CURTIN STADIUM BEACH VOLLEYBALL
RULES & REGULATIONS

PLEASE NOTE: The following are basic rules and regulations specific to the Curtin Stadium organised Beach Volleyball competitions.

Official rules can be found at http://www.avf.org.au/index.php?id=70

Nominations and fixtures:
- Please note that it is the team’s responsibility to find out their team’s fixtures. Teams will not be called regarding their games times. All fixtures and results are available on our website http://life.curtin.edu.au/curtin-stadium/social-sport.htm this link will be emailed to team captains and vice captains prior to the first week of competition.
- Management reserves the right to add and change any game times where necessary.
- All teams can expect to get an even spread of game time slots over the season. Game times are between 6.00pm and 10.00pm although games could run early and/or later depending on team numbers.
- Changes to playing grade must be made in the first three weeks of competition (if applicable). These changes will be made at the discretion of the Sports Program Coordinator. Changes will be made in the following instances:
  - A team requests a grade change. Any requests must be made to the Sports Program Coordinator on 9266 7052 or email socialsports@curtin.edu.au
  - The Sports Program Coordinator and/or Umpires believe that a team is not compatible with the grade that they are currently playing in.
- Teams can contact the Sports Program Coordinator on 9266 7052 for any general enquiries.

1. Playing Area
- Beach Volleyball - Curtin Stadium Beach Volleyball Courts

2. Players
- All players, both on and off the court, are under direct control of the referee.
- Players must behave respectfully and courteously in the spirit of fair play, not only towards the referees, but towards their team mates, opponents and spectators.
- Players must not wear any object that may cause injury to another person such as pins, bracelets, casts, etc.
- Players can only play for their registered teams. Players can only register for one team
  i. Players can only fill-in for teams that play in the division below their team or higher. (Example: player from division 1 can only fill-in for division 1&2 – a player from division 3 can fill-in for divisions 1, 2, 3, 4.)
  ii. Teams that bring a player from 2 or more divisions higher will not receive competition points for that game (forfeit loss). It is the team
Mixed 6’s:
- The maximum number of players on the court at any given time is six. There may be no more than 3 males on court at any given time.
- Teams need a minimum of 4 players on court to avoid a forfeit.
- Teams need a minimum of 1 female on court to avoid a forfeit.

Mixed 4’s:
- The maximum number of players on the court at any given time is four. There may be no more than 2 males on court at any given time.
- Teams need a minimum of 2 players on court to avoid a forfeit.
- Teams need a minimum of 1 female on court to avoid a forfeit.

Open 4’s
- The maximum number of players on the court at any given time is four.
- Teams need a minimum of 2 players on court to avoid a forfeit.
- Males and females are able to play in any position during the game.
- As this is an open competition there may be any ratio of males – females on court at any one time.

3. To Play
- All weekly game fees must be paid prior to the start of scheduled games.
- Teams will receive a team sheet when they pay at reception players must initial the team sheet and hand to the umpire prior to the game.
- No Team sheet = No Game.
- Not only does it keep the other team waiting, late starts affect the whole evening’s fixtures times, therefore the clock will start running at the scheduled time. If a team is late, they will be penalised accordingly and the game will go on.
  
  **Penalties**
  - 2 minutes late: 4 points
  - 3 minutes late: 6 points
  - 4 minutes late: 8 points
  - Each minute thereafter: 4 points
- Games will be forfeited if a team is not ready to play within ten (10) minutes of scheduled game time.

