

Volleyball rules for the **Charleston Beach Volleyball & Social Club** have been modified from the USA Volleyball Rule Book. It is very important that you and your teammates understand our rules.

**2016 Charleston Beach Volleyball & Social Club League Rule Book**

*The following rules have been taken from the*

*2012 USA Beach Volleyball Rule Book.*

*Some rules have been altered to better suit CBVSC volleyball leagues.*

**1. Facility and Equipment**

**1.1 Weather**

**1.1.1** The weather must not present any danger of injury to the players. A decision regarding the status of the games will be made thirty minutes prior to the start of the match.

**1.2 Official Ball for the Game**

The serving team shall pick the ball for the set, but the ball must be approved by each of the team captains.

**2. Participants**

**2.1 Team composition and registration**

**2.1.1** All coed 4's competitions must involve teams with at least 1 female and 2 males or 2 females and 1 male for a minimum of 3 players on the court at all times.

**2.1.2** A team does not have the option to play with less than the full amount of players when players are present and able to play.

**2.1.3** Only players and substitutes recorded on the roster may participate in the match. Teams found to be playing with players not on their roster will receive a loss for any match played with illegal players.

**2.1.3.1** Captains only may make changes to their roster until week two of the league. After week two of the league changes to the roster will be allowed for the following conditions only:

**2.1.3.2** A player moves from the area and can no longer play, a player becomes pregnant, a player has a medical condition that prevents him/her from playing any longer or other reason the program director deems reasonable to allow a roster change.

**2.1.3.3** Players removed from a roster cannot be re-added during the same season.

**2.2 Captain**

**2.2.1** The captain is the player who represents his/her team in dealings with the corps of officials and the program director.

**2.3 Substitutes**

**2.3.1** Only players recorded on the roster may participate in the match.

**2.3.2** Free substitution is allowed as long as teams do not gain an advantage by their substitution patterns.

**2.4 Player's Equipment**

**2.4.1** Players may wear items such as jewelry, hats, visors or eye wear. Players **wear these items at your own risk**. It is not a fault if these items fall off during play and contact the net. **CBVSC is not responsible for any lost items.**

**2.4.2** It is forbidden to wear any objects that may cause an injury to another player.

**3. Rights and Responsibilities of the Participants**

**3.1 Players**

**3.1.1** Participants must behave respectfully and courteously in the spirit of FAIR PLAY, not only toward their teammates, the opponents and spectators.

**3.1.2** Participants must refrain from actions aimed at delaying the set.

**3.1.3** While the ball is out of play, a captain may request an explanation on the application or interpretation of the rules used during the previous rally.

**3.1.4** Communication between members of opposite teams is permitted within the spirit of fair play and sportsmanlike conduct.

**3.2 Captain**

**3.2.1** Prior to the match, the captain checks the players in with league manager and represents the team in choosing side or serve.

**3.2.2** The captain is the only person able to make changes to the roster.

**4. Rally Scoring System**

**4.1 TO WIN A GAME**

4.1.1 team that first scores 21 points with a minimum lead of two points and a **cap at 25**. In the case of a 20-20 tie, play is continued until a two-point lead is reached (22-20 or 25-24 etc.).

#### 4.2 Default And Incomplete Team

4.2.1 Set time is forfeit time. If a team does not have enough players present and ready to play at set time, the first game is forfeited. The team shall then have 15 minutes to field enough legal players before forfeiting the 2<sup>nd</sup> game.

4.2.2 Forfeits shall be recorded as a 2 game losses.

4.2.3 In the event that both teams do not have enough players, the result is a double forfeit.

### 5. Preparation For A Game

#### 5.1 Start

5.1.1 Team captains will do odd/even or rock/paper/scissors: The winner chooses either: (1) to select to serve or receive service of the first ball or (2) the side of the court on which to start the game. The loser takes the remaining alternative and will have first choice next game.

### 6. Players' Positions and Rotation

#### 6.1 Players' Positions

6.1.1 At the moment the ball is contacted by the server, each team must be within its own court (except the server).

6.1.2 **Four Person Competition:** Players are free to position themselves anywhere within their court as long as they rotate serve. There are no positional faults.

### 7. States of Play

#### 7.1 Ball "In Play"

Play begins when the server calls out the score and serves the ball in play from the service hit.

#### 7.2 Ball "Out Of Play"

Is due to a fault made in play, the ball is out of play from the moment the fault was committed.

#### 7.3 Ball "In"

The ball is "in" when it touches the ground of the playing court including the boundary lines.

#### 7.4 Ball "Out"

The ball is "out" when it:

- (a) falls on the ground completely outside the boundary lines (without touching them);
- (b) touches an object outside the court, the posts or a person out of play;
- (c) crosses completely the vertical plane of the net, totally or even partly outside the crossing space during service or the third hit of the team.
- (d) it travels completely outside or over the posts. Once the ball crosses outside the posts towards the other team it is dead. (player safety).
- (e) completely crosses under the net.
- (f) completely crosses the vertical plane of the net, totally or even partly outside the crossing space during service.

