

Beach Volleyball

Categories

Mixed O16's	Participants must be born on or before 17 th August 1998 Each team must have at least 3 members, of which at least 1 must be male and at least 1 must be female
--------------------	---

Please familiarise yourself with the full rules for Mixed Beach Volleyball below.

GENERAL RULES

The Ismaili Sports Committee shall be responsible for the format of this Competition depending upon the number of entries received.

Rule One: Playing Area

- The tape itself is in bounds, but if the ball lands entirely outside the tape it is out of bounds.
- The ball may hit the beams provided the ball does not cross the net plane, and the ball comes back to the team who it the ball into the beams, and the team still has a hit left.

Rule Two: Rights and Duties of Players and Team Personnel

- The playing captain is the only player who may address the referees and shall be the spokesperson for the entire team
- The captain may make request for a time-out when the ball is dead. Teams are allowed one 30 second time-out per game
- The following acts are subject to sanction (yellow/red card):
 - Addressing officials concerning their decisions or committing actions to influence their decisions
 - Making profane or vulgar remarks to officials, opponents, or spectators
 - Shouting, or crossing the vertical plane of the net in an attempt to distract an opponent who is playing or attempting to play the ball
- Offenses by players or team members may result in warning, penalty, expulsion or disqualification
 - Warning: minor unsporting offenses result in a yellow card
 - Penalty: rude behavior, serious offense or second minor offenses result in a red card (no ejection)
 - Expulsion: external offensive conduct results in red and yellow cards together, expulsion from the remainder of the game
 - Disqualification: a second expulsion during a match or any attempted/actual physical aggression toward others results in red and yellow cards apart, disqualification for the remainder of the match
- Any improper request that does not affect play or delay the game shall be rejected (whistled) without sanction. Any additional improper requests during the same game shall be sanctioned as a team delay.
- Examples of improper request are:
 - Requesting a timeout or substitution after the referee's whistle for service

A K Y S B

AGA KHAN YOUTH & SPORTS BOARD

- A request for timeout or substitution by any other than the playing captain.
 - Request for excess timeout.
- A team delay is sanctioned with a warning (yellow card) on the first occasion and penalty (red card—point or side-out) on any subsequent occasion during the same game, regardless of reason. Team delays include:
 - A second improper request during the same game.
 - Delay in completing a substitution
 - Delay in returning to play after a timeout
 - Delay in moving to positions for serving or receiving service after completion of a rally.
 - Action by a player which creates an unnecessary delay in the start of play
 - A player on the court wearing jewelry

Rule Three: The Teams

- **Players' Equipment**
 - Jewelry is forbidden. Medical and religious medals must be removed from chains and taped/sewn under the uniform.
 - Hair barrettes are permitted as a means of securing the hair. A head sweatband or bandanna worn as a sweatband is permitted; however, hats and other bandannas are not permitted
 - A guard, cast or brace made of hard and unyielding leather, plastic, pliable plastic, metal or any other hard substance even though covered with foam padding, is not permitted on the finger, hand, wrist, forearm or elbow.
- **Team Composition**
 - Teams must be prepared to start a match at the scheduled match time or forfeit
 - A team shall consist of 3 players on the court and shall have a minimum of 2 players to start the match.
 - Teams must have at least 1 male and 1 female player to start a game.
- **Substitutions**
 - Substitutions of players may be made when the ball is dead, upon making the request to the referee.
 - A team is allowed an unlimited number of substitutions. The starter and the substitute may replace each other an unlimited number of times throughout the game.
 - Throughout all changes, each team must maintain at least 1 male and 1 female player on the court at all times
- All matches shall consist of the best 2 of 3 games

Rule Four: Team areas, duration of matches and interruptions of play

- A coin toss will determine who serves the first game of the match. The captains will call the toss of a coin. The winner of the toss chooses: 1) to deliver or receive the first serve or 2) choice of court for the first game. The loser of the toss may choose the remaining option.
- For the second game, the captain who lost the initial coin toss shall have first choice. A new coin toss is performed before the third game if it is necessary.
- After each game of the match and at 8 points of the deciding game, the teams will switch sides of the court.

Rule Five: Commencement of Play and Service

- The Service

AKYSB

AGA KHAN YOUTH & SPORTS BOARD

- The server shall have five seconds after the first referee's readiness to serve whistle in which to contact the ball for service.
- If, after releasing or throwing the ball for service, the server allows the ball to fall to the floor without being hit or contacted the service effort shall be cancelled and a re-serve directed. The server is permitted a re-serve without penalty once during each service attempt.
- The service is considered good if the ball passes over the net between the antenna or the indefinite extensions. The serve is considered good if it hits or touches the net and continues across to the opposing side within the out-of-bounds lines.
- Serving order must be constantly rotating. (i.e. if a team plays with 2 males and 1 female, the female must serve every 3rd service)
- The player(s) of the serving team must not, through screening, prevent the receiving player from watching the trajectory of the ball. Screening is illegal and a fault.

Rule Six: Playing the Ball

- Each team is allowed a maximum of three successive contacts of the ball in order to return the ball to the opponent's area.
- The ball may be hit with any part of the body, as long as contact is not prolonged and there is not a double hit
- When the ball visibly comes to rest momentarily in the hands or arms of a player, it is considered as having been held. The ball must be hit in such a manner that it rebounds cleanly after contact with a player. Scooping, lifting, pushing or allowing the ball to roll on the body shall be considered to be a form of holding. A ball clearly hit with one or both hands from a position below the ball is considered a good play.
- Blocking
 - A player is not allowed to attack the ball on the opposite side of the net
 - Any player participating in a block shall have the right to make the next contact. Such contact counting as the first of three hits allowed the team.
 - Attacking and blocking a served ball is prohibited.
 - Blocking of the ball across the net above the opponent's court shall be legal provide that such a block is:
 - After a player of the attacking team has spiked the ball, or after the opponents have completed their allowable three hits.
 - If the ball is falling near the net and no member of the attacking team could reasonably make a play on the ball.
 - After the opponents have hit the ball so that, in the referee's judgment, the ball would 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.

Rule Seven: Play at the Net

- If a player's action causes the player to contact the net during play, whether accidentally or not, with any part of the player's body or uniform, that player shall be charged with a fault
- Contacting the opponent's playing area with any part of the body except the feet is a fault. Touching the opponent's area with a foot or feet is not a fault providing that some part of the encroaching foot or feet remain on or above the centerline.
- A ball which has penetrated the vertical plane above the net may be played by either team.

Rule Eight: Teams and Player Faults

- A double fault occurs when players of opposing teams simultaneously commit faults. In such cases, the referee will direct a play over.
- If faults by opponents occur at approximately the same time, the referee shall determine which fault occurred first and shall penalize only that fault. If it cannot be determined which fault occurred first, a double fault shall be declared.

Rule Nine: Scoring and Results of the Game

- Each game will use “rally point” system with a point awarded on each service. If the team receiving the serve scores, they receive a point and service.
- The winning score shall be the first team to reach 21 rally points; teams must win by 2 points. No games shall go over 25 points, regardless of winning by 2 points or not.
- If time constraints deem it necessary, the third game of a match is over when a team scores 15 points and has at least a two point advantage over the opponents. No game shall exceed 20 points, regardless of winning by 2 points or not.
- When a fault is committed by either team, a point and service goes to the opposing team