

# **ARIZONA GAY VOLLEYBALL ASSOCIATION SETS ON THE SAND TOURNAMENT RULES**

## **LIABILITY**

All participants in the tournament assume the risk of injury. The Arizona Gay Volleyball Association (AZGV), its employees, and volunteers shall not be liable for injury to person, loss or damage to personal property arising from or in any way resulting from participation in the tournament.

## **ALCOHOL CONSUMPTION**

The AZGV does not condone nor encourage the consumption of alcohol during its events. Players are not allowed to consume alcohol while playing and doing so will constitute a forfeit of that match. If players/teams that are of legal age wish to consume alcohol while not playing, they do so at their own risk.

## **SUBMITTING A ROSTER**

Each team must submit a roster with a maximum of 3 players and designate the team captain. No player may register nor play for more than one team. Any player that is found to play for more than one team, all matches where that player participated will be forfeit. Rosters must be finalized before the team's first match. No changes are allowed after the team's first match. The tournament director may allow changes to a team's roster if that team would otherwise not be able to field enough players due to injury, illness, or other special unforeseen circumstances. No player who is not on your roster may play on your team.

## **GENERAL RULES**

1. The tournament director shall have the power to make decisions on any matters or questions not specifically covered in the rules.
2. Sets in the sand tournament is self-officiated. Players shall call their own faults.
3. Team captains may call major faults, either on their own players or on a member of the opposing team if appropriate.
4. Disputes should be solved between the team captains. When the dispute cannot be resolved, replay the point.
5. Good sportsmanship is required of all participants. Team captains assume full responsibility for the conduct of their team. Players may be suspended or disqualified from play for any perceived unsportsmanlike conduct.
6. Teams must pay online via PayPal or with certified payment (cashiers check, money order, etc). Please make certified payment payable to Arizona Gay Volleyball Association.
7. Registrations will be accepted in order of the teams that pay. Only teams that have paid will be allowed to play.

## **TEAMS**

8. A team may start a game with a minimum of 2 players. Players not at the court by game time must wait until the start of the next game (not match).
9. If a team does not have the minimum number of players required to start the match at the set start time, they will lose the first game by forfeit. If the team does not have the minimum players required to start the match 5 minutes after the set start time, they will lose the second game by forfeit and subsequently the match.
10. No player may register nor play for more than one team. Any player that is found to play for more than one team, all matches where that player participated will be forfeit.
11. Rosters must be finalized before the team's first match. No changes are allowed after the team's first match. The tournament director may allow changes to a team's roster if that team would otherwise not be able to field enough players due to injury, illness, or other special unforeseen circumstances.
12. No player who is not on your roster may play on your team.

## **TIMING AND SCORING REGULATIONS**

13. A pool play match shall consist of 2 games. Each of the games are counted individually to the pool play seeding. An elimination match shall consist of best 2 out of 3 games.
14. Games are over when one team scores 21 points (15 points should a 3rd game be necessary in elimination games). The winning team must have at least a two-point advantage. There is no cap on the score.
15. Pool play matches shall be approx.. 40 minutes long. Elimination games shall be approx.. 45 minutes long. As a courtesy to all teams, it is important to keep games running on time and to be warmed up, ready to play in advance.
16. It is the team's responsibility to be on the court and ready to play by start time. If a team is not on the court ready to play at the set start time, they will lose the first game by forfeit. If the team is not on the court ready to play 5 minutes after the set start time, they will lose the second game by forfeit and subsequently the match.
17. Rally Scoring shall be used (a point is scored with every serve).
18. A time out is a regular game interruption. It lasts approximately 30 seconds. Each team is entitled to one time out per game.
19. The forfeit score will be counted as 21-0.

## **SERVING REGULATIONS**

20. Rock, paper, scissors will be done at the beginning of the first game to serve or choose which court to start on. At the beginning of the second game the teams change sides with the non-serving team from the first game serving. Rock, paper, scissors will be done at the beginning of the third game with the winner getting the same options as above.
21. Service takes place anywhere behind the back line but within the sidelines. The server may not step on the service line when serving.
22. The server must announce the score out loud before serving the ball with the server's team score announced first. If receiving team does not agree with the announced score, the receiving team should stop play and call a dead ball until the score is resolved. The

point will be replayed.

