

Rules & Regulations of the Game

As found on our website: www.biobeach.com.au

INDOOR BEACH VOLLEYBALL

Also known as

REBOUND BEACH VOLLEYBALL

PLEASE NOTE: Firstly, be aware that you participate in this game at your own risk. Management accepts no responsibility in relation to any injuries sustained by any player or their guests or children whilst at the centre.

Guideline: This centre uses the original 'National Titles' now called CLUB 6's Rules. These are a hybrid of Rules played around Australia in Rebound/Indoor Beach Volleyball Centres. They are not meant to be either Hardcourt or Beach but use elements of both or neither.

THE GAME

Indoor/Rebound Beach Volleyball (IBV) is a game played by two teams on a sand covered volleyball court surrounded by netting, where the ball is played rebound off the nets, with NO outs, therefore the ball is live at all times.

The ball may be hit with any part of the body above the waist (No deliberate head-butting) but each side is limited to three consecutive hits only. No player is allowed 2 consecutive hits (unless the 1st hit was deemed a block)

Teams can only score a point off their own serve (Side-out rule).

The game is controlled by a determined time frame (25 minutes, with 2 halves) per game.

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.

OFFICIALS

The game is controlled by an umpire who keeps score. An Automated Horn System keeps track of the time. In any sport, there are close calls where players will disagree, but the umpire's decision is always final. Any arguing with or abuse directed at the umpire will not be tolerated, and can result in a point reduction or a send off at the umpire's discretion.

TEAMS

An on court team consists of between four and six players (unless a specific dedicated comp eg. 2, 3 or 4-a-side). In the case of mixed teams, there must be at least 1 female and not more than three males on the court for each team at any one time. Substitutions from extra team members are only allowed during half time, unless an injury occurs.

TEAM SHIRTS

If an on court team is wearing the same coloured shirt, a majority of players required, a Bonus point will be awarded for that nights competition.

SERVING

The ball must be served within a one metre square of the right corner of the rear net. Ball can be served over or under arm. The ball must be released before being served. The ball must not have contact with any net whilst being served. All players must serve. Players are to rotate clockwise on winning the serve. Fixed positions for players are allowed but additional rules apply. Ball must be set at least once on receiving a serve before being returned over the centre net.

REACHING

A player may only reach over the net when defending or blocking the ball. If the umpire deems a player has reached over the net during an attacking shot, the player will be fouled at the umpire's discretion. *The ball must be on a path to cross over the centre net as if not contacted by the blocking player. A player may reach over the net AFTER an attacking shot **BUT MUST NOT BE IN CONTACT WITH THE BALL**.* If the ball touches a player's hand or arm during a blocking action, it is *NOT* counted as a hit.

CENTRE NET

Any contact with the centre net by a player when defending or attacking at the centre net will result in a foul. Any player reaching over the centre net when attacking the ball will be fouled.

SIDE AND TOP NETS

All nets can be used in general play, except when serving, or contact is made with the top net when the ball is returned over the centre net.

GENERAL PLAY

Open hands are permitted in play (for "SOCIAL" teams only), however if the ball is not played briskly it may result in a carry that will be determined at the umpire's discretion. Any body contact or interference with a player on the opposing team may result in a foul. The ball may hit any part of the body above the waist to be deemed a "legal" hit.

BALL AND NET ABUSE

Any kicking of the ball will be an automatic deduction of two points at the umpire's discretion. Players unnecessarily abusing nets will be sent off.

SCREENING

The players of the serving team must not prevent their opponent, through individual or collective screening, from seeing the server or the flight path of the ball.

POINTS SYSTEM

The final team placing's will be determined by a win and bonus points system, and if necessary, percentages determined by points for & against. There will be 4 points awarded for a win, 1 point for a loss. DRAWS will be awarded 2 points to each team. During finals, if there is a draw at the end of designated time, then 2 minutes of extra time will be played, twice if necessary, after which Golden Point will be used if required. One bonus point will be awarded for every 10 points scored per team per game, whether a team wins or loses.

MINIMUM REQUIRED PLAYERS

A minimum of 3 REGULAR TEAM players is required to receive win points, with a minimum of 4 players to field a team at any one time. If a team has less than 3 regular team players, fill-in players will be required and only bonus points will be allocated to the team's score (win points will be allocated to the opposing team).

FILL-IN PLAYERS

Teams needing fill-ins can only play to a maximum of 5 players, or 4 players if the opposing team are fielding 4 players. Fill-ins players must be of the same or lower grade. Players filling in on the nights they don't normally play must pay for their games. Players must play at least 10 games (5 weeks) or 20% of total games with a team to qualify to play in the finals. No player may play for different graded teams on the same night.

