

BEACH VOLLEYBALL

Tournament Rules



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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 Maps 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

The SSC staff can remove players from a game if they are involved with any of the following acts:

- Swearing directly at another player, SSC staff, or anyone else present.
- Displaying disrespectful or threatening behavior.
- Intentionally pushing, shoving or making physical contact with another player.
- Making comments to instigate an altercation with another player.

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 | Ideal Roster Size (F) = Female | Total # of Players Required on the Court | Total # of Females Required on the Court |
|--------|--------------------------------|--|--|
| 4's | 5 (2 F) | 4 | 1 |
| 6's | 8 (3 F) | 6 | 2 |

- All players on the roster must have accepted their MySSC invite prior to the tournament.
- **6's Divisions:** If playing with only 1 female player on the court, teams can have a maximum of 3 male players on the court. Teams are not allowed to play with 5 players on the court, if only 1 player is female.
- 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.

4. TOURNAMENT SPECIFIC RULES

GAME FORMAT

- **Round Robin:** 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.
- **Playoffs:** 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.
- 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 one, Team 2 would serve first in game two) 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).

- A double hit off of the serve or a hard spike is allowed (e.g. the serve hits the defender's arms and then chest).
 - This includes if the ball hits the player and then the net, the player can hit the ball again.
 - Please note that a ball that rolls along a player's body is illegal.
- Players may contact the ball with any part of the body, including areas below the waist.
- 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' and any part of the body above the feet.
- 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
- An infraction has occurred if a player interferes with their opponents' attack (e.g. if a setter is trying to set his player, the opponent can't reach over the net and block that set).
- A player is allowed to touch the net as long as it does not interfere with the play. Interference includes, but is not limited to the following:
 - Touching the top band of the net or the top 80 cm of the antenna during his/her action of playing the ball.
 - Taking support from the net simultaneously while playing the ball.
 - Creating an advantage over the opponent.
 - Making actions which hinder an opponent's legitimate attempt to play the ball.
- Players are allowed to touch the posts, ropes or any other object outside the antennae or court lines as long as it does not interfere with the play. Players are not allowed to touch the part of the antennae that is above the top of the net.
- If the ball is driven into the net causing the net to touch an opponent, it is not a fault.
- 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.

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.
- **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.

BEACH VOLLEYBALL 4'S

- **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.
- 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.
- No dumping.
 - If setting into the open court, the ball must be contacted with two hands and must be set forward or backwards in relation to the player's body.
- Hard smashing is permitted.

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. Matches won (2 pts.), lost (0 pts.) or tied (1 pt.).
2. Number of games 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 SSC staff 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.