23. The players of the serving team must not screen the opponents from seeing the contact for service or the path of the ball. This includes a player waving arms, jumping up and down, or moving sideways at the time of the serve.
24. Blocking or attacking the serve is illegal.
25. A Let-Serve (a serve that hits the net and goes over) is legal if it lands in bounds.
26. A player may drop a bad toss without serving and then toss it again to serve with no penalty. If the server does not allow the ball to drop, it will result in a loss of serve and a point for the other team.

## **GAME PLAY**

27. The ball must be cleanly hit and not held, lifted, pushed, carried or thrown. The ball cannot roll or come to rest on any part of the body.
28. When playing the ball, players may use any part of their bodies, including feet, as long as the ball is cleanly hit or "pops" off at contact.
29. When contacting the ball with one hand the ball must be cleanly hit with the heel or palm of the hand (a roll shot), with straight, locked fingertips (a cobra), knurled fingers (a camel toe) or with the back of the hand from the wrist to the knuckles. One-handed placement, redirection, or throwing of the ball with the fingers (a dink or open-hand tip) is a fault.
30. An overhand set used as an attack to the opponent's court is allowed if the setter is squared, setting the ball straight ahead or straight behind. The setter must square up hands, shoulders, and hips with the line of attack.
31. Players may step under the net onto the opponent's court without penalty unless the player interferes with the volley.
32. If two or more players of the same team contact the ball simultaneously, it is considered one hit. Either player involved may participate in the next hit without penalty.
33. The ball is out-of-bounds when it touches any surface, object, or ground outside the lines. A ball touching the lines is considered "in."

## **FAULTS**

34. Players touching any part of the net with any part of their bodies or clothing at any time during play.
35. A team contacts the ball four times before returning it to the opponents.
36. Catching or throwing the ball.
37. Serve out of turn. (Will also result in loss of points scored by ineligible server).
38. A player contacts the ball twice in succession unless the first touch is a block, or the ball contacts various parts of the player's body successively unless on first contact.
39. When receiving serve, the first of a team's 3 allowed touches must be closed handed, webbed handed, two handed bump, or any legal one handed contact. When receiving serve, open handed receiving is a fault.
40. When two opposing players commit fouls simultaneously, the point is replayed.

## **BLOCKS**

41. A ball touched by a player, playing close to the net, and attempting to block a shot by an opponent shall not be counted as one of the three touches permitted by his team.
42. In blocking, the blocker may place his/her hands and arms beyond the net provided the action does not interfere with the opponent's play (roofing). The blocker is not permitted to touch the ball or opponent beyond the net until the opponent has made an attack hit.
43. If two or more players from opposing teams contact the ball simultaneously above the net, any of the players involved are eligible to participate in the next play, which shall be considered the first of three contacts allowed to the team.
44. A joust (ball coming to a rest above the net on a block attempt) will result in a replay of the point.

## **SUBSTITUTIONS**

45. Substitutions may be made anytime the ball is dead as long as the substitute occupies the position that player was in. There is no limit on substitutions. Any player may be replaced by a substitute and re-enter so long as they are being replaced by the same person every time.
46. Additional players, on the roster, that are present at the beginning of the game, can rotate in after a broken serve. They must rotate in at the same position during the game. The rotation must continue in the same order for the duration of the game.

## **TOURNAMENT**

47. Teams will be seeded based on their performance in pool play, the best win-loss record. If there is a tie, point differential is used between the tying teams to break the tie, where applicable. If there is still a tie after point differential, head to head record will be used to break to tie. If there is still a tie after head to head record is used, a coin toss will break the tie.
48. Teams that are deemed by the discretion of the tournament director to be grossly out of division will be moved to the appropriate division, whether up or down.

## **PROTESTS AND APPEALS**

Team captains shall enter protests at the time of the infraction. If the protest cannot be resolved between the captains, the protest may be presented to the tournament director who will decide the matter.

All decisions of the tournament director are final.