### 8. Playing Faults

#### 8.1 Definition

8.1.1 Any playing action contrary to the Rules is a playing fault.

#### 8.2 Consequences Of A Fault

8.2.1 There is always a penalty for a fault; the opponents of the team committing the fault win the rally.

8.2.2 If two or more faults are committed successively, only the first one is counted.

8.2.3 If two or more faults are committed by the two opponents simultaneously, a **DOUBLE FAULT is counted and the rally is replayed.**

### 9. Playing The Ball

#### 9.1 Team Hits

9.1.1 Each team is entitled to a maximum of three hits for returning the ball over the net.

9.1.1.1 **Four Player Competition Only:** Blocking does not constitute a team contact, and any player may make the first contact of the ball after the block.

9.1.2 These team hits include not only intentional hits by the player, but also unintentional contacts with the ball.

9.1.3 A player may not hit the ball two times consecutively **except during or after blocking** or at the team's first contact.

#### 9.2 Simultaneous Contacts

**9.2.1** When two teammates touch the ball simultaneously, it is counted as two hits and any player may make the next contact. If two teammates reach for the ball but only one player touches it, one hit is counted. If players collide, no fault is committed.

**9.2.2** If there are simultaneous contacts by the two opponents over the net and the ball remains in play, the team receiving the ball is entitled to another three hits. If such a ball goes “out,” it is the fault of the team on the opposite side. If simultaneous contacts by the two opponents over the net lead to a “held ball,” it is NOT considered a fault.

### **9.3 Assisted Contact**

Within the playing area, a player is not permitted to take support from a teammate or any structure/object in order to reach the ball. However, the player who is about to commit a fault (touch the net or interfere with an opponent, etc.) may be stopped or held back by a teammate.

### **9.4 Characteristics Of The Hit**

**9.4.1** The ball may touch any part of the body.

**9.4.2** The ball must be hit, not caught or thrown. It can rebound in any direction.

#### **Exceptions:**

**(a)** In defensive action of a hard-driven ball. In this case, the ball can be held momentarily overhand with the fingers, as well as doubled with the fingers.

**(b)** If simultaneous contacts by the two opponents leads to a “held ball.”

**9.4.3** The ball may touch various parts of the body, only if the contacts take place simultaneously.

#### **Exceptions:**

**(a)** At blocking, consecutive contacts by one or more blockers are authorized, provided that they occur during one action.

**(b)** If the play is defensive and reactive in nature, as in the case of a **hard-driven ball**, momentarily held or double-hit balls are **not considered faults**.

### **9.5 Faults At Playing The Ball**

**9.5.1 Four Hits:** a team hits the ball four times before returning it.

**9.5.2 Assisted Hit:** a player takes support from a teammate or any structure/object in order to reach the ball within the playing area.

**9.5.3 Held Ball:** a player does not hit the ball unless when in defensive action of a hard-driven ball or when simultaneous contacts by the two opponents over the net lead to a momentary “held ball.”

**9.5.4 Double Contact:** a player hits the ball twice in succession or the ball touches various parts of his/her body successively.

**9.5.5 No hand set on service return or hand set over the net.**

## **10. Ball At The Net**

### **10.1 Ball Touching The Net**

While crossing the net, the ball may touch the net.

### **10.2 Ball In The Net**

**10.2.1** A ball driven into the net may be recovered within the limits of the three team hits.

**10.2.2** The ball may be played off of any part of the net “rigging,” including wires inside but **not including the posts**.

## **11. Player At The Net**

### **11.1 Reaching Beyond The Net**

**11.1.1** In blocking, a blocker may touch the ball beyond the net, provided that he/she does not interfere with the opponent’s play, before or during the latter’s attack-hit.

**11.1.2** A player is permitted to pass his/her hand beyond the net after his/her attack-hit, provided that his/her contact has been made within his/her own playing space.

### **11.2 Contact With The Net**

**11.2.1** **It is forbidden to touch any part of the net.**

**11.2.2** When the ball is driven into the net, which causes it to touch an opponent, no fault is committed. Including a “blocking” stance – player must be set and stationary, not moving when contact is made.

**11.2.3** Incidental contact of hair is not a fault.

### **11.3 Player’s Faults At The Net**

**11.3.1** A player touches the ball or an opponent in the opponent’s space before or during the opponent’s attack-hit.

**11.3.2** A player penetrates into the opponent's space, court and/or free zone interfering with the latter's play.

**11.3.3** A player touches the net.

## **12. Service**

### **12.1 Definition**

The service is the act of putting the ball into play by the correct serving player who, positioned in the service zone, hits the ball with one hand or arm.

### **12.2 Execution Of The Service**

**12.2.1** The server may move freely within the service zone. At the moment of the service hit or take-off for a jump service, the server must not touch the court (the end line included) nor the ground outside the zone. His/her foot may not go under the line. After his/her hit, the server may step or land outside the zone, or inside the court.

**12.2.2** If the line moves because of the sand pushed by the server, it is not considered a fault.

**12.2.3** The ball shall be hit with one hand or any part of the arm after being tossed or released and before it touches the playing surface.

**12.2.4** The server may have two attempts at releasing the ball for service. If the server chooses to have a second attempt, he/she must let the first attempt drop to the ground untouched. This may only be done one time per term of service.

