

6 on 6 Beach Volleyball Rules

TOURNAMENT FORMAT - Round robin matches in the morning, seeded, single elimination tournament to follow.

TEAMS - A team may consist of up to 12 players, but no more than 6 may be on the court at any time. There must be at least 2 females on the court at all times. Substitutions are unlimited.

TENTATIVE MATCH - . (NOTE: This format may be revised to a single game format closer to the tournament depending on scheduling needs.)

A match consists of up to 3 games. The first two games are played to 25 points, must win by 2, cap of 30. If a third game is required, it will be played to 15 points, must win by 2, no cap. One thirty second time out is allowed per team, per game

SCORING - Rally scoring (A point will be scored ever time the opponent commits a fault).

FORFEITS - Teams will forfeit 1 game for every 10 minutes past the designated start time that they do not have the legal amount of players. If no players are present from a team by 15 minutes after the designated start time the entire match will be forfeited and the team that is present will win the match. Shorthanded teams may play a legal game with a minimum of 4 players (at least two females are needed).

RULES:

- Ghost Rule – If one of the teams has 5 players, for example, they must forfeit their serve after every 5th rotation. If a player(s) arrives after the start of a game they will be allowed to enter immediately. A team may play with only 4 players, but there still must be 2 females on the court at all times.
- A legal serve is one that crosses the net and is either touched by an opposing player or lands within the opposing team’s area of the court within the boundary lines. The serve may not be blocked or attacked in an overhand manner. A served ball may be set with an overhand pass. A serve that makes contact with the net and carries over to the opponent’s side of the net is a live serve. Players must rotate the serve. Players must be in their rotational positions at the time of the serve.
- The server may not step on or over the end line until the ball has been contacted. The entire serve approach must take place between the sidelines, but may begin as far back as the server chooses, as long as the server is directly visibility to the ref and the receiving team players.
- A defensive block does not count as one of the allowable contacts. A player may reach over the net to block a ball if:
 - a.- Any portion of the ball breaks the plane of the net.
 - b.- After the offense has come in contact with the ball on the third attempt.

- No part of the body may touch the net at anytime unless a ball or person driven into the net causes the contact. Player contact with the net in a manner not directly relating to or affecting the course of play is not a violation. Contact with hair or part of the uniform will not be considered a fault.
- Contact of the ball when spiking is legal only if a portion of the ball is in contact with the plane of the net or on the spiker's side of the net. Spikers may follow through over the net after legal contact.
- The ball must be cleanly hit when spiking with an open hand. Guiding or carrying is illegal. A carry is any use of an open hand(s) while making contact with the ball that is not in a firm manner.
- A player may touch but not completely cross over the center line with his/her foot.
- The ball can contact any number of body parts down to, and including the foot - but only a single contact is allowed, and the ball must rebound cleanly.