

YMCA Leisure City Beach Volleyball Rulebook

Indoor Beach Volleyball is played by two teams on a court divided by a net. The object of the game is to ground the ball in the opponent's court or to force your opponents into an error. Each team is allowed three touches before returning the ball across the net. The ball must not be thrown, lifted or pushed but must be hit clearly. A point can be won on anyone's serve.

TEAMS

Pairs:

- 2 players per team on court.
- Teams must have 2 of their own players present to constitute a match. Where a team has 1 of their own players in attendance, they will forfeit the match.
- Teams may use a fill in, provided they are not a player registered to another team in the division. Where teams use a fill in from another team in the competition, they will forfeit the result and the match will be played as a friendly.
- Regular players must register for their team to be eligible to play finals.
- Players must be registered to one team only.

Thursday 3's:

- 3 players per team on court.
- Teams must have at least 2 of their own players present to constitute a match. Where a team has 1 of their own players in attendance, they will forfeit the match.
- Teams may use a fill in, provided they are not a player registered to another team in the division. Where teams use a fill in from another team in the competition, they will forfeit the result and the match will be played as a friendly.
- Regular players must register for their team to be eligible to play finals.
- Players must be registered to one team only.

Tues & Wed Open:

- Up to 6 players per team on court.
- Teams must have at least 3 of their own players present to constitute a match. Where a team has 2 or less of their own players in attendance, they will forfeit the match.
- Teams may use a fill in, provided they are not a player registered to another team in the division. Where teams use a fill in from another team in the competition, they will forfeit the result and the match will be played as a friendly.
- Regular players must register for their team to be eligible to play finals.
- Players must be registered to one team only.

COMMENCEMENT AND TIMING OF THE GAME

The duration of matches will be as follows:

- Pairs & 3's: 35 minutes.
- Tues or Wed Open (up to 6 players): 37 or 40 minutes depending on number of teams in competition & scheduling constraints.

The clock will not stop unless in the event of a serious injury or incident.

The clock will start at the fixtured time regardless of whether both teams are present.

The Y Leisure City

41-53 Miller Street, Epping VIC 3076

P 03 9401 2222

W leisurecity.ymca.org.au

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Once the clock has started, teams have up to 5 minutes to warm up. The game will start no longer than 5 minutes after the clock has started.

Games will not commence until both teams have paid their game fees.

Teams who are not ready to play (have not paid or don't have minimum players required) 5 minutes after the scheduled match start time will be penalized 3 points per minute from this point until the team arrives. Teams who are 15 minutes late will forfeit the match.

Example: In a pairs match, Team A's second player arrives to play with 27:30 remaining on the clock. They will be penalized 3 points when the clock hits 30:00, and another 3 points at 29:00 & 28:00. Therefore, this team will start the match 9-0 down.

TEAMPAY

All game fees are to be paid before the game. Captains must show their phone screen with completed payment to umpire before play.

UMPIRES

The centre will provide the umpire(s) who shall control the game (rules & spirit), keep time and operate the scoreboard. Players, in a civil matter, may address the referee for an explanation but shall not hold up play. Any disputes are to be lodged with management at the end of the game and only by the captain.

SCORING

The team that wins the most sets in the allotted time wins the match. When both teams win the same number of sets, the match is a draw.

Teams can win a set in the following ways:

Pairs & 3's:

- A set is won by the team which first scores 18 points with a minimum lead of two points. In the case of a 18-18 tie, the team that wins the next 2 point wins the set.
- Where a set is incomplete at the end of the allocated time, a team that has scored 12 points or more and is leading their opponents by 2 points or more will win the set.

Tues & Wed Open:

- A set is won by the team which first scores 25 points with a minimum lead of two points. In the case of a 25-25 tie, play is continued until a two-point lead is achieved (27-25; 28-26; etc).
- Where a set is incomplete at the end of the allocated time, a team that has scored 15 points or more and is leading their opponents by 2 points or more will win the set.

Semi Finals & Grand Finals (for all divisions):

- These are a 'best of 3 sets' scoring system. The match is not timed. The first team to 2 sets wins. In the third set, the first team to 15 points is the winner, and teams must win by 2 points. In the case of a 15-15 tie, play is continued until a two-point lead is achieved (17-15; 20-18; etc).

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RULES OF PLAY:

All competitions will adhere to the relevant gameplay sections of the FIVB Official Beach Volleyball Rules (available at https://www.fivb.com/en/beachvolleyball/thegame_bvb_glossary/officialrulesofthegames), except where rules specific to the Y Leisure City apply. In the event of any inconsistency between the FIVB Rules and The Y Leisure City Competition Rules, the The Y Leisure City Competition Rules will take precedence over the FIVB Laws.

The following is a summary of the main gameplay rules, partially taken from <https://www.wilson.com/en-us/blog/volleyball/how-tos/beach-volleyball-rules>.

To Win A Rally

A rally is several hits back and forth between teams.

