



## Sand Volleyball Rules

### Format:

- 6 players (3 male + 3 female)
  - CANNOT play with less than 6 players. No Exceptions.
  - Substitute players are ENCOURAGED.
- Double-Elimination Tournament
  - Best of 3 games, win by 2 (to: 21, 21, 15) (Cap: 25, 25, 19)

### Equipment:

- Game Volleyballs Provided. Please bring your own to warm up with.

### Sport Specific Rules:

- **Starting the Game:**
  - A coin flip will start each game. Winner of the flip will choose to serve, or choose their side of the court. Teams will switch sides of the court in-between each game.
  - If there are not six players present within 5 minutes of the start of the match, the first game will be a forfeit. An additional 10-minutes will then be granted for the team to fully arrive. If 6 players are not present at the end of the 10 –minute period, the second game and the match will be a forfeit.
- **Game Play**
  - The positioning of the players shall be alternating male and female.
  - Unlimited substitutions may be made (male for male, female for female) ONLY at the server position. Players DO NOT need to make a full rotation prior to subbing out. Injured players may sub out from any position.
  - Service may be made anywhere along the end line.
  - The server should call the score with each service.
  - When a ball is played more than twice by a team, a female player must make at least one of the contacts.
  - The ball may contact any part of the body to remain in play. (Kick balls = Legal)
  - Scooping, lifting, pushing, or allowing the ball to roll on the body will be considered a held ball and illegal.
  - Blocking can only be done by front row players. Attacking the ball in front of the 10-foot line can only be done by front row players.
  - The receiving team on a serve cannot attack the serve. The first hit by the receiving team shall be a bump or set.
  - To help ensure player safety, blatant interference by a player (in the judgment of the official) with an opposing player who is in the progress of playing the ball, shall be declared a fault and a sideout or point will be awarded.
  - Misconduct shall result in: first infraction-team warning; second infraction-point or sideout; third infraction-forfeit of game.
  - Two time-outs per game will be allowed for 20-seconds each.
  - Only the team captain may address the officials.
  - All decisions of the official are final.

**After your first two rounds, game times are subjected to change. If not present at the start of your game, your game will be forfeited!**

**Akron Corporate Challenge staff members and officials reserve the right to settle any disputes, as well as, interpret, modify, and enforce all rules and regulations.**