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CSUSM Campus Rec

Extramural Beach Volleyball Rules

Except as designated below, any rule or play interpretation not outlined below will be covered by the United States Volleyball Rulebook.

PLAYING PROCEDURES

Number of Players

A team consists of 4 players. Teams may compete with a minimum of three (3) players. **Scheduled game time is forfeit time.**

Team Roster

Rosters are limited to 12 individuals. Teams may add players up to the point that (1) the roster limit has been reached or (2) until the roster addition deadline has Passed. All players not listed on the roster are ineligible to participate.

ALL PARTICIPANTS MUST PRESENT A PICTURE I.D. BEFORE PARTICIPATING. NO EXCEPTIONS. NO I.D., NO PLAY!

Equipment

No hard protective casts and/or jewelry (rings, watches, chain necklaces, etc.) are allowed. Game Officials will provide all necessary equipment including the game ball.

Starting Time

At least three players must be present and ready to play at the scheduled starting time. Game time is forfeit time. If a team gets down to less than three eligible players, the game can continue if the staff feels that play will be competitive.

Length of Game

A match shall consist of the best two-out-of-three games. All games are rally scoring to 25 points, with a two point lead being necessary to win. Otherwise the winner will be the first team to 30. The third game is won when a team scores 15 points and has at least a two-point advantage over the opponent. Otherwise the winner will be the first team to 20.

Scoring

Any playing action contrary to the rules is a playing fault. The consequence of a fault is a loss of rally. The opponent of the team committing the fault wins the rally and scores a point. If the serving team wins the rally, it scores a point and continues to serve. If the receiving team wins the rally, it scores a point and gains the right to serve; its players must rotate one position clockwise before serving.

Time-outs

Each team is allowed one time-out per game.

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GAME RULES

Player Positioning

At the time the ball is served, players of each team must be within their team area in two lines of two players. After the ball is contacted for the serve, players may move from their respective positions. When a player(s) on a team is discovered out of position, play must be stopped and the error corrected. All points scored by the team while player(s) was out of position shall be cancelled. If the team at fault is serving at the time of discovery, a side-out will be declared.

Substitution

Unlimited substitution is allowed during any dead ball.

GAME SITUATIONS

Service

Players must serve from within the designated service area. The server must remain in the service area at the time of the service but may enter the court immediately thereafter. Serving faults include: a) the ball does not cross the net, b) the ball passes under net, c) the ball touches a player of the serving team or any object before landing in opponent's side, and/or d) the ball lands outside limits of opponent's court.

NOTE: It is a **legal** serve if the ball contacts the net and legally passes over the net.

Change of service takes place when: a) the server commits a fault or b) the receiving (non-serving) team wins the rally. The team that receives the ball for service shall rotate one position clockwise before serving.

Contacting the Ball

A. Each team is allowed a maximum of 3 successive contacts of the ball before returning it to the opponents.

B. The ball may be contacted with any part of the body.

C. The ball may contact more than one part of the body, provided the contacts are simultaneous and that the ball is not held.

D. A player who contacts the ball or is contacted by ball is considered as having played the ball.

E. When the ball rests momentarily in the hands or arms of a player, it is held and the rally is lost. Ball must be hit clean without scooping, lifting, pushing, or carrying.

F. Interpretations commonly accepted:

1) ball below waist cannot be played with open hands:

2) overhead balls must be played in a direction perpendicular to the line of the player's shoulders.

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G. A player contacting the ball more than once without any other player having touched it between these contacts will have committed a double hit and the rally is lost.

H. When a ball is rebounded from one part of a player's body to another in one attempt to save a hard-driven spike not already touched by a teammate, it is a legal multiple contact and considered one hit.

I. In a simultaneous contact of the ball by two opponents above the net, the team whose side the ball enters has the right to play the ball three additional times. If, after the simultaneous contact, the ball lands in the playing area of either team, the team on whose side it lands will the rally.

J. If two players of the same team contact the ball simultaneously, it counts as one play and either player may play the next shot.

K. If two opponents commit a fault simultaneously, there will be a play over.

L. If a player blocks a ball, he/she may contact the ball again and his/her team is allowed 3 more contacts after the block.

Blocking

A. Back row players may not participate in a block.

B. Any player participating in a block in which the ball is contacted shall have the right to make the next contact, with it counting as the first of three allowed the team.

C. Any blocker(s) may reach over the net but cannot contact the ball until after completion of opponent's attack. After a player has completed attack, the player's hand(s) may pass over the net in follow-through.

D. Following a successfully blocked ball returned to the attacker's side, the team is allowed three more contacts to return the ball over to the opponent's area.

Spiking

It is legal for players' hands to pass over the net after a spike.

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In & Under the Net

If the ball is driven into the net forcefully enough to contact an opponent, it will not be counted as a fault against the opponent. Touching an opponent's court with foot/feet is not a fault provided that some part of said foot/feet remains on or above the centerline at the time of contact.

Height of Net

Men's and Co-Recreational net height shall be 8 feet.

