first contact with an overhand pass using the fingers, regardless of the quality of the contact. <ul style="list-style-type: none"> <li>○ Exception: Hard-driven balls may be received overhand on first contact.</li> </ul> </li> </ul>

## 5. REPORTING AND STANDINGS

After each game/match, both captains must ensure that the scores are written on the appropriate standings print-outs provided by the SSC. Teams that do not report scores will receive a zero for that game/match.

## HOW TEAMS ARE RANKED

At the end of the round robin, teams will be ranked based on the criteria below:

1. Total Match Points. Teams Earn:
  - 3 pts: Win both sets
  - 2 pts: Split sets and win on point differential
  - 1 pt: Split sets and lose on point differential or tie
  - 0 pts: Lose both sets
2. Number of games (sets) won.
3. Point differential (total points for minus total points against).
4. Results in the match versus the team you are tied with (if applicable).
5. The Event Coordinator will flip a coin to determine who places higher.

## 6. WEATHER

This tournament is an all-weather event and will take place, rain or shine. Players are expected to come prepared to play through some not-so-great weather. Unplayable conditions include: very heavy rain, snow, hail or thunder and lightning.

Although some weather conditions are not ideal to play through, we must ensure that we utilize the playing time we have. If you are not sure whether to continue playing or not, please wait for an update from an SSC representative.