

# SAND VOLLEYBALL RULES

## PLAYER RESTRICTIONS

All participants must be 18 years of age or older prior to their first scheduled game.

## INCLEMENT WEATHER

Prior to the start of the game, players and spectators should regularly check their emails for updates. Once the game has started, park staff will monitor weather and playing conditions in order to determine if play will need to be suspended and/or games postponed.

## GAME RESCHEDULING

In the event of inclement weather or any other event that causes games to be postponed, park staff will make every effort to reschedule. In the event of multiple cancellations, park staff reserve the option to shorten the regular season and/or the playoff schedule.

## FORFEITS

If a team is short the minimum number of players to play a regulation game, the game will be ruled a forfeit. Teams forfeiting multiple games in a season are subject to removal from the league.

## SPORTSMANSHIP

Any player or team who is deemed to be excessively competitive and/or overly aggressive may be removed from the league.

## BALL "IN"

The ball is "in" when it touches the sand of the playing court including the boundary lines.

## BALL "OUT"

A ball is "out" when:

- the part of the ball which contacts the sand is completely outside the boundary lines.
- it touches an object, enclosure, or tree outside the court or a person out of play.
- it touches the rope, post, or net outside of the antenna or the antenna itself.
- it crosses the vertical plane of the net either partially or totally outside of the antenna.
- it crosses completely the lower space under the net.
- it touches an object, enclosure, or tree above the team's playing area and crosses the plane of the net into the opponent's court.
- it touches an object, enclosure, or tree above the opponent's playing area after crossing the plane of the net.

## FOURS

The maximum number of players on the court is four. The minimum number of players is three. The maximum number of males is two. The minimum number of females is one. Fours teams may play in any formation provided serving rotation is maintained.

## ROTATION

When a team has gained the right to serve, its players shall rotate one position clockwise. Substitutions can only be made during a rotation and to replace the player next to serve, except in the case of an injury. Substitutions to replace injured players are permitted at any time. Players in the fours division may play in any formation provided the correct serving rotation is maintained.

## FORMAT

Matches are best of three. Teams will switch serve and side after the first set. All three sets will be played even if the first two sets are won by the same team. Prior to the first set, both teams will meet to discuss ground rules and decide serve and side with a game of rock, paper, scissors. The winning team will choose serve or side to begin the first set and, if needed, the deciding third set. The other team will have the remaining option.

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## SCORING

A set, with the exception of the deciding third set, is won by the team which first scores 21 points with a minimum lead of two points or the team which first scores 25 points. In the case of a 1-1 tie, the deciding third set is won by the team which first scores 15 points with a minimum lead of two points or the team which first scores 17 points. Rally scoring rules shall apply to all sets. A point is scored by successfully grounding the ball on the opponent's court, when the opponent commits a fault, or when the opponent receives a penalty.

## TEAM HITS

The team is entitled to a maximum of three hits for returning the ball. A player may not hit the ball two times consecutively. The ball may touch any part of the body. The ball must be hit, not caught and/or thrown.

## BLOCKING

A block does not count as a hit. The first hit after the block may be executed by any player, including one who touched the ball during the block.

## PLAY AT THE NET

The ball may touch the net, including the service. A blocker may touch the ball beyond the net, provided that this does not interfere with the play before or during the opponent's attack hit. Contact with the net is permitted provided it does not interfere with the play. Contact with the opponent's court with a foot is permitted, provided it is not excessive or does not interfere with the play. When the ball is driven into the net and causes it to touch an opponent, no fault is committed.

## SERVICE

Jump serves are not permitted. If the serving team wins a rally, it scores a point and continues to serve. If the receiving team wins a rally, it scores a point and gains the right to serve. Blocking the opponent's service is not permitted. Attacking the opponent's service while the ball is completely above the height of the net is not permitted. The contact, however, is only declared a fault if it completely crosses the vertical plane of the net or is legally contacted by an opponent. At the moment of service, the server may not step on or across the endline.

## FAULTS

Hit Out: A player hits or blocks the ball out.

Catch – The ball is caught and/or thrown or does not rebound from hit.

Double Contact – A player hits the ball twice or the ball contacts various parts of the player's body in succession.

Four Hits – A team hits the ball four times before returning it.

Back Row Attack – A back-row player completes an attack hit or block from the front row area.

Service Attack – A player completes an attack hit on the opponent's service.

Service Block – A player completes a block hit on the opponent's service in the front row area.

Service Fault – A player improperly executes the service.

Net Interference – A player contacts the net and interferes with the play. A player places a hand near the net in the path of a ball to intentionally deflect the natural rebound of a ball that has been passed into the net by the opponent.

Interference Beyond the Net – A player contacts the ball beyond the net prior to an opponent's attack hit.

Penetration Under the Net – A player enters the opponent's playing space under the net and interferes with the play.

Illegal Rotation

Illegal Substitution

Unsportsmanlike Conduct



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