



Call – 0412 955 559
Email – info@dibv.com.au
Web – www.dibv.com.au

DARWIN INDOOR BEACH VOLLEYBALL

RULES & REGULATIONS

1. Introduction

Welcome to Darwin Indoor Beach Volleyball (DIBV).

Our competitions are designed to be fun, social, and competitive, while remaining fair for everyone involved. These rules exist to create a consistent experience across all grades and ensure that all teams are treated equally.

Indoor Beach Volleyball is played on sand courts surrounded by rebound nets. The ball can be played off these nets, meaning there are no out-of-bounds areas and rallies can continue in unique and dynamic ways.

2. Game Format

- Matches run for 26 minutes total
- 2 x 13-minute halves
- Teams change ends at half time

The team with the highest score at the end of the match wins.

If scores are level:

- Regular season → recorded as a draw
- Finals → Golden Point (first team to score wins)

3. Scoring System

Games are played using service point scoring:

- A team can only score while serving

Competition points:

- Win = 4 points
- Draw = 2 points each
- Bonus = 1 point per 10 points scored

Uniform Bonus:

- 1 additional point is awarded if:
 - 3+ players (6-a-side), or
 - 2 players (pairs & 3-a-side)
- wear matching tops





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4. Team Structure & Participation

- Teams compete within their assigned league and grade
- Mixed teams must have at least one female player on court and no more than three male players on court. All-female teams are permitted; all-male teams are not permitted.

Fill-in players must come from:

- The same grade, or
- A lower grade

To maintain fairness:

- Higher-grade players should not be used as fill-ins
- Management may restrict fill-ins where required

5. Game Fees & Attendance

DIBV operates on a pay-to-play model to provide flexibility while maintaining structured competitions.

- Teams must be paid and ready before taking the court
- Game cards confirm payment

If a team cannot attend:

- Notify the centre before Friday 12pm the week before their playing night

If a team does not attend without notice:

- A forfeit fee will apply

We understand circumstances change — communication is key, and we will always work with teams where possible.

6. Attendance & Finals Qualification

To be eligible for finals:

- Players must play a minimum of 8 weeks (16 games)
- Players must be signed in each week

Important:

- Attendance must be recorded during the season
- Attendance cannot be added or backdated

👉 If it's not recorded, it doesn't count

Players may only qualify for one team per grade.





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7. Team Withdrawal & Season Commitment

Teams that withdraw or stop participating are considered withdrawn from the competition.

Once withdrawn:

- Teams cannot re-enter later in the season
- Teams are not eligible for finals

If your team is struggling to continue, speak with us — we will always try to find a solution.

8. Outstanding Fees & Player Eligibility

All teams are responsible for ensuring fees are up to date.

If a team has outstanding fees:

- Responsibility sits with the team and its players

To maintain fairness:

- Players with outstanding fees cannot take the court
- This applies across all nights and teams

We are always open to working through solutions — speak with management.

9. Finals Structure & Eligibility

To qualify for finals:

- Teams must remain active
- Teams must be financial
- Players must meet attendance requirements

Minimum qualified players:

- 4 players (6-a-side)
- 2 players (3-a-side or pairs)

Finals structure:

- Semi Finals → played during the week
- Grand Finals → played on Saturday

Teams must be available for both.





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9A. Finals Format

Round 1 – Semi Finals

- 1st vs 4th
- 2nd vs 3rd

Round 2 – Crossover Matches

- Winner (1st vs 4th) vs Loser (2nd vs 3rd)
- Winner (2nd vs 3rd) vs Loser (1st vs 4th)

Round 3 – Grand Final

- Winners of crossover matches compete
- Winner = Champion
- Loser = Runner-Up

Additional notes:

- All teams play two matches
- Finals cannot end in a draw
- Golden Point applies if tied

10. Ball Contact (IMPORTANT)

Double Contact – Rebound Competitions

In rebound competitions, the interpretation of double contact faults has been modified.

General Principle

- The ball must be contacted cleanly and not held (no catch or throw)
- When played with open hands (overhead pass / set), contact must occur with both hands at the same time

👉 Simultaneous contact = play on

👉 Two clearly separate contacts = fault

Same Side of the Court

When the ball is played between teammates:

- Slightly uneven contact is permitted
- Spin on the ball is permitted
- Imperfect or “ugly” sets are permitted

👉 Technical imperfections are not faults

The focus is on:

- One continuous action
- No catch, throw, or prolonged contact





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Ball Played Over the Net (Open Hands)

When a player directs the ball over the net using open hands:

- Contact must be clean
- Contact must be simultaneous and controlled
- The ball must not be pushed, carried, or thrown

👉 If not clean → fault may be called

Forearm Pass (Bump)

- May be played with arms together or apart
- Must be contacted at the same time
- Must rebound cleanly

👉 Fault only if there are clearly two contacts or prolonged contact

Faults (All Formats)

- Catch / throw
- Lift / carry (prolonged contact)
- Two clearly separate contacts

Carry / Lift

A carry occurs when:

- The ball is caught
- The ball is held
- The ball comes to rest in the hands
- The ball is thrown or scooped

👉 If the ball stops, it is a carry

11. Team Hits

- Maximum of 3 hits per team
- A block does not count as a hit

12. Rebound Nets

- Side and back nets are always in play
- The ball may rebound and continue

Players must not:

- Use nets for support
- Deliberately run into or abuse nets





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13. Rebound Near Centre Net

- Play continues if a hit remains
- If no hits remain → rally ends

14. Centre Net & Top Net

- Contact with centre net = foul

Exception:

- Ball-driven net contact is not a fault
- Ball must not contact the top net when crossing

15. Serving

- Must be taken from service area
- Ball must be tossed or released

Faults:

- Contacts any net
- Does not cross net
- Taken outside service area

Additional:

- Serve rotation required
- Cannot return serve over the net on first hit

16. Reaching Over the Net

Allowed:

- Blocking a ball clearly crossing

Not allowed:

- Interfering with opponent
- Reaching during opponent's set





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17. Fouls

A rally ends when:

- Ball hits sand
- 3 hits exceeded
- Carry occurs
- Centre net touched
- Serve faults
- Ball hits top net crossing
- Dangerous or unsportsmanlike behaviour

18. Behaviour & Respect

Players must:

- Respect opponents, teammates, umpires, and staff
- Play in good spirit

Umpire decisions are final.

Unsportsmanlike behaviour may result in:

- Point deductions
- Removal
- Suspension

19. Ball, Net & Sand Abuse

Not permitted:

- Kicking the ball
- Deliberately kicking sand
- Climbing or abusing nets

Penalties may include:

- Point deductions
- Points awarded to opposition

20. Late Teams & Match Start

If one team is ready:

- Points may be awarded (approx. 1 point per 30 seconds)

After 5 minutes:

- Match may be forfeited





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21. Scratch Matches

If a team is absent:

- A scratch team may be formed

Conditions:

- Same or lower grade players only
- No pulling players from other matches

22. Forfeits & Fees

- Before Friday 12pm → no fee
- After fixture has been released → 50% fee
- Same day / no show → full fee

23. 3-A-Side Rules

- No tipping
- No setting over the net unless the ball lands beyond halfway in the opposition court

24. Safety & Risk

All players participate at their own risk.

- DIBV not responsible for injury or lost items
- Jewellery worn at own risk
- Children must be supervised

If injured:

- Player leaves court
- Match time continues

