



## **Summer Beach 4s 2021**

### **League Format & Rules**

#### **Team Requirements**

- Every team must have at least 4 players - and can have up to 5 players - on their roster
- Every team must name a captain
- Players can register as a team or as an individual.

#### **COVID-19 Requirements**

- Every participant must follow the GOV Outdoor COVID-19 Protocol.
- If programming must be halted or cancelled due to a public health closure, players will receive prorated credits for the nights that are cancelled. Refunds available by request only.

#### **Format**

- On any given week, matches may start at 6:00, 7:00, 8:00, 9:00 or 9:30
- Matches are three sets to 21 points (win by 2, cap at 23).
- Always play all three sets, even if the same team wins the first two sets.
- Scores would be entered as 3-0, 2-1, 1-2, or 0-3.
- Teams will compete in a round robin format, followed by playoffs at the end.

#### **Gender Requirement**

- There is no gender requirement
- Net height is regulation men's height (2.43 m).
- For single-gender teams matched up against mixed gender teams, team captains are encouraged to agree to designate a player (or players) to always spike from behind the attack line only, in order to promote fair play and continuous rallies.

## When does a forfeit apply:

- Teams may play with three players without penalty.
- If after 15 minutes after the scheduled start time, a team has only two players, then that team must forfeit the match.
- If a match is forfeited, both teams are to play a friendly game of 3 on 3 so that the evening still includes some volleyball for the people who showed up.
- If you know you are going to be short players and forfeiting is a possibility, please do your best to contact the other team's captain to give them a heads-up.

## Equipment

- Bring your own ball. While captains can agree on any ball, if there is disagreement or confusion the official ball is [Mikasa Beach Champ](#).
- Scoreboard not provided (players should call out the score)
- Antennas provided by venue (or make do without them)

## General Rules

- By registering, all players agree to abide by the [GOV Code of Conduct](#).
- All games are self-refereed, players are expected to call their own violations.
- Matches are played rain or shine. If lightning or a major downpour results in cancelling the entire night, there will be no refunds nor make-up matches.
- If there is an honest dispute about a call or rule interpretation that takes more than 10 seconds to resolve, simply call a re-serve.
- If a team is not having their best day, please adjust the level of calls to encourage rallies / fair play.
- Teams are permitted one time-out per set

## Specific Rules

### Rotation:

- The player who serves the ball (or who is in the server's position for serve receive) is considered the "back row player" and cannot jump while in front of the attack line to spike the ball.
- Teams must maintain a serving order, but can play in whatever court position they like (i.e., a player can serve and then head to the net to set the ball, but is not allowed to spike it from inside the attack line, as per previous rule).

### Setting:

- If done with a volley: cannot be a double touch, but players are allowed to hold the ball longer for better control.
- If a volley set goes over the net without the player being square to the direction of the ball (i.e. setting a spiker and the wind blows it over, or a side-set dump), it is fair.

### Attacks / Spikes:

- Open hand tips are NOT allowed.
- When hitting, contact with the ball must be crisp (if your hands flub the ball, it is a lift).
- Roll shots are permitted.

### Blocking:

- A block counts as a touch, the team only has two more contacts before they must send it over.
- The blocking player may block the ball and then pop it up, but this counts as two contacts.

### Team's first contact:

- Players may volley on the first contact at any time (for serve receive and during a rally).
- If the ball in the same motion hits you in the arms/chest/shoulders twice, it only counts as one contact.

### Other:

- If the ball touches the line, it is in.
- Players cannot touch any part of the net between the antennas during the action of playing the ball.
- Players can cross the middle line at the net as long as they do not obstruct the opponent.
- Teams should switch sides every 7 points (ie: 3-4, 8-6, 14-7...), unless both teams agree not to.