The Sandbox Volleyball Rules

GENERAL RULES:

1. No more than 6 players on the court at one time.
2. All players on the court must have registered.
3. Each team may call one time-out per game.
4. For 6 person leagues. You must have a minimum of 3 people to play a game including 1 woman. For quad leagues, minimum of 3 to play with one woman.
5. Co-ed team requirements:
   - 6 players: minimum 2 women
   - 5 players: minimum 2 women
   - 4 players: minimum 1 woman
   - 3 players: minimum 1 woman
   - 2 players: minimum 1 woman

6. Team Hits: Each team is allowed three hits. For fours and sixes, the block does not count as a team contact (like indoor rules), and any player can make the first contact after the block. In beach doubles and triples, the block does count as a team contact and any player may make the second contact of the ball after the block.
7. In the absence of antennas, the posts act as antennas for all purposes except player contact.
8. If the server releases the ball for service and does not complete the service, the team will be penalized with a loss of rally.
9. In doubles only, there is no penalty for serving out of order if an out-of-order server is discovered, no penalty is charged. The offending player continues serving, and that team's service order is simply reversed such that no one player serves 3 times in a row.
10. The teams may switch sides, for instance, after every 10 points (sets to 21 or 25).
11. Net height of 2.43 m (7 ft 11 5/8 in) for men, coed and 2.24 m (7 ft 4 1/8 in) for women.

LEGAL HITS:

1. The ball may touch any part of the body (feet included), provided that the contacts take place simultaneously.
2. The ball must not be caught or thrown. It can rebound in any direction, except in defensive action of a hard driven ball. In this case, the ball contact can be extended momentarily overhand with the fingers.
3. When two opponents touch the ball simultaneously over the net ("joust") and the ball remains in play, the team receiving the ball is entitled to another three hits. If such a ball goes "out", it is the fault of the team on the opposite side.
4. A player may enter into the opponent’s space, court and/or free zone, provided that this does not interfere with the opponent’s play. There is no center-line in outdoor volleyball. You can penetrate under the net provided you do not interfere with your opponent.

5. If the ball contacts the line (tape) then it is in bounds.

6. A serve that makes contact with the net and carries over to the opponent’s side of the net is a live serve and must be returned.

7. 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.

8. Players can return the serve by: bump pass, clasping their hands together, and a closed fist.

9. On a “hard driven ball” (for instance, a spike), it is legal to momentarily lift or push a "hard-driven ball" on the first team contact. This type of contact allows for overhand "beach digs" that would be ruled as lifts indoors. "Hard-driven ball" is defined as "an attack-hit or blocked ball traveling at a high rate of speed, as judged by the referee.

10. In doubles, triples, 4's competition, players can start and play anywhere. Only the service order must be obeyed. This removes any concern about back row attacks/blocks. In 6's competition, however, the indoor rules for rotation apply.

ILLEGAL CONTACTS:

1. The ball is "out" when it touches the antennae, ropes, posts or the net itself outside the side bands.

2. Double contact: a player hits the ball twice in succession or the ball contacts various parts of his/her body in succession, except at blocking, consecutive contacts may be made by one or more players, provided that they occur during one action. During a set (overhand pass), spin on the ball should be very minimal.

3. A catch: the ball is caught and/or thrown; it does not rebound from the hit. 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.)

4. Serves cannot be received with an overhand set (two hands that are not connected). Outdoors, it is illegal to double contact the first ball if the ball is not hard-driven and if "finger action" is used.

5. No open hand tips/dinks. An open-hand dink (tip) is when a player uses the fingertips to redirect the ball over the net into the opponent's court. These are illegal in beach volleyball. Alternatives include palms, heel of the hand, locked straight fingers, knurled fingers, or the back of the hand.

6. No part of the body may touch the net at anytime unless a ball or person driven into the net causes the contact.

7. The serve may not be blocked or spiked.

8. A player touches the ball or an opponent in the opponent's space before
or during the opponent’s attack hit.

9. 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.

10. A player interferes with the opponent’s play while penetrating into the opponent’s space under the net.

11. At the moment of the serve or take-off for a jump serve, the server must not touch the court or the end line and his/her foot may not go under the end line. After the hit, he/she may step or land inside the court. If the line moves because of the sand pushed by the server, it is not considered a fault.

12. A service executed before the referee’s whistle is cancelled and repeated.

13. If the ball, after having been tossed or released by the server, lands without being touched or caught by the server, it is considered as a service.

14. In doubles and triples only, it is illegal to set the ball over the net. Beach overhand passes (sets) must be executed very cleanly and square to the shoulders. An exception is made for sets to a teammate that happens to get blown over the net.

**LEAGUE POLICIES:**

1. Participants must sign the team waiver in order to participate in the leagues or tournaments.

2. LEAGUE/TOURNAMENT CANCELLATION/RAINOUT: Games may be cancelled due to weather conditions, dangerous or unplayable field conditions. Notification will be posted on Facebook 45 minutes prior to scheduled start time.

3. Any player who participates in an unsafe manner runs the risk of suspension from a game by the Sandbox staff if the staff believe they could cause injury to themselves or someone else, one warning may or may not be given.

4. Sandbox staff also has the right to suspend or eject anyone at our discretion for unsportsmanlike conduct.

5. Have fun and enjoy the beach. If there are any unresolvable disputes, please replay the point.