The serving team wins, scores a point and continues to serve when:

- The ball lands in the receiving team's court
- The ball lands on the sideline or on the baseline
- The receiving team faults

The receiving team wins, scores a point earns right to serve:

- The serving team fails to serve
- The serving team fails to return the ball
- The ball lands in area that is out of play or any other fault is committed

State of Play

The ball is in play from the time it's served until the referee declares it out. A fault occurs when the ball is hit and lands outside of the court or is caught by the net.

Playing the Ball

Team Contacts– Ideal sequence of hits is traditionally referred to as the dig, set and spike. Each team has 3 contacts max to return the ball to the opposing team.

No player can touch the ball twice in a row except during or after blocking the team's first contact.

After the block any player can make the first contact with the ball.

Joust – When 2 opposing players make contact with the ball at the same time over the net

Team receiving ball entitled to another 2 hits.

If the ball lands out of bounds, the last team to touch the ball is at fault.

Contact

Players can touch the ball with any part of the body. The ball cannot be held, lifted, pushed, caught, carried or thrown.

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SERVE

The act of putting the ball into play, executed from the backline, over the net by an over and underarm action.

‘Setting’ the ball - Usually the second of the three allotted contacts, this strike uses fingertips, not hands, to direct the ball upward.

Setting in the Pairs Division

- The ball is set using both hands simultaneously
- There is a double touch on the ball, where hands contact the ball at different times
- The ball is able to spin as long as the hands and fingers contacted the ball simultaneously
- When setting, your body must be square to where you are setting with your shoulders, hands and feet (back setting is permitted as long the player is square to the ball).

Setting in 3’s, or Tues/Wed Open Divisions

- The setting rules for these divisions are more lenient, and more closely aligned to the setting rules in hardcourt volleyball.
- A double touch will be called where players obviously make two separate contacts to the ball, and a carry will be called where necessary.
- Side setting over the net and when passing is permitted.

If contacting the ball with one hand it must be cleanly hit with: The back of the hand from the wrist to the knuckles, or the heel of the palm of the hand (roll shot).

Setting Serve:

When setting a serve the ball must be contacted cleanly by both hands. Any ball that spins backwards is considered as a double hit.

Ball at Net

The ball may touch the net while crossing the net.

Ball Crossing the Net

A ball hit into the net is playable and may be recovered by the receiving team as long as it's done within the allotted three team contacts.

Entering into an Opponent’s Playing Area

If it doesn’t interfere with the opponent, players may partially or completely cross the center line below the net or outside the poles, either before, during or after a legal play of the ball. Crossing the center line and interfering with an opponent during the continuation of play is a fault.

Assisted Hit

Players cannot help teammates reach the ball. However, a player about to commit a fault can be stopped or held back by a teammate.

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Ball In Bounds

When its first contact with the ground is on the playing court or the line ropes, the ball is in.

Roof

The ball may hit the roof on your side if it does not pass the vertical plane, and if it stays on your side play is allowed to continue. The ball is not permitted to hit the roof on your side and carry over the net.

**Always return the ball to the opposition under the net.
Do not kick the ball under the net as this is a safety issue.**

Player Rotation

Players must rotate through the positions on the court after winning back serve. When a team wins a point from an opponent's serve, all players on their team must rotate one position and the next player in the rotation must serve. The serve will therefore rotate through all players in the team in sequence.

Held Ball/Controlled Ball (Carry)

When the ball comes to rest momentarily in the arms or hands of a player, it is considered as being held. The ball must be hit cleanly. Scooping, lifting, throwing, carrying or one-handed sets shall be considered as holding.

FINALS:

- To qualify for finals a player must have played 3 games for that team. A team can only play in finals if registration and game fees have been paid in full.
- The top 4 teams on the ladder usually play off in the finals, however this may change depending on the number of teams in the competition. Management will inform teams of the setup of the finals should it be different from the regular 'Top 4' scenario.
 - Semi-finals: 1st vs 4th and 2nd vs 3rd.
 - Grand Final played between the winners of the semi-finals.

POINTS/LADDER

Win	4 Points
Draw	2 Points
Loss	0 Points
Forfeit	0 Points, recorded as a 4-0 loss and a win to your opponent.
Bye	4 Points

Teams will be ranked on the ladder firstly by points, then by percentage.

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PENALTIES/MISCONDUCT/SUSPENSIONS:

Behaviour that is contrary to the Leisure City Sports Code of Conduct will be penalised by red or yellow cards as follows:

- Official Warning = loss of serve and point given to opposition.
- Yellow card = Player will be sent off for the remainder of the set.
- Red Card = Player is sent off for the remainder of the entire match.

Teams receiving two red cards in a match will forfeit the game.

In pairs, a yellow card results in the offending team forfeiting the set, and a red card results in the forfeiting of the match.

In deciding on appropriate consequences for misconduct, facility staff will use the YMCA Stadium Programs Code of Conduct to guide their decision.

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