

UCDAVIS

CAMPUS RECREATION

Rec Sports

Rec Sports Official Rules Beach Volleyball

UNIVERSITY OF CALIFORNIA, DAVIS
232 ACTIVITIES AND RECREATION CENTER

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1. FIELD OF PLAY

It is marked by the lines that are already set up. This game is a self officiated sport.

1.1 Equipment

Equipment will be provided. A hand pump will be available to add air to a flat ball.

If you were to borrow a beach volleyball to use, you may be asked to give your ID or something equal to that value to use the volleyball. Upon return of the equipment, you will be given back your ID or similar object.

- Two poles support the net. They should not bend when tension is applied on the net. They should be stable enough to stand if a player collides into the pole during a play
 - The pole is not considered an extension of the net and should the ball contact the pole in the course of play the ball will be judged dead.
 - If the ball hits the net it is still live.

2. THE MATCH

Matches will be comprised of 2-3 games, where the winner must win two of three games (“the best two out of three games”). Games will be played with rally scoring, where a point is awarded every play regardless of which team served. **All games are played to 21 points. The winning team must win by two points, but the maximum score is capped at 23 points in each game to keep on schedule (i.e. you can win if the score is 23-22).** Teams will change sides after each game of the match. In the third game, teams will switch sides when **one team reaches 15 points.**

2.1 Start of the Match

- During the first week of play, each game will begin with a short captains’ talk given by the Rec Sports Staff member. At this point all captains on the field will meet at the center.
 - One player on each team is assigned the role of "captain" and is responsible for speaking and making decisions on the team's behalf.
 - After a brief discussion on rules and equipment captains will pair up with their opponent for ro-sham-bo (best out of one).
 - The ro-sham-bo winner may choose to select a side or service order for the first game. The loser receives the remaining option.
 - **The second game begins with an automatic reversal of the initial choices**
- Although this is a 4v4 sport, teams can start and play the game with a **minimum of three players.**

2.1 Forfeits

- A forfeit constitutes:
 - **Non-appearance**
 - **Less than 3 players checked in at five minutes after scheduled game time**

- o **Cancellation of the contest with less than 24 business hours' notice to the Rec Sports Office**
- A forfeit by a team will result in a \$20.00 fine being assessed. The captain has **7 days to protest** the forfeit. Should the team incur a second forfeit, another forfeit fine will be assessed and the team *may* be dropped from further play. Fines are automatically billed to the team captain via student accounting.

2.2 Timeouts

- Timeouts can be called when the ball is dead
 - o Either team may call a time-out on a dead ball.
- Each team is allotted a **maximum of one (1) timeout per game to 21**. Timeouts may not take longer than 60 seconds.
 - o Exception: In the event of an injury, one additional five (5) minute time-out may be called.
 - If a player cannot return to play after an injury time-out, an alternate player chosen by the team's captain will replace the injured player.

2.3 Substitutions

- Substitutes can only enter and leave at the **serving position**.
- Substitutions are unlimited.

2.4 Scoring

- Rally score will be played in all games; e.g. a point is scored on every play regardless of who served.
- At least one player per team must keep track of the score and the server must announce the score prior to serving.
 - o The score must be announced with their team's point value first, followed by their opponent's point value.
- This score **must** be reported after the match to the Rec Sports Staff person by turning in the scorecard

3. OFFICIATING/VIOLATIONS

All Rec Sports matches will be self-officiated, including playoffs. Teams must settle any disputes before continuing play.

- **Foot Fault:** If the server steps on or over the back line before contacting the ball, this is considered a violation and the point is awarded to the other team.
- **Net Touch:** If any player touches the net while the ball is live, this is also considered a violation.
- **Stopping Play:** Play continues until a violation is called by one of the teams, or until the ball touches the ground or an object outside the court.
- **Sideout:** Whenever the defending team earns a point that team gains service of the ball. This is termed a sideout.

- **Antenna:** If any part of the ball contacts the antenna or pole or passes over the (*imagined*) vertical extension of the antenna, it is out of play.
- **Continuation violations:** If a violation occurs after the ball has hit the ground, but during the normal course of continuation of the play that violation shall forfeit the point
 - For example: a player hits a ball which contacts the opposing team's court, after which their forward momentum carries them into the net. In this example, the person who touched the net violated the rules and the point is awarded to the other team.
- **Contact of service:** The service may not be contacted by the opposing team while the ball is above the height of the net (i.e., it may not be blocked or attacked by the receiving team).
- **Passing over the Antenna:** If, after three contacts, any part of the ball passes over the antenna, it is a violation. The ball must pass entirely within the antennas and their (*invisible*) vertical extensions.

4. SERVICE

The service is the act of putting the ball into play by the player in position one (right back).

- **Location:** The server hits the ball into the opponent's team court from the service zone. The service zone is defined as the area behind the back line and within the confines of the side lines.
- **Order of Service:** Teammates are to alternate the designated server each time their team earns a sideout. The order in which players serve must follow a pattern to ensure that all players on the court are serving equally.
 - There is no penalty for serving out of order. An incorrect server, once they have initiated the serve by contacting the ball, will be allowed to complete the duration of their rotation. However, immediately following that term of service, the offending player does not serve again until their three teammates have served in the order established prior to the infraction. In such instances, the opposing team's order of service does not change.
- **Rotation:** Players may play at any position and hit from any location in the team area. Rotation is for serve only.
- **Replay:** If the receiving team is not ready and makes no attempt to play the ball, the service may be replayed if both teams agree to the replay.
- **Net Serves: Net serves are allowed.** Thus, if the ball hits the net on a serve and goes over, the serve is still live. In the event a ball hits a net then lands outside the defending team's field the serve will be determined "out" and the defending team will receive a point.

