

# Houston Sportplex

## Beach League and Tournament Rules

### Match Format:

- All rosters must be turned in before first match of the season.
- Subs: Subs must play 1 match during the season to be able to play in playoffs. No ringers!
- All League rosters allow for 2 Subs. to be on the Roster.
- Beach volleyball is played as Match Play, best-of-three sets played to first 2 sets to 21, 21, 3<sup>rd</sup> set to (15). Rally scoring, win by two. CAP is 25 points. Team that is ahead at 25 wins.
- All league play will follow above scoring. Tournaments scoring may be modified by Houston Sportsplex Directors for specific events, ie.. pool play, one set to 28, or 2 sets to 21, without deciding set.

### Play During Match:

- Service Order: Players alternate terms of service. (4's No Rotation / 6's Players must rotate)
- Position Faults: Players (other than server) must be on court at moment of service (no other requirement).
- In League play 4's and 6's: Teams play on the side they choose at coin toss. After first game teams will switch sides. **Doubles format:** After 5/7 points of play, indicate that teams should switch sides. This is not a time out. Teams do not go to their benches. Loser of coin toss decides second set start – Serve / Receive / or can choose side.
- Each team may call one Timeout per set. Total duration of all Timeouts is 60 seconds.
- If there is a deciding (3rd) set, the 1<sup>st</sup> referee should conduct another coin toss, and offer these same choices.
- Deciding sets: Play to 15, win by two . Switch sides on 5's. There is not a TTO in the (3rd) set.

### Disputes:

- The Captain may occasionally approach the referee to request an explanation of a call (not judgment related).
- The referee(s) must offer an explanation based upon the Rules.
- Officials should be approachable, but should maintain steady match flow, without prolonged discussion.
- The Captain has the right to protest rules misinterpretations/misapplications, but not judgment calls or sanctions.

## Playing Actions and Faults:

### Blocks:

- Blocks DO NOT count as a contact for any League Play (Except Doubles)
- Double Format (Only): The block contact counts as first team contact; either player of the blocking team may make the 2nd team contact.

### Tips:

- “Open hand tipping” is illegal. (use “illegal attack” signal)
- Knuckles may be used to “poke” the ball, provided that it rebounds (is not caught or thrown). Finger tips may be used to “poke” the ball only if the fingers are “rigid and together.”

### Plane of Net:

- Players must initiate contact with the ball within their own playing space (follow-through after contact is legal).
- Blockers may contact the ball in the opponent’s space after the attack hit or if opponents are unable to play the ball.

### Ball under the net:

- Players may contact any part of the ball until it has passed completely through the plane below the net.

### Simultaneous Contact by teammates:

- If teammates touch the ball simultaneously it counts as 2 team contacts. Either player may make the 3<sup>rd</sup> contact.

### Interference

- A player who interferes with the opponents’ ability to make a fair play must be called for the fault.
- Incidental contact between opponents does not constitute interference, (bump knees, step briefly on toes, etc).
- Interference can occur without physical contact. (ex: fallen player under net prevents defender covering short).

### Pursuit: (Is not Allowed during League Play. Only Tournament Play)

- Is legal in beach volleyball.
- First ball must pass over or outside an antenna.
- A player may pursue under the net...even through your opponents’ court!
- The ball must be played back over or outside the same antenna.

Third contact must send the ball legally through the crossing space (between the antennas).

#### Hand setting:

- There are two ball-contact faults to consider: “Catch Balls” (Held) and “Double Contacts.”
- Sets that visibly move down then up, or visibly pause, are “held-ball” faults.
- Similarly, contacts that visibly re-direct the ball are also judged as “catch ball” contacts.
- Clearly distinct and separate contacts of the ball constitute a “double-hit.”
- Spin is not a fault...but spin may be an indication that a fault has occurred.

#### Defense:

- It is legal to momentarily catch (hold) or double contact a “hard driven” ball.
- Underhand defense utilizing finger action, both palms facing upward, is prohibited.
- It is legal for any first contact to strike two or more parts of a defenders’ body during a single action to play the ball.
- Double-contact during first team contact without finger action is NOT a fault. (includes serve-receive)
- First-team-contact with finger action MAY be called for double-contact ...
- Exception: ...unless the double-contact was in defense of a “hard-driven attack”.
- In judging an attack as “hard-driven,” the referee must consider the following:
  - 1) Was the player’s action “reactive” (double allowed) or as an “intentional handset” (not allowed)
  - 2) Speed and trajectory of the ball
  - 3) Distance between attacker and defender

#### Serve Receive:

- Served balls are (by rule) “not an attack hit”.
- It is legal to receive serve “open-handed with finger action,” but strict hand-setting judgment must be applied to the contact. (Rec. Divisions: This rule does not apply)
- It is also legal to use techniques such as clenched fist(s), or the heels of the hands.
- This is legal whether the hands/fists are together or apart.
- Remember that If finger-action is used, then the contact must be judged as you would judge a set.