FOULS

The point or serve is lost when:

- The ball touches the ground
- Team plays the ball more than three times in succession
- The ball touches a player below the waist (or deliberately Head Butts)
- A player touches the ball twice consecutively (except on a block or simultaneous contact from a hard driven ball)
- A player touches the centre net (hair is not a fault)
- 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
- The ball does not pass over the centre net on a serve
- The ball hits any net on a serve
- The umpire calls a carry, double hit, top net or net touch
- A player interferes with an opponent's player
- A player intimidates or abuses another player or the umpire
- The serve is made from outside the serving area
- A player kicks the ball
- A player reaches over the net when attacking the ball
- A player screens the serve

FOULS cont'd

- At the conclusion of a rally the serving team does not send the ball to their own serving player / area in a timely and direct manner

A point is lost if a team:

- At the conclusion of a rally does not send the ball to the serving player / area in a timely and direct manner
- 3 persons of same gender in a Mixed Team deliberately stand or play adjacent/side by side to each other during a rally for longer than necessary to complete their immediate shot and return to their correct position

FORFEIT FEE

A forfeit fee is payable by any team that fails to give at least 24 hours' notice of their intention to forfeit. Notice to forfeit must be given by 6pm one day before the scheduled game for the team not to incur the forfeit fee. Teams that do not pay forfeit fees will be excluded from the competition until the fee has been paid.

The forfeit fees are equal to the minimum number of normal players:

- For 6-a-side = 5 players, 5-a-side = 4 players, Friday night Open 4's = 3 players

OPEN 4's SUPPLEMENTARY RULES

The OPEN 4's rules encompass all the rules listed above, with the following exceptions:

- A serve can be returned on the 1st shot but not with an Overhead ATTACKING shot
- No tipping over the centre net. The ball must be struck open handed, with a fist or with knuckles.
- The ball is allowed to contact the centre net on a serve.

DEFINITIONS

CARRY OR HELD BALL - The ball comes to rest momentarily in the arms or hands of a player. The ball must be hit cleanly. Scooping, lifting or throwing shall be considered a hold or carry. (Extra time allowance is given for control when SETTING a ball but not for PASSING)

SET - A set must be in one fluid motion. Dragging the ball towards the body will be considered a hold or carry.

REACHING BEYOND THE NET - In DEFENCE, a blocker may touch the ball beyond the net, provided that he/she does not interfere with the opponent's play, before or during the latter's attack-hit. Thus, it is not permitted to touch the ball beyond the net until the opponent has executed an attack-hit. THE BALL MUST BE ON A PATH TO CROSS OVER THE CENTRE NET IF NOT CONTACTED BY ANY PLAYER. In ATTACK, a player IS permitted to pass his/her hand beyond the net after his/her attack-hit, provided that his/her contact MUST have been made WITHIN his/her own playing area and has not continued over the net.

DEFINITIONS cont'd

REBOUNDING 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 side 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 after hitting any other area of the court apart as specified above, and without any contact from the opposition, the defending team wins the rally automatically.

ATTACK-HIT - All actions to direct the ball towards the opponent, except when serving and blocking, are considered attack-hits. An attack-hit is completed the moment the ball COMPLETELY crosses the vertical plane of the centre net or is touched by the blocker.

HARD DRIVEN BALL - At first hit of the team, not rebounding off any net with an obvious change of direction, the ball may contact various parts of the body consecutively, provided that the contacts occur during one action.

NET CONTACT - Contact with the net is a fault EXCEPT when the ball is driven into the net and causes it to touch an opponent, or bounce back into the attacker, therefore no fault is committed.

PLAYER ROTATION - Players will be allowed to have fixed playing positions on court provided that each player serves in rotation and is CLEARLY numbered, either on their shirts or black marker on their arms, so the umpire is aware of which player must serve.

SCREENING - A player, or group of players, of the serving team makes a screen by waving arms, jumping or moving sideways, during the execution of the service, or by standing grouped to hide the flight path of the ball.

MIXED TEAMS MALE/FEMALE POSITIONS - During play, 3 persons of the same gender cannot deliberately stand or play in adjacent/side by side positions for a period longer than necessary to play their immediate shot at the ball and return to their current position.

BALL RETURN - At the conclusion of the Rally the ball must immediately travel by direct means to the serving player / area.

CONCLUSION OF GAME - Unless the ball is in play the game is finished when the final siren STARTS, - "In Play" is after the ball is hit at the serve.

AGE DIVISION CRITERIA - All players in a Division with a specific age requirement must produce photo ID for sighting when requested to do so. Over 35/45 years - before 31st Dec, ... 18 years & Under - before 30 Jun (both dates inclusive)