

Rules & Regulations – Indoor Beach Volleyball Rules – Saturday September 2nd 2017

Introduction

Indoor Beach Volleyball (IBV) is a game played by two teams on a sand covered volleyball court surrounded by netting. The ball can be played off the nets, with NO outs; therefore the ball is live at all times until it hits the sand or a foul is committed. The ball may be contacted by any part of the body above the waist (Hit) three consecutive times before passing over the centre net. The game is played in serve point format meaning you will only win a point if your team has the serve. The game is controlled by a determined time frame of 13 per half; the team with the highest score at the end of that time is deemed the winner. If both teams finish on the same score at the end of the designated time, a draw will result unless in Finals in which case the game will go to 'Golden Point'.

Game Fees and Times

- Game Fees are \$15 per player/per team. Under 18's pay \$10 per player/per team.
 - Minimum Team Payments
 - Mixed, Mens and Ladies 6-A-Side Teams \$60 (4 Players)
 - 3-A-Side & All Outdoor Teams \$30 (2 Players)
- All teams are expected to have paid their full team fee and be ready to play 5 minutes prior to their scheduled start time.
- Staff will issue teams with 'Game Cards' which indicate the team has paid in full and the number of players that have paid and are allowed on court during a game.
- 2 x 26 minute games per team/per night, changing ends at half time (i.e. 13 mins).
- Minimum 24 hours' notice must be given for any team wishing to forfeit their game. Failure to do so will result in forfeit fee being charged and must be paid prior to next game.
- The earliest Game Time available is 5.45 while the latest Game Time is 9.15.

Dimensions

- Court size 12.5m x 9m.

Teams

- 6-A-Side Mens: Consist of up to 6 Male players with a minimum of 4 players on court.
- 6-A-Side Ladies: Consist of up to 6 Female players with a minimum of 4 players on court.
- 6-A-Side Mixed: Consist of up to 6 players with a minimum of 4 players. A maximum of 3 Male Players with a minimum of 1 Female player.
- 3-A-Side Open: Consist of up to 3 players with a minimum of 2 players. 3-A-Side Open teams are not gender specific and can be made up of all Male players, all Female players or a Mix of both.
- 2-A-Side Mens (Outdoor): Consist of 2 Male players.
- 2-A-Side Ladies (Outdoor): Consist of 2 Female players.
- 4-A-Side Mixed (Indoor & Outdoor): Consist of 4 players. 4-A-Side Mixed teams must have a minimum of 1 Female player and a maximum of 3 Male players.
- Each Team must **Pay In Full** and each Player must be **Marked** and **Highlighted** on their Team Sheet prior to commencement of play. This includes all fill-in players.
- All players (including fill-ins) who have not completed the team registration form acknowledge Rules and Regulations and any centre rules at all times.
- Fill-in players from other teams can be used, but should be from same division or lower. Management reserves the right to restrict fill-ins if a fair competition is not being played i.e. stacking teams.
- Teams must register all regular players for qualification purposes; qualified players may not fill in for other teams in the same division during finals. A Qualified player is one who has played 16 games (8 weeks) or more by the end of the regular season (not including Semi Finals Week).

GRAND FINAL & SEMI FINALS QUALIFICATION RULES

Grand Finals

Grand Finals are played on a Saturday afternoon from approximately 5.00pm to 9.00pm.

The Date for Grand Finals will be nominated at the start of each season and confirmed 10 weeks from the end of the season.

In order to Qualify for Finals you must have a minimum of 4 qualified players for Mixed, Ladies and Mens Teams and a minimum of 2 qualified players for 3-A-Side and 2-A-Side Teams.

Your team must also be available to play both Semi Finals during the week and Grand Finals on Saturday.

There are no drawn (tied) games in Grand Finals or Semi Finals. If a game is tied at the end of regulation time, the umpire will indicate 'Golden Point' and the team who has the serve will be asked to commence play when both teams are ready. The team who scores the first point is declared the winner.

Times for Grand Finals may vary for each division depending on preferences, clashes and Management's discretion.

3-A-Side, Ladies and Mens A Grade Division 1 Grand Finals will always be played last and in that order.

The Draw for Grand Final Times will be posted online on the Friday morning after all Semi Finals have been completed. The Draw will be confirmed Friday Evening after any and all Teams have confirmed there are no clashes and everyone is available at that time. It is not guaranteed that the Draw will be changed at your request – particularly if it is due to an event or function outside of Volleyball.

There is no charge for Grand Final Games.

