

SSC Official Beach Volleyball Rules– Coed 4’s

OBJECTIVE	<ul style="list-style-type: none"> Volleyball is a team sport played by two teams on a sand court divided by a net. The objective is for each team to send the ball over the net attempting to ground it on the opponent’s court, and to prevent the ball from being grounded on its own court.
GAME LENGTH & FOUL WEATHER GUIDELINES	<ul style="list-style-type: none"> Games are 55 minutes in length. Games start and end according to your online SSC schedule. If games start late, games must finish at the scheduled time (e.g. 6:15pm-7:00pm). If a set is not complete when time runs out or a game is stopped due to lightning, then the team in the lead is considered to have won that set. A team must have at least 5 points in a set to count as a win, otherwise it is deemed a tie. Similarly, if the third set is not played, then it is considered a tie. Games are played rain or shine (please refer to our foul weather policy). If one team shows up during foul weather to play and the other team is missing, or if one team leaves mid-game and there is an opportunity to continue play - it is an automatic win for the present team.
EQUIPMENT RENTAL	<ul style="list-style-type: none"> Teams are required to bring 1 beach volleyball to every game. Volleyballs are available to rent through SSC. A \$75 refundable deposit is required, payable through online registration, cash or cheque.
PLAYERS ON COURT, GENDER RATIO AND DEFAULTS	<ul style="list-style-type: none"> Teams are comprised of 4 players on the court. Teams must play with a minimum of 1 male and 1 female on the court at all times. A team can play with a minimum of 3 players, as long as 1 of the players is male and 1 is female. Captains may agree to waive the rules regarding minimum players and gender ratio before the game starts. Teams that do not meet the minimum gender requirement may play with the ‘Ghost Rule’. This rule must be agreed upon by both teams before the start of the game. See rule description below. A default for the match (all three sets) will occur if any team cannot field a squad 15 minutes after the official start time (unless otherwise agreed by both captains).
GAME SET-UP	<ul style="list-style-type: none"> Volleyball nets will be set up by the SSC Game Coordinator or facility staff upon arrival to your game. To determine who serves first, teams can either choose to play a rally game (minimum 3 crosses over the net), coin toss or rock-paper- scissors. Teams are responsible for keeping score and time.
GENERAL GAME RULES	<ul style="list-style-type: none"> Matches are comprised of three sets which equals one match. A player may play the ball off any part of his/her body, including feet. A player may not make two consecutive hits of the ball, except where the player has contacted the ball on a block, then the player may hit the ball a second time. Tips are allowed. However, teams can choose to play without this rule (i.e. tips not allowed and players use a closed fist instead). This must be decided on before the game starts. Players are to call balls ‘in’ or ‘out’ of bounds. If the ball touches any part of a court line, it is ‘in’. The ball must completely pass the line to be ‘out’. If there is a dispute, resume play by re-serving the ball with no point awarded. If a disagreement escalates, any disputes should be discussed amongst the two team captains only. Teams may call a 1 minute time-out per match if needed, except during the final 10 minutes of play. If a match concludes early, the teams can continue to play, but the score of the fourth game will not be recorded.
SCORING	<ul style="list-style-type: none"> The first team to score 25 points by a two-point margin wins the set (with a hard cap of 27 points). All three sets count towards each teams’ overall standings (e.g. – if a team wins the first two sets, the 3rd set still counts as it is not best out of three).
PLAYER ROTATION AND POSITIONING	<ul style="list-style-type: none"> Players may play from any position and do not have to rotate, however players must maintain server rotation. All 4 players may spike the ball from anywhere on the court.
VIOLATIONS	<ul style="list-style-type: none"> Players are to call their own fouls and violations. If an obvious foul is missed, a player on the opposing team may politely point this out, assuming their opponent either does not know the rule or missed their own foul. Generally,

	<p>teams should not call fouls against their opponents.</p> <ul style="list-style-type: none"> • Obvious fouls include - carries, double hits (allowed on serves), touching the net (see next point), going under the net and contacting another player. • Contact with the net by a player during the action of playing the ball, is a violation (fault). The action of playing the ball includes (among others) take-off, landing, hit, block and set. Players may touch the post, ropes, or any other object outside the antennae, including the net itself, provided that it does not interfere with play. • If the ball is driven into the net causing the net to touch an opponent, no fault is committed. • A player is permitted to pass his/her hand above the plane of the net in the following scenarios: <ul style="list-style-type: none"> ○ While blocking an attack. ○ If a player is spiking the ball, their hand can cross the net as long as contact is initiated on their own side. ○ An infraction has occurred if a player interferes with their opponents attack (e.g. if a setter is trying to set their player, the opponent can't reach over the net and block that set). • Players are not permitted to penetrate fully into the opponent's space under the net. Player's feet must remain in contact with the 'centre line' and any part of the body above the feet. Players need to be as cautious as possible when crossing under the plane of the net, so as to avoid injury to themselves or their opponents.
SERVING	<ul style="list-style-type: none"> • A server may serve the ball from anywhere behind the baseline. • Only one toss or release of the ball is allowed per serve. • Players can open-hand volley a serve. • A player may NOT block or spike a serve. • Net serves are allowed. Meaning, if a serve hits the net but the motion of the ball carries it over, it is a live ball. • A double hit off of the serve is allowed (e.g. the serve hits the defender's arms and then chest). • The server does not rotate after 5 points. The same server continues to serve as long as his/her team successfully wins the point.
PLAYOFFS	<ul style="list-style-type: none"> • The first team to score 25 points by a two-point margin wins the set (with a hard cap of 27 points). • Team playoff position: Ties in the standings will be broken first by head-to-head play. If there are more than 2 teams that are tied, all the teams must have played each other in order for the results to go to head-to-head. Otherwise, least points against, then +/-, then most points for will determine the placement in that order. • The SSC office will update the playoff schedule once all scores have been submitted and after the last regular season game. Please do not assume the time/location of your playoff game until team names have been posted into the schedule.
GHOST RULE	<ul style="list-style-type: none"> • If a team does not meet the minimum gender requirements on the court, teams can decide to play with a 'ghost' in replacement of the missing player. As a penalty, the opposing team receives a 5 point advantage at the start of each set. The team which uses the ghost rule can have a maximum of 3 players on the court. Example – If a team has more than 3 players of 1 gender the ghost player is the 4th player, therefore the team may only have 3 players on the court (the 4th player would substitute into play). • The ghost rule encourages game play, fairness and discourages default situations. • The ghost rule is also designed to be used if a player is unable to continue play due to injury during a game. This allows the game to continue without a default as a result of an injury.

Remember... Always have fun!