



2012 FLOAT SERVE VOLLEYBALL GRASS/BEACH RULES

1. PLAYING AREA

1.1 Short Court dimensions: 52'6" x 26'3"

1.2 The playing area should be flat, uniform, and free of injury causing objects.

1.3 Boundary lines are within the boundary of the playing court and consist of two sidelines and two end lines which mark the playing court.

1.4 The service zone is behind the end line and between the extensions of the sidelines.

2. NET AND POSTS

2.1 Heights at net center: Men: 7'115/8" ; Women: 7'41/8" ; Regular Co-ed: 7'115/8" ; and Reverse Co-ed: 7'41/8" (Assorted heights for the "Father's Day Grass 2's Tourney" based on age. Refer to the Schedule page.)

3. BALL

3.1 Official Game Ball for 2012: Spalding Official King of the Beach at 2.5 to 3.2 psi.

4. TEAMS

4.1 For 2's, two players on the court per team without substitutions. An incomplete team forfeits and all subsequent games are WINS for opposing teams.

4.2 For Co-ed 4's, 1 woman and 3 men (or 2 women and 2 men) on the court and "woman touch" rule applies. You can play with a minimum of 1 woman and 2 men and still be a complete team. An incomplete team forfeits and all subsequent games are WINS for opposing teams. Substitutions permitted for 4's with maximum 6 players per team.

5. SCORING SYSTEM

5.1 Rally scoring system.

5.2 An incomplete team loses the game/match with points awarded to opposing team.

6. MATCH PREPARATION

6.1 Before starting the first or deciding game, team captains conduct a coin toss (or any game of chance). The winner selects: serve, receive, or side; and the loser selects remaining options.

7. PLAYING ACTIONS

7.1 A ball is in when it contacts the ground within and including the boundary line. If a boundary line is misaligned, the official will decide whether the ball is in or out by judging where the line should have been. Note: An imaginary boundary line exists if the actual boundary line is out of alignment.

7.2 The ball is out when it crosses outside or touches the antenna.

8. PLAYING FAULTS

8.1 A team has three contacts to return the ball to the opponent.

8.2 Double contacts are not permitted, except:

8.2a During/after blocking; Blocking is 1 of 3 team contacts and any player may make the next contact of the ball after the block.

8.2b) When digging a hard-driven ball; OR

8.2c) *For "Father's Day Grass 2's Tourney" Only: On GRASS when using your hands on serve receive.*

8.3 When opponents simultaneously contact the ball over the net, the ball remains in play and the team receiving the ball is entitled to 3 contacts. A joust is not a fault and the first contact is initiated after the joust. If the ball lands out of bounds, it is a fault of the team on the opposite side.

8.4 A player can not take support from a teammate or object to reach a ball. A player who is about to commit such a fault may be stopped or held back by a teammate.

8.5 Contact of the Ball:

8.5a The ball can contact any part of the body. Note: Hair is a contact.

8.5b Successive contacts with hard-driven balls are allowed.

8.5c The ball must be contacted cleanly without lifting or double-contacting. The ball can not roll or come to rest on any part of a player's body. (See exception rule 8.5d)

8.5d When defending a hard-driven attack or hard-driven blocked ball, the ball may be momentarily lifted and/or double-contacted providing the attempt is one continuous motion. When judging hard-driven attacks, the official considers the following: 1) "Reactive" versus "decisive" nature of the defense; and 2) Speed or pace of ball.

8.5e When hand setting: the hands should act together smoothly or a double-contact or lift may be called. "Spin" is an indicator of a double-contact, but not a fault. You must observe the contact itself to make a determination. Sets that visibly pause ("deep-dish"), or re-directed balls, are "lift" faults.

8.5f "Setting over the net": Hand-set attacks across the net are legal only if the setter is clearly facing directly toward or back-setting squarely toward the target.

8.5g An "open hand" shot is a fault. It must be a roll shot, fingers rigid and together, pancake, or knuckles must be used.

8.5h *It IS legal to use your hands on the grass or beach for serve-receive. If you do hand receive a serve it must come out as "nectar" (a perfect pass, no spin, without doubling or lifting, and literally floating through the air to your partner.) It is not recommended to use your hands on serve-receive, due to judgment calls by officials.*

9. BALL AT THE NET

9.1 A ball directed to the opponent's court must go over the net and within the antenna. The ball may touch the net during service. A ball touching the antenna is a fault.

10. PLAYER AT THE NET

10.1 When blocking, a player may touch the ball beyond the net, provided they do not interfere with opponent's play, before or during the attack-hit.

10.2 Within the limits of 3 team contacts, a player may contact a ball that has crossed the net below the net (or outside the antenna) in an attempt to recover a ball that has not been contacted by the opponents. The recovered ball must cross the net below the net or outside the antenna.

10.3 Players may cross the imaginary center line below the net or outside the antenna, provided this does not interfere with opponent's play. Incidental contact with an opponent is ignored, unless such contact interferes with the opponent's opportunity to play the ball. While opposing players are not required to avoid the ball or the player, they cannot intentionally interfere with any legal attempt to play the ball on their court. If a player crosses and interferes with play, it is a fault.

10.4 It is a fault for a player or clothing to touch any part of the net.

Exceptions are:

10.4a Incidental contact of the net by a player's hair

10.4b If a player's hat, visor, or glasses fall off during play and contact net.

10.4c When a ball is driven into the net and causes the net to touch a player, no fault is committed. *Note: When a ball is driven into the net, a fault is committed by the player on the opposing side if they intentionally place their body at the net to direct the ball (Ex: hands at net to direct ball to the ground).*

10.4d A player may touch posts, ropes, or objects outside the total length of the net, provided it does not interfere with play.