Semi Finals

The same rules surrounding Qualifying for Grand Finals apply to Semi Finals.

The Draw for Semi Finals will be posted online on Friday the week before Semi Finals and is again open to changes depending on team clashes etc... If a change is made, any and all affected teams will be notified.

Cost for Semi Finals is \$12.0 per player, regardless of the number of games you play.

Qualifying for Finals

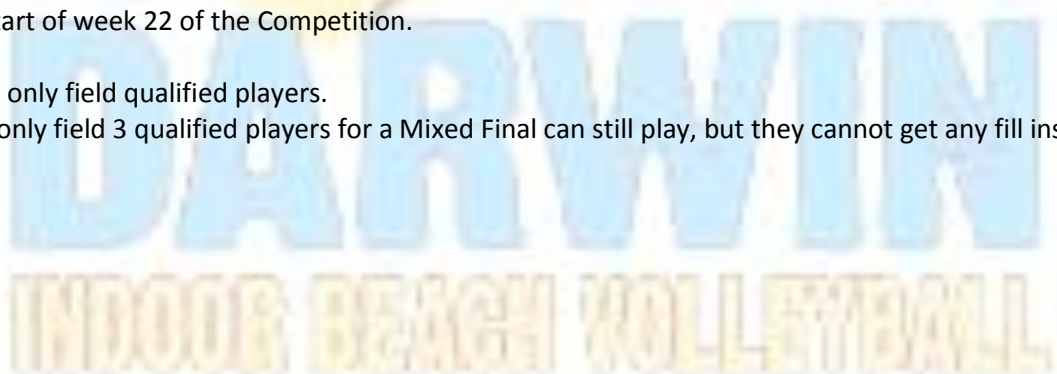
In order to be considered a Qualified Player you must have played 16 games for your team (8 Weeks).

You are only eligible to Qualify for 1 Team per Grade irrespective of how many games you've played for another team.

If you play in 2 or more Teams throughout the season within the same grade, you must nominate the Team you will play Finals with by the start of week 22 of the Competition.

Qualified teams can only field qualified players.

Teams who cannot only field 3 qualified players for a Mixed Final can still play, but they cannot get any fill ins.



SUMMARY OF RULES

Centre rules will apply as listed below. All other basic volleyball rules apply e.g. 3 hits per side.

1. Safety

- Time will not be stopped to search for lost jewellery; it is worn at your own risk.
- In the case of any injury or blood, the player will be asked to leave the court to be treated and remove any blood from skin and/or clothing prior to returning to the game. Time will not be stopped or extended, however, a substitution may be utilised. During finals only Qualified team members may substitute.

2. Umpires

- Shall control the game and keep score and time.
- One umpire shall direct and control play. If there are close calls where players disagree, the umpire's decision is always final.
- Any arguing with or abuse directed at the umpire will not be tolerated.
- Behaviour seen as unfit or unsportsmanlike will be dealt with by the umpire, which may include point reduction or being sent off court. Management may deal with further breaches if required.
- Only the team captain may address an umpire to question a decision.

3. Competition Points & Finals

- Competition points are accumulated during the season with 4 points being allocated for a win, 2 point each for draw and 1 bonus point for every 10 points scored by each team. (E.g. if you won 52-31, your team would receive 7 competition points and the opposition would receive 3.)

