

LITTLE ELM ADULT SAND VOLLEYBALL 4v4 TOURNAMENT RULES

I. Tournament Format

- a. Round Robin format with the top 4 teams advancing to a single elimination tournament.
- b. All matches will be Rally Scoring.
- c. Each match will consist of 2 out of 3 games to 21 points (win by 1).
- d. All single elimination tournament matches will be played 2 out of 3 games. Sets 1 & 2 will be to 21 points (win by 2, 30 point cap) and the 3rd set will be to 15 (win by 2, 20 point cap). Scoring may be adjusted if time conflicts arise.
- e. There will be no break between pool play and tournament games. Teams are strongly encouraged to stay at the beach. All matches will begin immediately after the preceding match. Please have your team ready. Game time will be forfeit time. Failure for a team to appear with at least four (4) players at the scheduled time or failure to play when directed by the Athletics Supervisor shall cause all sets to be forfeited.
- f. The tournament Director will provide referees.
- g. In the event of a tie in the final pool play standings, advancement will first be determined by head-to-head results of games played. Then head-to-head points differential (points team scored less points opponents scored). If a tie still persists then total point differential (total points scored for and against) in all games. Lastly, if there is still a tie then a coin flip will decide who advances.
- h. Teams must display good sportsmanship at all times. Poor sportsmanship acts could result in ejection from the tournament.
- i. 5 minute warm-up (this procedure is for your first time on the court, thereafter teams will have a total of 3 minutes.)

II. Number of Players and Tournament Eligibility

- a. Individuals must be 16 years of age or older. (Participants under 18 must have a parent or guardian sign the roster.)
- b. Each team must submit a registration form and \$100.
- c. Registrations will be accepted on first come, first serve basis.
- d. The roster will be provided at the tournament by the tournament Director. Each player must sign the roster prior to playing.
- e. The roster may have no more than 9 players.
- f. A team may play with as few as 4 players.
- g. If a player is injured during the tournament they can be replaced with a player not already participating in the tournament after they have signed the roster.

III. General Playing Rules

a. Blocking of the ball above the opponent's playing area shall be legal provided that such a block is:

- After a player has attacked the ball, or in the official's judgment, intentionally directed the ball toward the opponent's playing area.
- After the opponents have completed three hits.
- After the opponents have hit the ball in such a manner that the ball would, in the official's judgment, clearly cross the net if not touched by a player, provided no member of the attacking team is in a position to make a legal play on the ball.
- If the ball is falling near the net and no member of the attacking team could reasonably make a play on the ball.

b. In order to be considered a blocker, a player close to the net must be reaching higher than the net at the time the contact is made with the ball coming from the opponents. Any contact made when the player is below the height of the net will be considered the first team hit, even if the player has not yet returned to the floor after being higher than the net at some point during the effort.

c. Attacking from the back row is not permitted, unless behind the 10 foot line.

d. Double hitting the ball. A double hit is when a player illegally contacts the ball twice in succession unless such contact is off a block. A player may not make multiple contacts of the ball unless the contact is the first contact on the ball, off a block, a simultaneous hit off a teammate or opponent, or on a hard driven ball unintentionally.

e. The ball MAY touch the net on the serve.

f. Each team is limited to one (1) time-out per set. Charged time-outs shall not exceed 30 seconds.

g. The server may catch his/her own tossed ball, no side-out will be called.

IV. Replays

a. If a ball from another court comes on your court and interferes with play, a replay may be called. Please wait for the official to call the replay. Replays are a judgment call by the official.

b. When a joust occurs (two opponents momentarily blocking/attacking the ball), a replay will not be called. The ball will be played on whichever side the ball comes. The team will have three hits remaining.

V. Substitution and Player Rotations

a. Teams do not have to rotate positions. Each player must serve. Each serve rotation must stay the same.

b. Each player must be in his/her own position before the ball is served. After the server strikes the ball, each player may cover any section of his/her own court.

c. The “ghost rule” applies if a team is short players. In the ghost rule, when it is the “ghosts” turn to serve, it is a side-out and the opposing team serves.

d. Substitutions will occur on a side out for the server.

VII. Sportsmanship

a. Unsportsmanlike conduct will not be tolerated by players or fans on or off the court.

b. Any profanity or argument made from a player on a judgement call by the official will be subject to one point taken off the score. A second profanity or argument will result in the game being forfeited.

c. If a player is ejected from a game, that player may not play in the rest of the tournament. If the game is that team’s last game of the tournament, that player will not be permitted to play in next year’s tournament.

VIII. Additional Rules for Coed Divisions

a. Each team can have 4 players on the court. Acceptable co-ed ratios are 3 females/1 male, 2 females/2 males, 4 females.

In Case of Bad Weather

Visit teamsideline.com/littleelm. On the front of the webpage will be updates on the status of the tournament. Cancellation decisions will be made one-hour prior to the first scheduled match of the day.

Town of Little Elm Parks & Recreation Department: Athletics Division (972) 731-1466

