

# 2014 City of Stamford Co-ed Beach Volleyball Rules

## **MATCH PLAY**

- Matches will consist of 3 games to 21--rally scoring(it is not best of 3). Rally Scoring means that a point will be scored by the serving or the receiving team. We do not play Side Out.
- First team to 21 wins, teams do not have to win by 2.
- On offensive possessions, A woman must touch the ball if there is 3 hits. However, if a male returns on first hit, 2 males on first and second touch that is legal. However, if there are three touches, one must be a female.

If you know in advance that your team is going to forfeit a game, we encourage you to call our office (203.977.5214) to help us notify your opponent. This does not mean that your team will not receive the loss as a forfeit.

**REFS:** ALL GAMES WILL BE **SELF-OFFICIATED**. THAT'S RIGHT. YOU HEARD IT HERE FIRST. YOU WILL BE OFFICIATING YOUR OWN MATCHES. YOU WILL BE HELD TO THE HIGHEST ETHICAL STANDARD AND MORALITY WHEN OFFICIATING YOUR MATCHES. IN THE RARE CHANCE TWO TEAMS DISAGREE WITH A CALL A "DO-OVER" WILL TAKE PLACE.

**SCORING:** Team Captains are responsible for reporting the results of their matches to the on-site League Director. A clipboard will be at each court with scoresheets and must be turned in to the League Director by the WINNING TEAM.

Teams should call out score prior to each service to ensure that both teams are in agreement with the score since there is no official scorekeeper.

**LET SERVES:** Serves that hit the net, don't reach the net or don't go over the net will be faults. A point will be awarded to the opponent and a change of service. Serves that hit the net and continue over the net to the opponent's side of the net will be live and in play.

**COURT DIMENSIONS:** We will play on standard 60' x 30' beach volleyball court dimension. The height of the net is 7' 10". NOTE: Net height was 7'4" in 2009

## **MINIMUM REQUIREMENTS FOR CO-ED GAMES:**

\* 6's League: (3 men and 3 women) In the event that a team is short players, the following will be the breakdown for legal play:

ALLOWED	NOT ALLOWED
3 men and 3 women	5 men and 1 woman
3 men and 2 women	4 men and 2 women
2 men and 2 women	4 men and 1 woman
2 men and 4 women	3 men and 1 woman
2 men and 3 women	All men
1 man and 5 women	
1 man and 4 women	
1 man and 3 women	
all women	

- 4's League: (2 men and 2 women) In the event that a team is short players, the following will be the breakdown for legal play:

ALLOWED	NOT ALLOWED
2 men and 2 women 2 men and 1 woman 1 man and 3 women 1 man and 2 women 4 women	3 men and 1 woman All men

**SERVICE POSSESSION:** A team can choose serve possession or serve receive for the start of the first game by winning a coin toss, "odds/even" or Rock/Paper/Scissors. The loser of the game will then serve in the following game.

**ROTATION:** During fours team members do not need to rotate position on the court. They do have to rotate service. During sixes, team members must rotate on the court and must remain in that position until the serve has been contacted. The player in the back right hand corner of the rotation will be designated to serve and continue to rotate clockwise.

**ATTACKING THE NET:** In four's every player is eligible to attack the net. In six's only the three players that are in the front row of the rotation are allowed to attack the net.

**SIMULTANEOUS CONTACTS:** When two blocking teammates touch the ball simultaneously, it is not counted as a contact, and any player may make the next contact. When two non-blocking teammates touch the ball simultaneously, it is considered one contact, and any player may make the next contact.

**BODY PART RULING:** A rule was created at the managers meeting in 2009, similar to other beach volleyball leagues; The ball may be played with all parts of the body including the feet. The ball may be kicked intentionally over the net.

**HELD BALL:** The ball must be contacted cleanly and not held, lifted, pushed, caught, carried or thrown. The ball cannot roll or come to rest on any part of a player's body. It can rebound in any direction.

**HAND SETS:** A contact of the ball using the fingers of one or two hands to direct the ball toward a teammate is a set. The ball must come into contact with both hands simultaneously and leave both hands simultaneously to avoid a double hit call.

When contacting the ball with one hand, other than when setting the ball toward a teammate, the ball must be cleanly hit with the heel or palm of the hand (a "roll shot"); with straight, locked finger tips (a "cobra"); knurled fingers (a "camel toe"); or with the back of the hand from the wrist to the knuckles. One handed placement or redirection of the ball with the fingers (a "dink" or "open-handed tip") is a fault.

**ATTACKING THE BALL OVER THE OPPONENTS COURT:** A player is not allowed to attack the ball on the opposite side of the net. If the ball is hit above the spiker's side of the net and then the follow-through causes the spiker's hand and arm to cross the net without contacting an opponent or the net, the action does not constitute a fault.

**BLOCKING:** Blocking is the action close to the net which intercepts the ball coming from the opponents' side by making contact with the ball before, during or after it crosses the net.

**BLOCKING A SERVE:** Blocking or attacking a serve is prohibited

**PLAYER CONTACT WITH THE NET:** No part of the body may touch the net at anytime unless a ball or person driven into the net causes the contact. Player contact with the net in a manner not directly relating to or affecting the course of play is not a violation. Contact with hair or part of the uniform will not be considered a fault.