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OFFICIATING & REPORTING SCORES

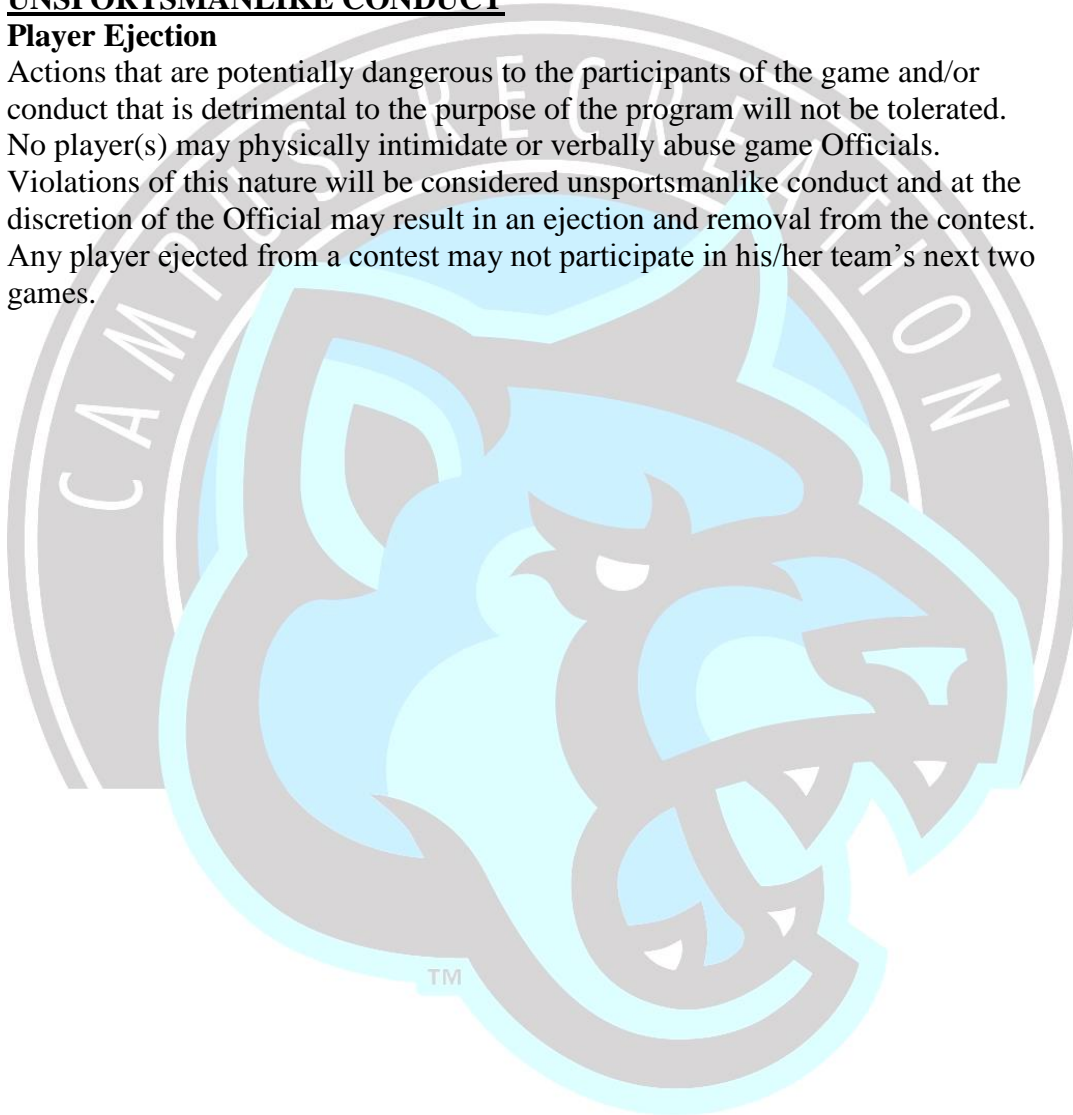
Officiating

There are no officials for Sand Volleyball, therefore all legal hits, net violations and line calls are honor calls and must be made by the person(s) making the play on the ball.

UNSPORTSMANLIKE CONDUCT

Player Ejection

Actions that are potentially dangerous to the participants of the game and/or conduct that is detrimental to the purpose of the program will not be tolerated. No player(s) may physically intimidate or verbally abuse game Officials. Violations of this nature will be considered unsportsmanlike conduct and at the discretion of the Official may result in an ejection and removal from the contest. Any player ejected from a contest may not participate in his/her team's next two games.



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Sportsmanship:

Following each game, officials and/or on-site supervisor will evaluate team behavior and award sportsmanship points to all teams. In order to be eligible for playoffs, a team must have an average regular season sportsmanship score of 4. Any team with an average regular season sportsmanship score less than 4 will forfeit their place in the playoffs. During playoffs, a minimum score of 4 will guarantee advancement for the winning team.

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- Respect shown to the game and staff by the participants, coaches, and spectators. Participants speak to their peers and event staff appropriately at all times. Awarded to teams that show up prepared and are unable to play due to their opponents forfeiting.

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- Participants display disagreement/frustration with decisions of staff/officials in an inappropriate manner. Minor incidents of unsportsmanlike behavior towards opponents, spectators, or staff. Examples include but are not limited to trash talk, cursing, publicly questioning an official's ability, mocking the opponent.

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- Participants are not cooperative with staff. Captains displayed little to no control over their team. Repeated questioning of officiating abilities. Forfeiting a game.

2

- Multiple unsportsmanlike penalties, the harassment of the officials, staff, or opponents by spectators.

1

- An ejection of any kind.

0

- Fighting or any extenuating conduct as deemed by the officials; this includes threatening an employee. Any player on a team that receives a zero may be suspended indefinitely or subject to probation. Behaviors in violation of CSUSM standards for student conduct will be referred to the Dean of Students' Office.

**Any ejection or score of 2 or below may result in a meeting with the Team Sports Supervisor and a possible suspension or expulsion from the league.