



BTG CO-ED SAND VOLLEYBALL RULES

LIABILITY

All participants in the league assume the risk of injury. Beyond the Game, its employees, and volunteers shall not be liable for injury to person, loss or damage to personal property arising from or in any way resulting from participation in the league.

SUBMITTING A ROSTER

Each team must submit a roster with a maximum of 7 players and designate the Team Captain. Rosters must be finalized and no changes are allowed after 3rd game of the season. Beyond the Game may allow changes to a team roster if that team would otherwise not be able to field enough players each week due to injury, illness, players moving, or other special circumstances. BTG may also choose to deny a team's request if the addition of a replacement player would significantly improve a team's level of play. No player who is not on your roster may play on your team.

GENERAL RULES

- 4v4 Sand Volleyball is officiated. Only Referees shall call the faults.
- Good sportsmanship is required of all participants. Team Captains assume full responsibility for the conduct of the team. Players may be suspended or disqualified from play for unsportsmanlike conduct.

TEAMS

- A team consists of 4 players, with at least 2 women and 2 men. A team may start a game with a minimum of 3 players, 2 women and 1 man or vice-versa.
- If a team does not have the minimum players required to start a game, they will lose by forfeit and will be forced to pay a \$25.00 forfeit penalty by the next game.

TIMING AND SCORING REGULATIONS

- A match shall consist of a best 3 out of 5 games.
- A game is over when one team scores 15 points (11 points should a 5th game be necessary). The winning team must have at least a two-point advantage. All three games must be played within the 60 minute time block. At the end of the 60 minute time limit, whichever team is ahead at this time will be declared the winner. If the game is tied the teams may continue to play until the next point is scored - (the winning margin in this case is one point).
- Teams must be ready to play by 5 minutes past start time. If a team shows up more than 5 minutes after start time, the team that arrived on time has the following options:
- They may claim forfeit of all five games.
- They may claim forfeit for one game and play games 2 through 5.
- At game time, the clock timing the contest will be started.
- Rally Scoring shall be used (a point is scored with every serve).

SERVING REGULATIONS

- A coin toss will be done between the two Team Captains. The winner has the choice of: serving the first game or choosing which court to start on. At the beginning of the second game the roles are reversed. The coin toss will be done at the beginning of the third game with the winner getting the same options as above.
- Service takes place anywhere beyond the back line. The server may not step on the service line when serving.
- The players of the serving team must not screen the opponents from seeing the contact for service or the path of the ball. This includes a player waving arms, jumping up and down, or moving sideways at the time of the serve.
- Blocking or attacking the serve is illegal.
- Only one serve is allowed (There are no “re-serves,” meaning that a player may not drop a bad toss without serving and then toss it again to serve.)
- A Let-Serve (a serve that hits the net and goes over) is legal if it lands in bounds.
- On change of serve, all players shall rotate clockwise. The player in the front line right position becomes the next server. Positions of players may be changed only after a completed game.

GAME PLAY

- The ball must be cleanly hit and not held, lifted, pushed, carried or thrown. The ball cannot roll or come to rest on any part of the body.
- When playing the ball, players may use any part of their bodies, including feet, as long as the ball is cleanly hit or “pops” off at contact.
- When contacting the ball with one hand the ball must be cleanly hit with the heel or palm of the hand (a roll shot), with straight, locked fingertips (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-hand tip) is a fault.
- Players may step under the net onto the opponent’s court without penalty unless the player interferes with the volley.
- If two or more players of the same team contact the ball simultaneously, it is considered one hit. Either player involved may participate in the next hit without penalty.
- The ball is out-of-bounds when it touches any surface, object, or ground outside the lines. A ball touching the lines is considered “in”. A ball may be played from out-of-bounds but it must cross the net within the “antennas”.

FAULTS

- Players touching the net with any part of their bodies.
- A team contacts the ball four times before returning it to the opponents.
- Catching or throwing the ball. The ball must be tapped. No open hand tips/dinks.
- Serve out of turn. (Will also result in loss of points scored by ineligible server.)
- A player contacts the ball twice in succession unless the first touch is a block, or the ball contacts various parts of the player’s body successively.
- When two opposing players commit fouls simultaneously, the point is replayed.

BLOCKS

- A ball touched by a player, playing close to the net, and attempting to block a shot by an opponent shall not be counted as one of the three taps permitted by his team.
- In blocking, the blocker may place his/her hands and arms beyond the net provided the action does not interfere with the opponent's play (roofing). The blocker is not permitted to touch the ball beyond the net until the opponent has made an attack hit.
- If two or more players from opposing teams contact the ball simultaneously above the net, any of the players involved are eligible to participate in the next play, which shall be considered the first of three contacts allowed to the team.
- A joust (ball coming to a rest above the net on a block attempt) will result in a replay of the point.

SUBSTITUTIONS

- Substitutions may be made anytime the ball is dead as long as the substitute occupies the position that player was in. There is no limit on substitutions.

PLAYOFFS

- Teams will be seeded in the playoff according to the league record. If there is a tie, the team with the fewest losses shall be ranked higher.

RAINOUTS

Due to the limited number of days available to make up postponed games we will endeavor to play in mildly inclement weather. If unfavorable weather or field conditions appear likely, the team captains will be called by a member of the Beyond the Game staff before the scheduled game to hear if the game is to be played (if the situation permits). If the game is postponed captains will inform their team. Note that rainouts will not be called even if it is raining, unless conditions on the field are extremely poor.

PROTESTS AND APPEALS

All decisions of the Official are final