

Wells Branch Coed BYO4's Sand Volleyball Tournament Official Rules

Competitive Tournament Rules

tournament)

(Please see section below for specific differences for the Fun

- Please arrive between 4:30-4:50pm for Check-in and Group picture! Games will start **promptly at 5pm** to maximize court rental time!
- 4 Teams maximum per court/pool
- Using Wilson balls
- Rally scoring, win by 2, cap at 25 for pool play and no cap for playoffs.
- Pool play games to 21 (switch sides once the first team reaches 11 points). (Subject to change based on sign ups)
- Points matter!
 - Playoff seeding is determined by overall record per court, then head-to-head result, then total point differential. Ties are broken by Total point differential of all games.
 - In the event of a 3-way tie with neutral head-to-head play, and if point differential is equal, a mini-playoff will ensue. 1 game, first to 10 capped. Switch sides once first team has 5 points.
- Playoff games will be single elimination (best 2 out of 3 matches) 1st & 2nd set played to 21 (switch at 11 points), and 3rd game is played to 15 (switch at 8 points).
- Each team is allowed one 30 second timeout per each set/game to 21 unless there is a medical need for more.
- Minimum of 1 female must be playing at all times.
- Females are NOT required to touch the ball during points.
- Games will be refereed and score kept by at least two members of the (off team) according to the schedule/pool. Losing teams in playoffs will (rock paper scissors) to decide who refs the following playoff match.
- The off team refereeing has the final call of all plays. It is up to the refs if a replay is warranted.
- Hand setting ruling will be relaxed! Only egregious double contacts while hand setting should be called (unless attack setting over the net which must be perpendicular to the line of their shoulders and a clean set).
- You may open hand receive hard driven hits (not serves). Open handed serve receives must be clean, quick contact, and not a "lift" or "catch and throw" or hands must be together.
- No open-hand tips, pushing, or lifting the ball.
- Any net touch is a fault and ends the play.
- A block at the net does not count as a touch. Teams may touch the ball 3 times after a ball is tipped or blocked.
- The uniform including hats/accessories count as part of the body and if the ball contacts any part of your uniform and goes out, the opposing team gets the point.
- A player can "double the ball" (hit it twice in a row) during their team's first contact with the ball as long as they make a single motion to do so. This can include simultaneous contact with multiple parts of the body during a serve or attack. However, a double contact is considered a violation if a player uses two actions during contact.
- Alternates/substitutions must play in at least one pool play game to be eligible to play in playoffs unless there is an injured player and, in that case, the opposing team must approve of the substitution.
- If an alternate/substitution enters the game during playoffs, they must remain in for 4 serving players on their team (including the one entered in on).
- All teams from each court advance to playoffs starting around 7pm (subject to change based on # of sign-ups)
- Please be sure to check the schedule to see when you play and when your team is scheduled to ref/keep score.
- Display sportsmanship at all times!

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- The off-team refereeing has the final call of all plays. It is up to the refs if a replay is warranted.
- Hand setting faults will not be called.
- You may open hand receive hard driven hits.
- No lifting the ball.
- No Jump serving allowed.
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