Co-Ed 4v4 Sand Volleyball Tournament Rules

FORMAT:

Teams must be composed of at least 4 players and have at least 4 players (min. 1 female) on the court at all times. Teams will participate in 6 single set matches of 4v4. Based on the results of these games we'll rank all teams based on the criteria listed below and the top 8 teams will move onto the single elimination playoff. Based on the results of the first 6 games all teams will be ranked based on the following criteria:

- 1. Overall record of your games played
- 2. Total point differential of all the matches
- 3. In the rare case where there is a tie after first two tiebreakers, a coin flip will decide the higher seed.

SCORING:

All games are **rally scoring in one set to 21. Teams must win by 2 or the first to 25 wins.** Teams will **switch sides once one of the teams reaches 11 points**. Rally scoring simply means that a point will be awarded each time the ball is served regardless of who served it.

SERVING:

A team earns service possession for the start of the first game by winning Rock/Paper/Scissors.

- A legal serve is one that crosses the net and is either touched by an opposing player or lands within the opposing team's area of the court within the boundary lines. A serve that makes contact with the net and carries over to the opponent's side of the net is a live serve and must be returned.
- No jump serves are allowed
- When the serving team wins the rally, the player who served before, serves again.
- When the receiving team wins the rally, it gains the right to serve. In 4's team members do not need to rotate position but must rotate server. [Different from 6v6]
- It is not necessary to rotate the server after 5 consecutive successful serves.
- Players on the receiving team cannot block or attack a serve.

PLAYING THE BALL:

- During 4's team members do not need to rotate position on the court. They do have to rotate service though. [Different from 6v6]
- In 4's every player is eligible to attack the net. [Different from 6v6]
- Each team is allowed a maximum of 3 successive contacts of the ball in order to return the ball to the opponent's area
- Open hand dinks are illegal. An open hand allows the player to affect the direction of the ball by using fingertips in conjunction with the twist of the wrist.
- Players may set the ball over the net. They do not need to have their shoulders square to the net.
- Returning a serve with a set is illegal and must be "passed" with bump (hands together below the waist) or with your hands together (above the waist).
- Players are not permitted to scoop, hold or lift the ball. The ball must be clearly hit.
- There is no centerline. You may cross under the net providing that you do not contact a player from the other side or hinder their play of the ball.
- The ball must cross the plane of the net before contact may be made unless it is the 3rd hit by the offense and the contact is made to block the shot. [no blocking of your opponent's sets]
- Contact with the net is a violation. This includes contact made by hats, hair or clothing.
- Crossing into the other courts is a dead ball.
- A stray ball onto the court constitutes a replay if it comes in during play

BLOCKING:

- Blocking is the action close to the net which intercepts the ball coming from the opponent's side by making contact with the ball before, during or after it crosses the net.
- A block contact is not counted as a team hit, and a team is entitled to 3 hits to return the ball.
- The first hit after the block may be executed by any player, including the one who blocked the ball.

SELF OFFICIATING:

• All games are self-officiated.

CONCLUSION:

- We enforce a "Zero Tolerance Policy" in regards to behavior of players and fans. Taunting, trash talking, or abusive language will not be tolerated. Tournament staff will have the right to reprimand or eject players, managers, or fans depending on the severity of the situation.
- BYOB Beer and Alcohol is permitted at The MAC for these events but no glass containers please.
- We reserve the right to make adjustments to match schedules, match duration, and other aspects of the tournament as may become necessary during the course of the tournament.