### **12.3 Screening**

#### **12.3.1 Definition**

The teammates of the server must not prevent the opponent, through screening, from seeing the server or the path of the ball. On the opponent's request, they must move sideways or bend over.

### **12.4 Serving Faults**

The following faults lead to a change of service. The server:

**(a)** violates the service order.

**(b)** does not execute the service properly.

### **12.5 Serving Faults After Hitting The Ball**

After the ball has been correctly hit, the service becomes a fault if the ball:

**(a)** touches a player of the serving team or fails to cross the vertical plane of the net.

**(b)** goes "out".

## **13. Attack Hit**

### **13.1 Definition**

**13.1.1** All actions to direct the ball toward the opponent except when serving and blocking, are considered attack-hits. This does not include the serve!

**13.1.2** An attack-hit is completed the moment the ball completely crosses the vertical plane of the net or is touched by the blocker.

**13.1.3** Any player may carry out an attack-hit at any height, provided that his/her contact with the ball has been made within the player's own playing space.

**13.1.4** A player cannot make a play or save on adjacent court.

**13.1.5** Closed fist and knuckles are allowed dinks.

### **13.2 Attack Hit Faults**

**13.2.1** A player hits the ball within the playing space of the opposing team.

**13.2.2** A player hits the ball "out."

**13.2.3 Four Player Competition** A player completes an attack-hit using an "open-handed tip or dink" directing the ball with the fingers or hand set over.

**13.2.4** A player completes an attack-hit on the opponent's service, when the ball is entirely above the top of the net.

## **14. Block**

### **14.1 Definition**

Blocking is the action of players close to the net to intercept the ball coming from the opponent by reaching higher than the top of the net.

### **14.2 Hits By The Blocker**

The first hit after the block may be executed by any player, including the one who has touched the ball at the block.

### **14.3 Block Within The Opponent's Space**

In blocking, the player may place his/her hands and arms beyond the net provided that his/her action does not interfere with the opponent's play. Thus, it is not permitted to touch the ball beyond the net until the opponent has executed an attack-hit.

#### **14.4 Blocking Contact**

**14.4.1** A blocking contact is not counted as a team contact. The blocking team will have three contacts after a blocking contact.

**14.4.2** Consecutive (quick and continuous) contacts may occur by one or more blockers provided that the contacts are made during one action. **These are counted as only one team hit.**

#### **14.5 Blocking Faults**

**14.5.1** The blocker touches the ball in the opponent's space either before or simultaneously with the opponent's attack-hit.

**14.5.2** A player blocks the opponent's service.

**14.5.3** The ball is sent "out" off the block.

### **15. Time Outs**

#### **15.1 Definition**

A time-out is a regular game interruption and it lasts for 60 seconds.

#### **15.2 Number of Time Outs**

**Each team is entitled to one time out per game.**

#### **15.3 Requests For Time Out**

Time-outs may be requested by the captain only when the ball is out of play and before the service.

Time-outs may follow one another with no need to resume the game.

### **16. Exceptional Game Interruptions**

#### **16.1 Injury**

Should a serious accident occur while the ball is in play, both teams must stop the game immediately. The rally is then replayed.

#### **16.2 External Interference**

If there is an external interference during the game, play has to be stopped and the rally replayed. A shouted warning (such as "ball on!") is sufficient to affect the outcome of play, provided a player had a chance to make a legal play on the ball. Misuse of this privilege constitutes minor misconduct.

### **18. Misconduct**

Incorrect conduct by a team member toward league managers, opponents, their teammates or spectators is classified in four categories according to the degree of the offense.

#### **18.1 Categories**

**18.1.1 Unsportsmanlike Conduct:** argumentation, intimidation, etc.

**18.1.2 Rude Conduct:** acting contrary to good manners or moral principles, expressing contempt.

**18.1.3 Offensive Conduct:** defamatory or insulting words or gestures.

**18.1.4 Aggression:** physical attack or intended aggression.

#### **18.2 Sanctions**

Depending on the degree of the incorrect conduct, according to the judgment of the league manager, the sanctions to be applied are:

**18.2.1 Misconduct Warning:** for unsportsmanlike conduct, no sanction is given but the team member concerned is warned against repetition in the same set.

**18.2.2 Misconduct Penalty:** for rude conduct or repeated unsportsmanlike conduct, the team is sanctioned with the loss of a rally. Example: kicking ball out of frustration and it hits something or someone.

**18.2.3 Expulsion:** repeated rude conduct or offensive conduct is sanctioned by expulsion. The team member who is sanctioned with expulsion must leave the playing area. (for the set only).

**18.2.4 Disqualification:** for aggression, the player must leave the playing area. (for the rest of the night until a meeting)

#### **18.3 Sanction Scale**

A player may receive more than one MISCONDUCT PENALTY in a set. Sanctions are cumulative in nature only within an individual set. DISQUALIFICATION due to aggression does not require a prior sanction.

#### **18.4 Misconduct Before And Between Games**

Any misconduct occurring before or between games is sanctioned and the sanction is applied in the following game.