COED BEACH VOLLEYBALL RULES

All rules not listed here will be as per FIVB Rules. Revised June 2018

NUMBER OF PLAYERS
Teams may play with a maximum of four (4) players and a minimum of two (2) players on the court at a time. A maximum of two (2) players of any one gender is permitted at any one time. Teams may play with a maximum of eight (8) players on their roster.

DEFAULTS
Minimum of two (2) players per team are needed to start the game. Games will start at 10 minutes after the scheduled game time to allow for game sheet sign-up and warm-up. If two players are not present, Games will be delayed further five minutes past the start time. Games will be recorded as a default after five (5) minutes if the team does not have the minimum of two players signed up on the game sheet and on the court ready to play.

LENGTH OF GAMES
a) League Play
   I. Regular season games start 10 minutes past the hour. Each match will be 2 sets to 21 points or up to 45 minutes, whichever comes first. If tied when the 45 minutes is up, the team that scores the next point wins that set. Teams must win the set by 2 points (or up to 25 points maximum). During play-offs, it will be best 2 out of 3 with the first 2 sets to 21 (Max 25) and in the 3rd set up to 15 points (Max 20). There are no time limits during the play-off matches.

b) Tournament Play
   I. Tournament matches will consist of 1 set to 25 points (30 points maximum), or up to 30 minutes, whichever comes first. Teams must win the set by 2 points (up to 30 points). If tied after 30 minutes, the team to score the next point wins.

POINT SYSTEM
The point system will be counted per set basis (e.g. Win 2 sets = 6 points, Win 1 set = 3 points, Lose 1 set = 1 point, Default = 0 points). During play-offs, it will be best 2 out of 3 with the first 2 sets to 21 (Max 25) and in the 3rd set up to 15 points (Max 20). There are no time limits during the play-off matches.

UTM Specific Rules of the Game:

a) Net height: the net shall be set to FIVB women’s net height.

b) Blocking: Players must not interfere with opposing team’s play. Blocking or spiking the serve is not permitted. For Blocking regular play, hands may cross but not touch net.

c) Serves: All players may double hit the serve without violation. Lifting, directing and all other double hits will be called. Server must wait for referee’s whistle before serving the ball. Players are given 5 seconds to serve the ball after the referee has blown the whistle. Jump serves are not permitted.
d) Rotations: Proper rotational order must be maintained for service and service reception. Improper rotation on serve and service reception results in a point against and loss of serve if team was serving.

e) Referee Calls: If there is a conflict of calls between referees and an umpire, scorer or line judge, a "re-serve" will be called. If a team delays play intentionally, a warning will be given. A second occurrence will cost the offending team a point and loss of serve if team was serving.

f) Time Outs: One "time-out" (thirty seconds) is allowed per team, per game, during the regular season. Two "time-outs" are allowed per team, per game, during the play-offs. Time-outs may not be called with under 2 minutes left in the game. The clock will run during time-outs and the time-outs cannot be successive.

**EJECTIONS**

Verbal abuse of the officials and/or other players will result in YELLOW cards. Players who receive two YELLOW cards will be ejected from the game and must leave the playing area. The ejected player is also suspended from their teams next scheduled league game. If the ejection causes their team to drop below the minimum number of required players, the game is scored as a default.

Fighting, verbal slurs, and excessive verbal abuse of officials will not be tolerated. RED card ejections will be assessed in these situations. Players receiving red cards must leave the playing area. The ejected player is also suspended from their teams next scheduled league game. They must also appear before the UTM Review Board.

NOTE: If a team has two players ejected in the same game for YELLOW or RED cards, the team will lose that game by default. Please refer to the Campus Rec Handbook for all other player card accumulation and disciplinary rules.