

BEACH VOLLEYBALL

League Rules



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1. COORDINATORS

A Beach Volleyball Coordinator is hired by the ESSC to facilitate games and manage the facility on a nightly basis.

ROLES OF THE BEACH VOLLEYBALL COORDINATOR

- Arrive early and ensure the courts are ready for play
- Set-up all of the required equipment and ensure that the equipment is in good working condition
- Update players with pre-game announcements
- Act as the on-site contact and ensure that the facility guidelines are being adhered to by the players
- Ensure that games start and end on time
- Record the scores and submit to the ESSC office

ROLES OF PLAYERS IN THE LEAGUE

- Arrive 15 minutes prior to game time and be ready to start on time
- Provide the Coordinator with their undivided attention during announcements
- Record the game results on the score sheet after each game/match

2. COURT REQUIREMENT

League	Total # of Players Required on the Court	Total # of Female Players Required on the Court	Total # of M/X Players Allowed on the Court
3's	3	1	2
4's	4	1	3
6's	6	2	4

The ESSC 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).

3. DEFAULT MINIMUMS & SCORES

League	Minimum Players to Avoid Default	Default Score
3's	2 (1 Female Player)	0-25; 0-25
4's	3 (1 Female Player)	0-25; 0-25
6's	4 (1 Female Player)	0-25; 0-25

4. GAME FORMAT

- Players should arrive 15 minutes prior to the scheduled game time

- Teams will play two matches per night against different opponents
- Each match will be a best-of-three games format

SCORING

- All games use a rally-point scoring system
- **Game 1** – first team to 25 points (do not have to win by 2 points)
- **Game 2** – first team to 25 points (do not have to win by 2 points)
- **Game 3** – first team to 15 points (do not have to win by 2 points)
- A total of 5 combined points must be played in a game for the result to count
 - If the Coordinator is required to call ‘time’ on a match, finish the current point
 - The score will stand as-is, unless the combined score in the current game has not reached a total of 5 points, in which case the game will not count
 - **Regular Season:** ties are allowed
 - **Playoffs:** ties are not allowed:
 - If each team has won a game, and a total of 5 points have not been played in the 3rd game, the team with the higher combined point differential in Game 1 and 2 is the winner
 - If still tied, one additional point must be played to determine the winner

EQUIPMENT

- Players may wear outdoor footwear, socks, or play in bare-feet
- Volleyballs and Scoreboards will be supplied by the Coordinator

5. GAME PLAY

SERVICE

- Teams can use any suitable means to determine who gets to serve first or pick a side
- Service alternates between teams for the start of each game
 - If a third game is played, teams need to re-determine who gets to serve first or pick a side
 - In the third game teams will switch sides once a team has reached 7 points
- 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
- Sky-ball serves are permitted in ESSC Beach Volleyball Leagues

PLAYING THE BALL

- A maximum of three touches or hit 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 their body, including 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 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

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 opponent's feet
- Players may not pass their hand over the net to interfere with an opponent's attack
- Players are permitted to pass their hand over the plane of the net when:
 - Blocking
 - Following-through on a spike
- Players may contact the net as long as it does not interfere with play
- Net contact resulting in interference is defined as:
 - **Touching the top band of the net or antennae** while playing the ball, including a fake attack
 - Taking support from the net while playing the ball, or pulling down on the net
 - Hindering the opponent's ability to play the ball
 - Purposely touching the net to change the direction of the ball

VIOLATIONS AND FAULTS

Players are to call their own faults. If an obvious fault 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 fault.

- 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
- Other faults include:
 - Carries, double-hits, touching the net, going under the net, and contacting another player

DIVISION SPECIFIC RULES

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
- **Recreational/Recreational Plus:** Hard-smashing is not permitted
- **Intermediate:** Hard-smashing is permitted in a controlled manner

3'S AND 4'S

- **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
- 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 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 (accidental).
- **Intermediate:** Jump serving is not permitted
- **Intermediate Plus and Competitive:** Jump serving is permitted
- Hard-smashing is permitted