

Sand Volleyball Tournament – THF Park

General

- Have Fun!
- Format: 4 on 4 Coed
- Game balls will be provided
- Players must be sixteen at least (16) years of age
- Participants may only be on one roster
- Unsportsmanlike conduct will not be tolerated.
- All players MUST sign the team roster and release before playing.

Skill Level Descriptions

Recreational – This skill level will be made up of teams that generally love to play volleyball but don't utilize the bump, set, hit strategy.

Competitive – This skill level tends to rely on the bump, set, hit strategy and have a firm understanding of all the rules.

Rules and Policies for Denison Texoma Health Foundation Park Volleyball

Registration and Tournament Fees –

You can register online at our website: <https://www.cityofdenison.com/parksrec> . If you do not have a RecDesk account, you will need to create one prior to registering. Tournament fees will be \$50 per team. You must pay the fee when registering. Only one member of the team needs to register for the whole team.

Format –

There will be a round of pool play immediately followed by a single elimination bracket tournament. Seeding will be determined by the pool play results. The tournament director may split the divisions to address significant skill gaps among the teams. Matches should begin immediately once the designated court becomes available. Please be present and warmed up as the prior match is finishing up. Teams that are late have 5 minutes to field enough players to start the game before the game is considered a forfeit. *Only the tournament director can call forfeits. It is up to the team-in-waiting to contact the tournament director in cases of a possible no show.

Game Ball –

Official game balls are provided by Denison Parks and Recreation however matches may be played with a team provided sand volleyball if both teams agree to use it. If either team does not want to play with the team provided sand volleyball, an official game ball provided by the league must be used.

Rules of Play

Ball Control –

Each team is allowed three hits before sending the ball over the net. As a player, you cannot lift, or throw the ball. You cannot Double Hit any serve, receive, second, or third team hit on a ball. The first ball over the net can be doubled provided there was only one attempt to play the ball, and there is no 'finger-action' involved.

(However, if the first ball over the net was hit with such force that it had no 'arch' while in flight,

considered 'Hard Driven', it can be doubled even with finger action.)

When hand passing or setting the ball, both hands must touch the ball simultaneously (in and out) and never allow the ball to visibly come to rest or change direction.

Players are not allowed to chase a ball onto another court. Once a player has stepped onto another court (provided there is a scheduled match on that court), then he/she is considered out of play and the play is over. This is regardless of whether or not they have contacted the ball prior to stepping onto the other court.

Blocking –

If you block the ball and it stays on your side of the net, you still have three hits on the ball. (After a block the team is allowed up to three additional hits.) You can use two hands to reach over the net provided your opponent has the opportunity to attack the ball. If you reach over the net and touch the ball before it is attacked, that is a violation. You cannot block or attack a serve.

“Ball On” –

In order to maintain everyone's safety, 'Ball On' is a yell that should tell everyone on that court to stop play so that no one steps or trips over the offending ball. This is very necessary when a person is in danger, such as a ball rolling into the middle of the court. If there is any danger with a ball coming towards players, please help everyone remain safe by stopping the ball or yelling "Ball On!" When this happens, the play will be replayed, and no points awarded.

Referee –

All games are self-refereed. This means that teams call violations on themselves, it is not the responsibility of the other team. Violations include touching the net, double contact, lifting, or throwing the ball, and determining if the ball was in or out of bounds. Any discrepancies should result in a replay of the point. If this is not sufficient, please find the tournament director before taking further action.

Scoring –

All games will be RALLY SCORING. Rally scoring means that every time a ball is served, a point will be awarded to the winning team. Each game is 2 out of 3 sets with scoring being 15, 15, 11. Report scores to tournament coordinator.

Net Serves –

Because all games are rally scoring, any time a serve hits the net, and goes over, the ball is "live" and still in play.

Changing Sides during the match –

Teams play on one side of the net until either team reaches half the required number of points to win. You will switch sides and stay for the remainder of the game.

Coed Rules –

Any time a ball is touched more than once on one side of the net, one of the touches (it doesn't matter which touch) must be by a girl. Failure to follow this rule results in the opposing team winning the point.

Recording Wins –

At the completion of a match, a representative from the team, preferably the team captain, must report/record the wins/losses of the games.

Player Requirements

Waiver/Team Roster –

All players on the team must complete a waiver form in order to be eligible to play. Rosters will be frozen before start of playoffs. During playoffs, only the players that have played at least two pool play games are eligible to play.

Minimum number of players –

Coed 4x4 –

A coed team must have at least two females to play. If a team is short-handed, the players playing must maintain at least a 50% female team. (3 players = 1 male 2 females; 2 players = 1 male 1 female).

Player Rotation –

Only the server rotation is required. Players must serve in the same order throughout the game. There is no 'back row' player, all players are eligible to attack the ball at the net.

Substitutions

Substitutions during a game can be made at any point of the game as long as they are on the team roster. No substitution can result in violation of the coed rule.

Weather

Play will be suspended for lightning and/or heavy rainfall.

*** Anything not covered in the rules will be judged at the on-site league director's discretion.**

Have Fun!