4. The Game
- The server must serve the ball from behind the baseline. Both underarm and over arm serves are permitted. A serve that is not tossed or released from the hand(s) will result in the opposing team winning the point. A serve cannot be one where the ball is thrown or carried over the net.
- 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.
- The team winning a rally scores a point. When the receiving team wins a rally, it gains a point and the right to serve, and its players rotate one position clockwise.
- Each team is entitled to a maximum of 3 hits to return the ball over the net to the other team.
- A player may not contact the top tape of the net during any action that may affect the play.
- In blocking, a blocker may touch the ball beyond the net, provided that he/she does not interfere with the opponent’s play, before or during the latter’s attack-hit
• A blocking contact is not counted as a team hit. The blocking team will still have only three more hits after a blocking contact.
• Contact with the net by a player is not a fault, unless it is made during the action of playing the ball, or it interferes with the play. Accidental contact of the net is not a fault.
• Player cannot use an “open-handed tip” directing the ball with the fingers.
• Players cannot “carry” the ball. If the umpire rules a carry the point will be awarded to the opposition.
• The ball must be hit over the net when returning the ball and not around. If the ball hits or goes around the antenna poles then the point will be awarded to the opposition.
• The ball cannot be returned directly over the net after a serve, the ball must be played at least twice.

5. Substitution of Players
• Teams may substitute players either when they have won possession of the ball or at the start of each set. There is no limit to the number of times a player may interchange.
• Players who arrive late for a game may enter the court immediately, providing their team does not have 4/6 (depending on team limits) players already on court.

6. Game length
• Teams have 40 minutes to complete their matches. When time expires, play is to continue until the ball becomes ‘dead’.

7. Method of Scoring
• Teams play best of 3 sets.
• The first 2 sets shall be played under a point per rally format with the first team to 25 with an advantage of 2 points (no limit), winning each set.
• The third set shall be played under a point per rally format with the first team to 15 with an advantage of 2 points (no limit), winning the set.
• The first team to win 2 sets is declared the winner. Should time expire before any team wins 2 sets, the score in the current set at cessation of play will stand unless less than 10 points have been played in that set. If 10 points have not been played a draw will be the result.
• NOTE: you do not have to be the serving team for your team to win a point.

8. Competition Points
• Win = 3 points
• Draw = 2 points
• Loss = 1 point
• Forfeit = 0 points (3-0 LOSS)
• Bye = 0 point

9. Suspensions and Ejections
• Incidents of a dangerous or unsportsmanlike nature that are reported by the umpire or an opposing team will be taken seriously.
• All information regarding the incident will be taken into account and a decision on an appropriate resulting action will be made by the Sports Program Coordinator in consultation with senior members of staff.
• Actions may include being removed from the game or venue when the incident occurs, an official warning or a suspension of at least 1 game.

10. Forfeits and Withdrawals
• Teams must attend every fixtured game for the season or notify the Sports Program Coordinator on 9266 7052 or socialsports@curtin.edu.au if they cannot attend a fixtured game and a forfeit will result.
• A game will be declared a forfeit when:
• A team is not ready to play within (10) ten minutes of the scheduled start time;
• A team fails to honour their fixtureed game (this includes finals).

• Any team forfeiting will incur the following fine’s:
• Any team that has notified the Sports Program Coordinator by 4.00pm the day of the fixture: **Normal game fee for that chosen sport.**
• Any team that does not show up to a fixture game without notifying the Sports Program Coordinator prior to 4.00pm the day of their fixture will be charged **twice (2x) the Normal Game fee for that chosen sport. This is referred to as a ‘NO SHOW FEE’**
• Should a team forfeit their game the forfeit fee must be paid the week proceeding a forfeit. Unfinancial teams will not receive competition points. Teams whose payments are up to date prior to their last game will receive their last game free as part of the fee paid at the time of registration.
• Teams with outstanding forfeit fees from previous season will not be eligible for the next season until all fees are paid.
• If a team forfeits their match, the opposing team will be awarded a win 3–0 and their game fee will be held over to the following week.

Any team that withdraws from the competition throughout the season will be issued with a $200 withdrawal fee.

11. Finals Procedures
• To be eligible to play in the top 4 play-offs, a player must have played a minimum of 3 games during the season

12. Have Fun!

The referees and competition organiser have the right to review any rule stated above at any time prior to or during the competition. If a situation arises which is not mentioned above the referees and/or competition organiser will use their discretion in making a decision.