

GRIFFITH UNIVERSITY GOLD COAST STUDENT GUILD
SOCIAL SPORT COMPETITION
RULES AND INFORMATION

Mixed Beach Volleyball 4 v 4 & Competitive Pairs



All players are responsible for reading and understanding the rules contained herein. If there are any rules that are not clear please discuss these with the umpire prior to the commencement of the game or at half time. Due to the time constraints of this competition the referees will not clarify rules or rulings during the game. All participants are also required to read and understand the **GUGC Social Sport Terms and Conditions** which contain information regarding uniforms, eligibility, wet weather, injury insurance and more. Unless otherwise stated in these rules, normal Beach Volleyball rules apply as outlined by FIVB- Official rules of the game 2017-2020. All rules are open to the interpretation of the referee and their decision is final.

1. Team Composition & Player Requirements

- a) The competition is open to GUGC students, staff, and all members of the general public above 17 years.
- b) 4 v 4 Competition
 - i) A team may have a maximum squad of either (8) players.
 - ii) Four (4) players per team are allowed on the field at one time. Extras may substitute onto the court when they win the serve.
 - iii) A minimum of one (1) female per team must be on the court at any time.
 - iv) Three (3) players is the minimum number of players that a team can have without a forfeit resulting. Teams may commence games with 3 players provided the previous point (1.4) is satisfied
- c) Pairs Competition
 - i) A team may have a maximum squad of three (3) players.

- ii) Two (2) players per team are allowed on the field at one time. Extras may substitute onto the court when they win the serve.
 - iii) A minimum of one (1) female per team must be on the court at any time.
 - iv) Two (2) players is the minimum number of players that a team can have without a forfeit resulting. Teams may commence games with 2 players provided the previous point (1.4) is satisfied.
- d) In the event that the above rules (1.2 – 1.5) are broken a penalty will be awarded to the non-offending team at the position of the ball at the time the offence is identified.
- e) All teams must adhere to the Uniform requirements set out in the Griffith Social Sport Terms and Conditions, breaches of this will result in playing points penalty imposed at the start of the match.

2. Finals Requirements

- 2.1 Once a player has played three games for their nominated team they are considered qualified for that team.
- 2.2 A player must play a minimum of three games to qualify to play in the finals series.

3. Competition

- 3.1 Preliminary rounds will be conducted with Semi Finals held in the penultimate week. Finals will be held in the last week.
- 3.2 Fixtures will be available online at gugcsport.spawtz.com
- 3.2 The draw will be emailed 2 days before your game as well as the day after you play, notifying you of your next game.

4. Competition Points

- 4.1 Competition Points towards the premiership ladder will be awarded as follows:
- 3 points for an awarded forfeit
 - 3 points for a win
 - 2 points for a draw
 - 1 point for a loss
 - 2 points for a bye
 - -1 points for a forfeit
- 4.2 In the event that 2 or more teams are tied on match points at the end of the preliminary rounds, positions will be decided by the difference in total points 'for', and total points 'against'.
- 4.3 The finals format will be dependent on the number of teams and will be confirmed once the competition is underway.

- 4.4** Teams that forfeit will be awarded a negative 0-30 set difference across all three sets. Therefore, the forfeit team will be awarded a negative of 0-3 point difference.

5. Captain's Responsibilities

Each team must nominate one (1) captain. It is their responsibility to:

- 5.1** Ensure that team members have all registered prior to closing date.
- 5.2** Ensure that team members have all signed-in 10min prior to commencement of match and are ready to take the court on time.
- 5.3** Ensure all outstanding fees are paid by the closing date.
- 5.4** Control team behaviour both on and off the court.
- 5.5** Check the draw each week for game times and inform team members.

6. Jewellery & Nails

- 6.1** No jewellery is to be worn. If you are unable to take a piece of jewellery off, you must tape or cover it up.

7. Blood & Injury Time

- 7.1** If a player has blood on their body, they must leave the court immediately to remove or stop the bleeding and cover the affected area. Player's whether bleeding or injured have 1 minute injury time. If the player takes any longer they will need to remove themselves from the court and play will resume.

