CURTIN STADIUM INTER-DEPARTMENTAL BEACH VOLLEYBALL RULES & REGULATIONS

PLEASE NOTE: The following are basic rules and regulations specific to the Curtin Inter-Departmental Beach Volleyball Competition.

1. The Playing Area
   - Curtin Stadium Beach Volleyball courts.

2. Players
   - The maximum number of players on the field at any given time is four (4).
   - The minimum number of players on the field without incurring a forfeit is two (2).
   - The minimum number of females on the court at any given time is one (1).
   - The maximum number of males on the courts at any given time is two (2).

3. Player Equipment
   - All players must remove objects such as watches/jewellery (taping of facial jewellery is expected) that may be dangerous to other players. A wedding band or a medic alert bracelet may be worn, but must be appropriately taped.
   - Nails must be cut.

4. Substitution of players
   - Substitution of players can only occur at a possession changeover.

5. To Play
   - All weekly game fees must be paid prior to the start of scheduled games.
   - Team captains are required to write the names of each of their players and team name on the back of the payment receipt and attach to clipboard before the game.
   - Games will be forfeited if a team is not ready to play within five (5) minutes of the scheduled start time.
6. **Length of the game**
   - All matches shall consist of five (5) minutes warm-up and **2 x 10 minute halves with two (2) minutes break at half time**.
   - Teams are to change sides at half time.

7. **Competition points**
   - Win = 3 points
   - Draw = 2 points
   - Loss = 1 point
   - Forfeit = 0 points (a 30 – nil score will be given to the winning team)
   - Bye = 0 points

8. **Finals procedures**
   - In the event of a draw in the final fixtures, teams will go to extra time consisting of three (3) minutes and the team that leads at the end of this time will be declared the winner.
   - In the event that scores are still tied at the end of the extra time, the game will be reset with teams again ‘rocking off’ to see who serves first and the first team to score three (3) points declared the winner.

9. **Group Standings**
   - If two or more teams are equal on points at the end of the group matches, the team with the greater points for and against percentage will rank higher within the group standings.
   - If two or more teams are on equal points and have equal points for and against percentage at the end of the group matches, the team who has scored a greater number of points will rank higher within the group standings.
   - If two or more teams are on equal points, have equal points for and against percentage and have scored the same number of points at the end of the group matches, the team who won the game between the two teams during the group stages will rank higher within the group standings.
   - If two or more teams are on equal points, have equal points for and against percentage, scored the same number of points and drew their group match, a toss of the coin by the Challenge Organiser will determine who will rank the higher team within the group standings.

10. **Mode of Play**
    - Teams will ‘rock off’ before the match to determine who gets first service. The team that does not serve first in the first half will serve first in the second half.
    - When the team receiving the service gain the right to serve, that team’s players rotate a position clockwise.
11. Serving Rules
- Serves are to be made from behind the back line and the right hand side of the court. Serves can be made under or over arm and with any part of the hand, fist or arm.
- If the serve hits the net and falls into the opposition side it is play on. If the ball hits the net and goes out or doesn’t go over the net a point will be awarded to the opposition.
- The ball shall be hit with one hand or any part of the arm after being tossed or released, before it touches the playing surface.
- A serve cannot touch a player from the same team and players cannot obscure the opposition’s view of the serve.
- The server continues to serve until the serving team loses the point.
- The serve cannot be returned straight over the net in one single hit. The ball has to be passed to a team mate prior to going over for the return of serve.

12. Scoring
- A point is scored for every rally that is played. The winner of each rally, irrespective of which team(189,57),(739,364) served, scores a point.
- Teams are required to referee, time and score their own games.
- If there is a dispute over a point, and no observer, the point is to be replayed.
- To score a point the ball must travel over the net and land in the opposition’s court, or the opposition not return the ball correctly.

13. General Rules
- A team may hit the ball three times to return it, but no player can hit the ball twice in a row including if it hits one part of their body and then rebounds to another part. A block is not counted as a hit and the same player can hit the ball again. After a block the team still has three hits.
- Rallies can be lost by hitting the ball out of play or into the net, or if a player touches the net with any part of his or her body while playing the ball.
- Shots may be blocked before they cross the net, as long as the blocker does not touch or reach over the net.
- The ball can be directed anywhere into the opponent's court.
- The ball can be played off the net during a rally.
- The ball may not be carried, slapped, pushed or dunked.

14. Have Fun!