11. SERVICE

11.1 The service (or serve) is the act of putting the ball into play by the serving player in the service zone.

11.2 If the serving team wins the rally or a replay is directed, the player who served the previous rally serves again. If the serving team loses the rally, the next server on the receiving team serves the ball.

11.3 If a player is discovered serving out of order, they continue to serve and a fault is not committed. When the offending team serves again, they remain in their original order (the offending server will serve again).

11.4 It is the responsibility of the official and server to assure both teams are ready for service.

11.5 The server may move freely behind the end line. The player's foot may not go under or on a boundary line. If the end line is moved by the server's body it is a fault. After the service contact, the player may land on the court or outside the service zone.

11.6 The server contacts the ball with one hand or any part of the arm after clearly tossing or releasing the ball; before the ball touches the playing surface; and with only one attempt to serve the ball.

11.7 Serving team can not prevent opponent from seeing the server or path of the ball (screening). On opponent's request, the serving team moves to eliminate the screen.

11.8 A ball may touch the net when served.

11.9 *It IS legal to use your hands on the grass or beach for serve-receive. If you do hand receive a serve it must come out as "nectar" (a perfect pass, no spin, without doubling or lifting, and literally floating through the air to your partner.)* It is not recommended to use your hands on serve-receive, due to judgment calls by officials.

11.10 *For "Father's Day Grass 2's Tourney" Only:* When using your hands on serve receive, it IS NOT a fault to double contact the ball on serve-receive with your hands. The serve can not be lifted. Double contact with any other part of the body on serve-receive, aside from your hands, IS a fault.

11.11 A serve can be attacked if any part of the ball is below the height of the net. Note: The height of the ball in relation to the net determines whether an attack-hit is legal or not during service. If any portion of the ball is below the plane of the net an attack-hit is allowed.

12. ATTACK-HIT

12.1 All actions to direct the ball towards the opponent's playing area, except in the act of serving and blocking, are considered to be attack-hits. An attack-hit is completed after the ball completely crosses the vertical plane of the net or is touched by a blocker. A player may contact an attack-hit at any height, provided contact with the ball is made within the player's playing space.

12.2 It is a fault when a player completes an attack-hit above the plane of the net on the opponent's service. Note: The height of the ball in relation to the net determines whether an attack-hit is legal or not during service. If any portion of the ball is below the plane of the net an attack-hit is allowed.

13. BLOCKING

13.1 Blocking is the action of a player, close to the net to deflect the attacked ball coming from the opponent by reaching above the height of the net.

13.2 The first contact after the block may be executed by any player, including the player who touched the ball at the block.

13.3 When blocking, a player may place their hands and arms beyond the net provided that action does not interfere with opponent's play. The blocking player is not permitted to touch the ball beyond the net until the opponent has made an attack-hit.

13.4 A blocking contact is counted as a team hit. The blocking team will have 2 hits after a blocking contact. Simultaneously contacts may occur by blockers, provided contacts are made during one blocking action.

14. TIME OUTS

14.1 A time-out is 1 minute. Each team is entitled to 2 time outs per game. Successive timeouts may be requested without resumption of the game. Injury time out is 5 minutes.

15. DELAYS TO THE GAME

15.1 A delay is an improper action of a team that defers resumption of the game and includes:

- 15.1a Prolonging a time out, after instructed to resume the game;
- 15.1b Repeating an improper request in the same game (requesting a time out after using your 2 time outs per game)

15.2 The first delay by a team in a game is sanctioned with a delay warning. Subsequent delays in the same game constitute a fault and is sanctioned with a delay penalty, which is the loss of a rally.

16. EXCEPTIONAL GAME INTERRUPTIONS

16.1 An injured player is given a five-minute injury time-out.

16.2 When a ball from another court comes onto the playing court, a replay is always conducted, regardless whether a play could have been made or not. *All "Balls On!" are replayed.*

17. MISCONDUCT

17.1 Incorrect conduct by a team member towards officials, opponents, teammates, or spectators is classified in four categories according to the degree of the offense:

- 17.1a Unsportsmanlike conduct: arguing, intimidating, or taking unfair or inappropriate advantage of player privileges.
- 17.1b Rude conduct: acting contrary to good manners or moral principles, interfering with an opponent's ability to play, expressing contempt.
- 17.1c Offensive conduct: defamatory or insulting words or gestures.
- 17.1d Aggression: physical attack or intended aggression.

17.2 Depending on the degree of the incorrect conduct the sanctions to be applied are:

- 17.2a For Unsportsmanlike conduct, no penalty is given, but the team member concerned is warned against repetition in the same game.
- 17.2b For Rude conduct, the team is penalized with the loss of one rally. Repeated Rude conduct is sanctioned by expulsion and the player must leave the playing area for the remainder of the game.
- 17.2c For Offensive conduct and Aggression, the player is sanctioned by disqualification and must leave the playing area for the remainder of the match. Disqualified players may be subject to further sanctions by the Tournament Director.

18. OFFICIATING

18.1 When officiating, position yourself at the base of one of the poles. The official shall make all calls governing play. The players have the responsibility to make "honor" calls on themselves in regards to a net touch or touch while blocking the ball. The official should also make these calls.

18.2 The official has the authority to make all calls during the match. Players may not protest official's judgment calls. Players may request a rules interpretation by Tournament Director.

18.3 If you lose during playoffs you MUST stay to officiate the next match. Please do not leave before checking in with the Tournament Director.

19. TOURNAMENT DIRECTOR

19.1 The Tournament Director (TD) oversees all aspects of the tournament including, but not limited to the following:

19.1a Rule changes

19.1b The TD has authority over players, officials, coaches, and spectators.

19.1c The TD determines how entrants are seeded.

19.1d The TD has option to change tournament format (Ex: limited daylight).

19.1e The TD resolves disputes.