5. BALL CONTACT

A player who contacts the ball or is contacted by the ball shall be considered to have played the ball.

- **Contact with Body:** The ball may be contacted with any part of the body.
- **Team Contact:** The ball may be contacted no more than three times by a team. After the third team contact, the ball must cross over the net between the antennas and either land

in the opponent's court or touch an opposing player. (Block does not count as first team contact).

- **Multiple Contacts:** A player may make contact with the ball twice in succession if they first block the ball then make a second contact. Any other situation in which a player touches the ball twice in succession is considered a violation.
- **Dinks and Tips:** Open hand dinks or tips are not allowed. The “Cobra” or “Knuckle” contact is allowed. Dinks and tips must be done with a closed hand. All attempts made with one or both of these skills must be done without prolonged contact.

6. SETS

Setting can be done to either dump the ball over the net or to “set” the ball into a position that allows the hitter to spike it over.

- **Ball rotation should not be automatic determination of a setting violation (a “double”).**
- The ball may not come visibly to rest in the setter's hands.
- During the set, the ball must be contacted simultaneously by both hands to avoid a double hit violation.
- A ball need not travel in the same direction the setter is facing. However, the setter cannot hold or carry the ball to change the direction of the set.
- The ball may be intentionally set into the opponent's court.

7. PLAYS AT THE NET

A ball hit into the net by a team may still be kept in play (up to 3 hits) **provided that the net is not touched by a player.** Players may not touch the net. If 2 opposing players touch the net simultaneously, the ball is declared dead and is replayed.

- **Player Contact with the Net:** A player may not contact the net with any part of the body or clothing. The violating player is responsible for calling the violation and stopping play. It is not a violation if a player is wearing a hat and the hat contacts the net after inadvertently falling off the player's head. It is not a violation if a player's hair contacts the net.
- **Passing Below the Net:** A ball crossing the center line below the net may be returned below the net to the attacking team's side by a player of the attacking team providing the ball has not been touched by the opposing team.
- **Antennas/Poles:** If any part of the ball contacts the antenna/pole or passes over the (*imagined*) vertical extension of the antenna/pole, it is out of play.
- **Playing Under the Net:** A player may cross under the vertical plane of the net provided there is no interference with the opponent's play.
- **Interference:** No player may interfere, or threaten to interfere, with an opponent's play.
- **Blocking:** Any legal player may attempt to block a ball passing the vertical plane above the net. Such a player is determined to be blocking when positioned within arm's distance of the net with a hand(s) above the height of the net.
 - When blocking a "hard-driven" ball, the legal blocker may:
 - Momentarily freeze the ball

- Have multiple contacts with the ball as long as such contacts are judged to be in the course of a single attempt at blocking an attack. Such contact is not considered a team contact and any player may make the next contact, including the legal blocker.
 - A blocked ball may be directed by the legal blocker, but may not come to rest or be "carried" by the blocker. When blocking a ball which is not hard driven, the legal blocker must have a clean hit on the ball and may not redirect the ball.
- **Player Contact with the Antenna/Pole:** A player may accidentally contact the antenna/pole during the play, but not in such a way that it gives him/her an advantage in making the play.

8. PLAYER CONDUCT

Please practice professional sporting behavior at all times. The following are a few violations of player conduct. They can affect your sportsmanship score that is reported in Fusion Play.

- **Abuse of Equipment:** Players may not kick or hit the ball or pull on the net in such a way that play is effectively delayed. Such conduct will result in the forfeit of a point and may result in discipline from Rec Sports management.
- **Delay of Game:** A player shall not commit any act which, in the opinion of those present, tends to slow down the game unnecessarily. Such conduct may result in discipline from Rec Sports management.

9. COREC LEAGUE MODIFICATIONS

While Open leagues have no gender restrictions, CoRec leagues follow the following rules to ensure fair opportunities to play for all.

- Of the players on the court at one time, no more than 50% of those players can identify as the same gender. This means that, in 4v4 volleyball, a team has fulfilled this rule if they have 2 women, 1 non-binary player, and 1 man, for example. A team is breaking this rule if they have 3 women and 1 non-binary player because more than 50% of the players are women.
- Teams can still play 4v4 volleyball with only 3 players. In this case, only 2 players max can identify as the same gender.
- If a team shows up to play in a CoRec league without the described gender representation, their game may be forfeited.

10. EXPERIENCED PLAYER RESTRICTIONS

Given that Rec Sports are designed with beginner players in mind, there are certain rules surrounding having experienced players participate in Rec Sports. Experienced players are defined as those who currently play or have played the sport on an organized and competitive team where players typically must try out in order to participate. The rules surrounding experienced players are as follows:

- In Recreational ("Rec") leagues, no experienced players are allowed.

- In Competitive (“Comp”) leagues, only up to two experienced players are allowed on the court at one time.

For questions on the rules description please contact the Rec Sports Office

Rec Sports Office
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