Wednesday Leaderboard

Results after week 15

Day → Wednesday

Mixed B Grade

RANK	Team Name	Games Scheduled	Games Played	Games Won	Games Lost	Games Drawn	Games Scratched	Game Win/Draw Points	Score Bonus Points	Uniform Bonus Points	Total Points	Games not yet entered	Total points for	Total points against	Total Points for/against ratio	Win %	Lose %	Draw %	Scratch %
1	2 HIT CHARLIES	24	24	18	6	0	0	72	65	12.0	149	0	757	498	152%	75%	25%	0%	0%
2	AVENGERS	24	24	17	6	1	0	70	56	8.0	134	0	677	516	131%	71%	25%	4%	0%
3	CROC SLAPPERS...	24	24	14	9	1	0	58	59	10.0	127	0	685	586	117%	58%	38%	4%	0%
4	SLAPPERS...	22	22	16	6	0	0	64	56	6.0	126	0	653	454	144%	73%	27%	0%	0%
5	PANDA STRIKE	24	24	18	6	0	0	72	50	3.0	125	0	612	495	124%	76%	25%	0%	0%
6	5'S A PARTY	24	24	14	10	0	0	56	53	11.0	120	0	651	486	131%	58%	42%	0%	0%
7	SETS AND SANDY	24	24	15	9	0	0	60	48	3.0	111	0	588	599	98%	63%	38%	0%	0%
8	WE ALWAYS GET IT UP	24	24	12	12	0	0	48	52	3.0	103	0	641	642	100%	50%	50%	0%	0%
9	SETS ON THE BEACH...	24	24	11	12	1	0	46	54	2.0	102	0	656	693	95%	46%	50%	4%	0%
10	THUNDER ACES	24	24	10	14	0	0	40	46	11.0	97	0	564	657	86%	42%	58%	0%	0%
11	SCARED HITLESS	22	22	11	11	0	0	44	44	4.0	82	0	566	577	98%	50%	50%	0%	0%
12	CUNNING STUNTS...	24	24	9	15	0	0	36	41	3.0	85	0	508	671	76%	33%	63%	0%	0%
13	HOT SHOTS...	24	24	6	17	1	0	26	40	4.0	70	0	495	639	77%	25%	71%	4%	0%
14	FUDGESLICE	24	22	4	18	0	2	16	42	10.0	68	0	557	682	82%	18%	82%	0%	8%
15	CAUTION SPIKES...	24	24	5	19	0	0	20	38	0.0	58	0	510	627	81%	21%	79%	0%	0%
16	MENTAL AS ANYTHING	22	22	4	18	0	0	16	38	0.0	54	0	481	681	71%	18%	82%	0%	0%
17	DANGER ZONE	12	12	2	10	0	0	8	23	2.0	33	0	288	434	66%	17%	83%	0%	0%
18	313	2	2	1	1	0	0	4	3	0.0	7	0	43	45	96%	50%	50%	0%	0%
19		0	0	0	0	0	0	0	0	0.0	0	0	0	0	0%	0%	0%	0%	0%
20		0	0	0	0	0	0	0	0	0.0	0	0	0	0	0%	0%	0%	0%	0%

- Teams will also be awarded 1 Extra Bonus Point if 3 or more players (Mixed, Mens & Ladies) or 2 players (Outdoor Pairs) are wearing a Uniform or the same coloured singlet/shirt/top.
- At the end of the season there will be finals series for each grade. To qualify for finals, players need to have played at least 16 games (8 weeks) or more before the end of the regular season.

4. Play

Scoring

- 1 point is scored per winning serve. (Service Point)

Start of game

- Teams are invited to start warm-up period as soon as the court is vacated by previous game (4 mins prior to start time).
- There will be a “play for serve” to determine which team serves first.
- Late comers can only enter the court at the end of a point and after the umpire has indicated to each team that a new player is entering the court. Alternatively they can enter during the change of sides or if play stopped for injury/illness.
- If a team is not ready to take the court by the umpire has indicated the game shall commence, the opposition may be awarded 1 point for each 30 seconds they are waiting on court. If the opposition team does not arrive within 5 minutes of start of the game, the game may be awarded as a forfeit and points awarded accordingly. The teams may still play for bonus points with those members of the other team who have arrived or against a Scratch Team.

Rebound nets

- The net is part of the court and the ball is played utilizing all nets i.e. no out of court.
- The nets do not constitute another player therefore if a pass is hit into and received off the net by the same player it will be classified as two consecutive hits off the same player and the serve will awarded to the opposing team.
- Rebound nets are to keep the ball in play, not players. If players are seen to be unnecessarily rebounding off nets an umpire, or management, may enforce net abuse rules.

Serving

- The ball must be served within a one metre square of the right corner of the rear net.
- The ball can be served over or under arm.
- The ball must be tossed in the air or released before being served.
- The ball must not have contact with any net whilst being served.
- All players must serve, rotating clockwise on winning the serve.
- The ball must be contacted at least twice on a serve before being returned over the centre net.
- Teams playing with set positions must serve in rotation order or a foul is committed with a loss of service resulting.

Reaching & The Net

- A player may reach over the net when defending or blocking a ball that is on a path over the centre net.
- A player may reach over the net during an attacking shot as long as contact with the ball is made on their side of the net. A players hand or arm may extend over the net as part of the hitting motion after making contact.
- If the umpire deems a player has made contact with the ball over the net during their attacking shot, the player will be fouled at the umpire’s discretion.
- A player on the defending team may not reach over the net and contact the ball when the attacking team is setting the ball across to their own player. The ball must be on a noticeable path across the centre net for a defending player to reach over the centre net and block.
- If the ball touches a player’s body during a blocking action, it is NOT counted as a hit.
- Multiple touches by a player during the act of blocking are allowed and do not count as a ‘Team Hit’ as long as the touches are in 1 motion and the player does not intentionally play at the ball.
- Player’s hair or clothing is allowed to touch the net and will not be counted as a net touch.

