

# Summer Coed Sand Volleyball Rules Summary

17-May-21

*All rules not mentioned in the summary will be governed by the AVP rules.*

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## Equipment

- A regulation Spikeball net and ball will be used as provided by the Collegian Sports Department.
- Players may play barefoot, in socks or in booties. Shoes may be worn but they cannot have any type of nonflexible cleats or spikes.
- It is forbidden to wear any objects that may cause an injury to a player, such as jewelry, pins, bracelets, casts, etc.
- Players may wear hats, visors or sunglasses at their own risk.

## Competition Format

- The tournament will be a single or double elimination tournament based on the amount of teams.
- Games are up to 6-on-6, and must have a minimum of 3 players to start/finish a game. Game time is forfeit time if a team has insufficient players.
- Each summer team can have up to 2 teams sign up.
- The first team to score 21 points wins the match.

## Game Format

### Playing Area

- **Lines on the Court:** Boundary lines consist of two sidelines and two end lines which mark the playing court. The center line divides the playing court into two square team courts, but is not marked. It is the players' responsibility to assure that all lines are in their proper location prior to the start of each play. Lines moved during play do not cause the rally to stop. If it cannot be determined whether a ball lands in bounds or out of bounds, it is a replay.
- **Service Zone:** The service zone is behind the end line and between the extensions of the sidelines and extends to the end of the free zone.

### Team Composition:

- A team consists of a minimum of three (3) players and a maximum of six (6) players on the court with NO substitutes.
  - **EXCEPTIONS:** substitutions may be allowed in case of injury.
- A team cannot consist of two or more guys than the amount of girls on the team:
  - Team of 3 – (2) guys, (1) girl
  - Team of 4 – (2) guys, (2) girls
  - Team of 5 – (3) guys, (2) girls
  - Team of 6 – (3) guys, (3) girls
- The captain is the one player who represents their team in dealings with the officials.

### Scoring

- Game scoring will be as follows, depending on the match format:
  - One game match: 30 points, win by 2, no cap

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- CHAMPIONSHIP: Best 2-of-3 match: 1st and 2nd games: 21 points, win by 1, 21-20 wins game. 3rd game (if needed): 11 points, win by 2, no cap.
- All games will use the rally scoring system with a point awarded on each service regardless of which team served. Points are scored on side-outs with serve also changing sides.

## Playing the Ball

- A **contact** is any touch of the ball by a player (excluding a player's loose hair).
- A **hit** is a contact which is counted as one of the team's three allowable plays before the ball is returned to the opponents' side of the court. A block does not count as a team hit.
- A ball is considered to have **crossed the net** when it has:
  - Passed beyond the vertical plane of the net
  - Is partially over the net and is contacted by an opponent
  - No part of the ball has crossed the net, but it is legally blocked
- **Legal contact** is a touch of the ball by a player's body that does not allow the ball to visibly come to rest or involve prolonged contact with a player's body.
- A **joust** occurs when two opponents cause the ball to come to rest above the net through simultaneous contact. A joust is not a foul and play continues.
- **Multiple contacts** are more than one contact by a player during one attempt to play the ball. Multiple contacts are permitted and counted as one hit only:
  - When the first ball over the net rebounds from one part of a player's body to one or more other parts in one attempt to block
  - On any first team hit, whether or not the ball is touched by the block
- **Simultaneous contact** occurs when more than one contact of the ball is made at the same instant. When a player contacts the ball with one or more parts of the body at the same instant, it is considered one hit. When teammates contact the ball at the same instant, it is considered one hit and any player may make the next hit. When opposing players contact the ball at the same instant, the player on the opposite side of the net from which the ball falls will be considered the player who touched the ball last.
- **Successive contacts** of the ball are two or more separate attempts to play the ball by one player with no interrupting contact by a different player. A player will not have successive contacts unless there is simultaneous contact or successive contacts by a player whose first contact is a block.

## Blocking

- Blocking the ball that is entirely on the opponent's side of the net is permitted when the opposing team has had an opportunity to complete its attack. The attack is considered complete when the attacking team has had three hits, has had the opportunity to spike the ball or direct the ball with the intention of returning it to the opponent, or the ball is falling near the net and in the official's judgment no member of the attacking team could play the ball.
- Blocking a serve is not permitted.
- A ball may be attacked, excluding a served ball, when it has partially crossed the net.
- Only front row players may block a ball.

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- Any player participating in a block will have the right to make the next contact. The subsequent contact following a block counts as the first of three hits allowed per team.

## **Front Row & Back Row Players**

- Front row players may contact the ball from anywhere on their side of the net in the playable area provided the ball has not completely crossed the plane of the net or the net extended onto the other side.
- Back row players
  - A back row player has complete freedom to contact or attack the ball as long as he is in the playable area behind his attack line. (It is fine if his feet land on or are in front of the attack line after the contact.)
  - If a back row player is on or in front of the attack line, he may not contact the ball with his hands above the height of the top of the net.
  - A back row player may not participate in a block/attempt to block, nor may he attack a ball that is completely above the height of the net if his jump originated from on or in front of the attack line. A back row player foul is not called until the ball has crossed the net.

## **Net Plays / Faults**

- A ball contacting and crossing the net will remain in play provided contact is entirely within the area between the net antennas.
- A player may recover a ball hit into the net.
- A player may not contact a ball that is completely on the opponent's side of the net unless that contact is a legal block.
- A player may touch the floor across the center line with one or both feet/hands provided a part of the foot/hand remains on or above the center line and does not interfere with play by the opposing team. Contacting the floor across the center line with any other part of the body is illegal.
- A net fault occurs when:
  - The ball is in play and a player contacts any part of the net, including net cables and antennas.
    - It is **not** a fault when a player's hair touches the net or the force of the ball pushes the net into a player.
  - A player contacts an opponent and interferes with his effort to play the ball.

## **Service**

- The server will have 5 seconds after the official's whistle to contact the ball for service.
- The server may serve from anywhere behind the end line and between the 2 sidelines extended.
- "Let serves" are legal; the service is considered good if the ball passes over the net between the antennas or their indefinite extensions with or without touching the net.
- The team serving first in the preceding game of the match will receive the serve first in the next game of the match, except in the third game of the match. (See *Game Procedures*.)

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- The team that receives the ball for the first service of each game will rotate one position clockwise before serving.
- The players of the serving team must not, through screening, prevent the receiving player from watching the server or the trajectory of the ball.
- At the time the ball is contacted for the serve, the placement of players on the court must conform to the service order. (The server is exempt from this requirement; see *Game Procedures*.)

## **Replays**

- Is the act of putting the ball into play without awarding a point or side-out or rotating for the serve. It occurs for any of the following circumstances:
  - Inadvertent whistle
  - Double foul during a live ball
  - Conflicting calls which the referee cannot resolve
  - When a player's legitimate effort to play the ball is affected by a non-player in a playable area or by the ball becoming motionless either in the net between the antennas or in an overhead obstruction over a playable area
  - When play is interrupted because a foreign object enters the proximity of the playing area