



TESSC BEACH VOLLEYBALL RULES

1. **Player Requirements - Competitive, Intermediate & Recreational 6's** are played with 6 players on the court. Anything less than 6 players will result in a default (this has been updated on May 30, 2003). **Elite & Competitive 4's** are played with 4 players on the court. A minimum of 2 of the same sex must be on the court at all times.

The opposing team may waive the minimum player requirement and have the match count as an official game. **This determination must be made prior to the start of play. Regardless of whether the opposing team waives the minimum requirement and agrees to play as an official game, the Default Fee deposit will be forfeit.**

2. **Start Time** – Games begin each night at 6:45pm. If a team does not meet the minimum requirement five minutes after the official match start, they will default the first game by a score of 25-0. If the minimum requirement is not met fifteen minutes after the match begins, then they will default the entire match. After 3 defaults, teams will be ineligible from further competition.
3. **Scoring** - Matches are 50 minutes in length. The team who wins the most games in that time wins the match. All games are played to 25 points with rally point scoring (ie. a point is scored on every serve) and must be won by 2 points, with a 27 point cap. The team that is ahead when the whistle blows will be credited with a win for that game. If the two teams are tied in the game being played when the whistle blows, then one rally point will be played to determine the winner of that game. If at the end of the 50 minutes the two teams are tied in games won, then the team with the most total points will be declared the winner. If the total points are even, then one rally point will be played to determine the winner of the match.
4. **Recording Scores** – The captain of the winning team is responsible for recording the score at the administration table after each match. Scores are to be recorded by games won and lost, with the winning team being circled. (See diagram at right).

Week 1 - May 6, 2002			
Match 1			
Court	Team	Team	
11	Deyglo	1 Show Us Your Hits	3
12	Arthur's Court	3 Volleydogs	0
13	Euphoria	2 Cinder Pigs	2 Win on points

5. **Referees** - There are no referees, so teams are required to call their own violations, and are expected to be honest and foster a high level of sportsmanship at all times. We rely on your spirit of sportsmanship and honesty to keep the matches fun and enjoyable for all. If there is a dispute, please re-serve the point.
6. **Volleying a Serve** - **A PLAYER MAY NEVER, EVER, EVER, EVER VOLLEY A SERVE!!! WE REPEAT, A PLAYER CAN NOT EVER VOLLEY A SERVE UNDER ANY CIRCUMSTANCES!!**
7. **Volleying** - Once the ball is in play, you may volley the first hit, however, it must be a clean volley (ie. very little spin) and may only be volleyed to a teammate and not over the net. A second hit may be volleyed over the net, but only if you are square to the direction of the ball or if you are intentionally setting your attacker for them to spike the ball (the ball is allowed to drift over the net). In **Elite and Competitive divisions**, a player may not return a third hit with a volley over the net. In **Intermediate and Recreational divisions**, a player may return a third hit with a volley only if he/she is square to the direction of the ball.
8. **Attack** - A player is not allowed to complete an attack-hit using an "open-handed tip" or directing the ball with the fingers.

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9. **Player Rotations** - In 4's divisions, you do not have to rotate your players around the court, but you must rotate your servers. In 6's divisions, you must follow the same rotation as in court volleyball - ie. players must rotate positions (from back right, to middle back, to back left, to front left, to front middle, to front right). In addition, players in the back court may not attack or block from the front court (although there is no attack line, please respect this rule).
10. **Blocking** - If a player blocking touches the ball on the block, it is counted as the first touch. The blocker may play the ball off his/her own block. These two contacts are counted as one touch.
11. **Playing the Ball** - Players may play the ball off any part of their body, excluding feet.
12. **Contacting the net and crossing under the net** - Players may not touch the net at any time during play. A player may cross under the net without violation, as long as they do not touch anyone on the other team or interfere with them playing the ball or make contact with the net. A player is then allowed to return to their own side and play continues.
13. **Serving** - Let serves are allowed (the ball is allowed to contact the net on the serve). **Elite and Competitive Divisions** - Unlimited serves per player. **Intermediate 6's** - Maximum of 5 serves per player. After 5 serves, the serving team rotates one position with the next player continuing to serve. **Recreational 6's** - A maximum of 5 serves per player. After 5 serves, the opposing team is awarded the serve and rotates one position.
14. **Court Side Changes** - In sunny or windy conditions, where one side of the court offers an advantage, teams will change sides after every 10 points scored.

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