Centre, Side and Top Nets

- Any contact with the centre net during play by a player, either defending or attacking, will result in a foul. (Refer Section: Fouls)
- An umpire may not call a 'Net Touch' if the ball hits the centre net, forcing the net to touch a player.
- All nets can be used in general play, except when serving.
- When returning the ball over the centre net, the ball cannot touch the top net.
- REBOUNTING BALL – After crossing the centre net, if the ball rebounds back over the centre net due to contact with any court fixture or net within the first metre of the centre net, without any contact from the opposition, play continues IF the attacking team still has a team shot available. After crossing the centre net, if the ball rebounds back (to the centre net) after hitting any other area of the court (apart as specified above), without hitting the sand or any contact from the opposition, the defending team wins the rally automatically.

Serve Reception

- A player may receive the ball with 2 hands overhead off a serve without being called for 2 hits.
- This is known as a finger pass and is allowed the ball is taken on the fingers in front of the body and pushed towards the setter.

Fouls

The point or serve is lost when:

- The ball touches the ground.
- A team plays the ball more than three times in succession.
- The ball touches a player below the waist.
- A player touches the ball twice consecutively, except on a block or simultaneous contact from a hard driven ball.
 - A hard driven ball is a ball struck from above the height of the net on a downward trajectory at force.
 - Once a ball changes direction of a side net or the back net – it is no longer considered a hard driven ball.
- A player touches the centre net during play.
- The ball touches the top net while being returned over the centre net.
- A player hits the ball back over the net off a serve which constitutes the teams first hit.
- The ball does not pass over the centre net on a serve.
- The ball hits any net on a serve.
- The umpire calls a caught ball (carry or lift), two hits (double contact/touch), and top net or net touch.
- Deliberately heading the ball.
- Any player crossing underneath the net in a dangerous manner during general play.
- A player intimidates or abuses another player or the umpire (bad sportsmanship).
- The serve is made from outside the serving area (a warning may be given first).
- A player kicks the ball.
- A player on the defending team reaches over the centre net and contacts the ball when the attacking team is setting the ball across to their own player (defensive reach)

General Play

- Open hands are not permitted in play UNLESS the ball is played briskly, which will be determined at the umpire's discretion.
- The team with the highest score at the end of that time is deemed the winner. If both teams finish on the same score at the end of the designated time, a draw will result, except during finals.
- Ball, net and sand abuse.
- Any kicking of the ball, deliberate kicking of sand or unnecessarily abusing nets (including climbing, hanging or running at full speed into them) will be an automatic deduction of 1 point from the offending team; 2 points may also be awarded to the non-offending team at the umpire's discretion.
- Continual abuse of the above outlined will result in being sent off the court, with no substitution until change of ends (if applicable). Refer to "Umpires" rules for clarification.

Forfeits & Fees

- A forfeit fee is payable by any team that fails to give at least 48 hours' notice (i.e. by 5pm two days before the scheduled game) of their intention to forfeit. A team which forfeits after 5pm on game night or does not show is considered a "No Show" and are subject to pay the forfeit fee.
- Teams that do not pay forfeit fees may be excluded from the competition until the fee has been paid.
- The forfeit fees are as follows:
 - 6-A-Side Teams \$30.00
 - 3-A-Side Teams \$20.00
 - 2-A-Side Teams \$20.00

3-a-side supplementary rules

The 3-a-side rules encompass all the rules listed already, with the following additions:

- No tipping over the centre net. The ball must be struck open handed, with a fist or with knuckles.
- No setting over the centre net, except if the ball travels more than half way up the opponent's court space.

Please note: Management accepts no responsibility for any injuries sustained by any player, or their guests, whilst in the centre. Players accept that all sports, including indoor beach volleyball, carry a risk of injury. All persons participating at the centre do so at their own risk and must consider their own circumstances before participating. All players and guests are also responsible for any personal items e.g. jewellery (as finding this in a sandpit of this size will be extremely difficult). Children must be supervised by a responsible adult (i.e. parent) at all times. Any sort of harassment will not be tolerated. Please refer any complaints directly to management



DARWIN
INDOOR BEACH VOLLEYBALL