8. Referees

- 8.1** The referee's decision is final. They may penalise the offending player or team with whatever is considered appropriate under the rules of the game. E.g. For dangerous play or misconduct the referee may warn the offending player, or send them from the game for a specified time.
- 8.2** The referee also has the right to warn against harassing from the sidelines - being either from players or spectators. The offending team may be penalised &/or player's or spectators can be asked to leave the centre.
- 8.3** Under no circumstances does the Student Guild tolerate the abuse of our refereed. If a player or team has a problem with a referee, please speak to the social sport co-ordinator on duty. If a player continues to disregard the rules set down, they may be suspended or asked to leave the centre/field/court permanently.
- 8.4** The referee's decision is final in all matters relating to the game. At no time during a game should a player question an umpire, however at a break, a player may ask for clarification of a rule.

BEACH VOLLEYBALL GAME SPECIFIC RULES

9. Game Duration and Scoring

- 9.1** Unless otherwise stated, the general beach volleyball rules apply.
- 9.2** The game shall consist of three (3) thirteen (13) minute thirds with one (1) minute between each.
- 9.3** The game will score best of 3 sets.
- i)** Sets will play until thirteen (13) minutes has passed – play to 21 points and win by 2 will not apply.
 - ii)** If the first two sets are drawn one set each, then a third set will be played.
 - iii)** If the game is won after the conclusion of the second set, then a third set may be played for fun.
- 9.4** Teams shall change ends at the commencement of each third.
- 9.5** All games shall follow the continuous points system.

10. Toss and Service

- 10.1** Prior to the start of the match the referee will call the two captains aside for the toss.
- 10.2** The winner will have the right to either serve or select an end.
- 10.3** The team that serves first in the first half will receive first in the second half.
- 10.4** All payers must be within the court area when the serve is hit.
- 10.5** The serving players must wait for the referee's whistle to serve. Repeat serve if missed.
- 10.6** The serve can be taken from anywhere outside the width of the baseline. The server's foot cannot touch the baseline.
- 10.7** The ball must be hit cleanly with one hand or part of the arm after being tossed or released from hand(s).
- 10.8** The ball must pass over the net and between the posts. The ball may contact the net but not the antennae.

11. Hits

- 11.1** A maximum of three hits are permitted per team to return the ball over the net.
- 11.2** The ball must go over the net between the antennae.
- 11.3** A player may not make consecutive hits of the ball, unless deemed as a block under **rule**
- 11.4** A ball in play may be hit with any part of the body including feet and head.
- 11.5** A ball must be hit cleanly. It may not visibly come to rest on body contact, or be held including being lifted, carried, pushed or thrown. Carries and double hits are at the umpire's discretion.
- 11.6** If two teammates contact the ball simultaneously, it is counted as two hits.
- 11.7** If the lines move during play, a ruling will be based on where the lines were originally set.

12. Net

- 12.1** While crossing the net, the ball may touch the net and net ropes between the antennae but may not touch the antennae.
- 12.2** A ball hit into the net may be retrieved and played over the net within the team limit of three hits.
- 12.3** No part of the player's body or clothing may touch the net or the net ropes. If this occurs one point is awarded to the opposing team as well as service (if not already held).
- 12.4** A player may enter under the net into their opponent's court provided that they do not interfere with their opponent's play or range of motion.

13. Attacking Hit

- 13.1** An attack hit is the action to direct the ball down into the opponent's court. The attack hit must be completed within the player's own court space.
- 13.2** A player is **not** permitted to make an attack hit on the opponent's serve.
- 13.3** An overhand pass or hand-set-attack must be perpendicular to the line of the shoulders.
- 13.4** An attack hit may not use open-handed finger action or finger tips that push the ball in a direction contrary to a single motion hit.

14. Blocking

- 14.1** Blocking is the action of a player to prevent an opponent's attack hit from crossing the net.
- 14.2** A blocking player may touch the ball over the net in the opponent's court once the attack hit is completed.
- 14.3** The first hit after the block may be executed by any player including the blocker, leaving one remaining hit.
- 14.4** A player is **not** permitted to block the serve.

15. Wet Weather

- 15.1** Games will not be conducted during inclement weather.
- 15.2** In the event of rain please contact the Sports Office at the Student Guild on 5552 8724 to verify if games are still on or check the Student Guild website.