

## CO-ED SAND VOLLEYBALL RULES

### TEAMS

A team consists of 6 players, with a minimum of 2 women. A team may start a game with a minimum of 4 players, of which 1 must be a woman. Members of the team must be 16 years of age or older.

### TIMING AND SCORING REGULATIONS

1. A match shall consist of a best 2 out of 3 games with a 1 hour time limit to complete 3 games.
2. A game is over when one team scores 15 points. The winning team must have at least a two-point advantage. If a 14-14 score exists, play will continue until one team wins by 2 points. If a game is tied when game time expires, next point wins the game. All three games must be played within the hour time block. Playoff games will have no time limit.
3. Only the serving team can score.

### SERVING REGULATIONS

1. A coin toss will decide who serves first in the first game. After that the losing team will serve first in the remaining two games.
2. Serves may be underhand, overhand or participants may attempt to jump serve.
3. Blocking the serve is illegal.
4. 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.) Faults on the serve may occur when: ball touches net or teammate, ball is passed under the net, or ball goes out of bounds.
5. The ball is out-of-bounds when it touches any surface, object, or ground outside the sand court. A ball may be played from out-of-bounds from your territory only. It is illegal to touch the opponent's court in the act of playing a ball.
6. On change of serve, all players shall rotate clockwise (to the right in front line and left in second line). The player in the front line right position (right forward) becomes the next server. Positions of players may be changed only after a completed game. If you do not start the game with the serve, you rotate before the first time you serve.

### LEGAL & ILLEGAL HITS

1. The ball must be cleanly hit. The following constitutes a legal hit: Contacting the ball with the heels of the hands, fists, or arms, A closed fist punching at the ball.
2. The following constitutes illegal hits: Ball visibly comes to rest, Held ball, Successive contacts, Using fingers for underhand hit, or Attacking the serve.

### FAULTS

The following types of faults can occur during an attempt to play the ball: Player touching net, Hand or hands over top into opponents' side of net in hitting ball, A player takes support from a teammate or any object in order to reach the ball, 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. (Loss of points scored by ineligible server.), A player spikes the ball above the opponents' court and/or ball touches player below waist, A player contacts the ball twice in succession or the ball contacts various parts of the player's body successively, A player receives personal warning.

In the case of a fault the ball will be returned to the opposing team and no point will be rewarded to the faulting team.

### BLOCKS

1. 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. He/she may block the shot and play the ball before a teammate touches the ball. If two players block the ball simultaneously, this will count as one hit.

### TIMEOUTS & SUBSTITUTIONS

1. Each team is allowed only 1 one-minute time out per game. Time-outs may be requested any time the ball is dead.
2. Teams must end play on the hour --- (i.e., 2:00, 3:00, 4:00, etc.), whichever team is ahead at this time will be declared the winner. Teams scheduled to play at this hour may claim the court at this time with the following exception: 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). If all 3 games are completed before the hour, these teams having just completed play may continue to practice on the court until 5 minutes before the hour, when they must yield to the teams of the following game.
3. Teams must be ready to play by 5 minutes past the hour. If a team shows up more than 5 minutes after the hour, the team that arrived on time has the following options: They may claim forfeit of all three games or they may claim forfeit for one game and agree to play #2 and #3 games.

### PROTESTS AND APPEALS

At the completion of each game, the league assistant will ask each captain (or acting captain) to sign a score card with the results of the game. By signing this card, you agree to the outcome of this game and you may not protest the game once you have signed. Should you wish to protest the game, you must inform the league assistant, he will write it on the scorecard and then ask for your signature confirming your decision to protest. Any appeals or disputes will be at the discretion of an appointed committee of county fair board members.

### WAIVER OF LIABILITY

Wabasha County Fair Board, its volunteers, and employees 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 tournament.