

TUPELO PARKS & RECREATION
Unofficial 4 v 4 Sand Volleyball Tournament Rules
May 13, 2006
8:00 AM – 7:00 PM

MANAGER/CAPTAIN'S DUTIES

1. Make sure that you have each player's information on the roster and have a full team for every game with reserves if needed.
2. You, the manager, must handle any dispute. Do not let one of your players face ejection by arguing a call.
3. You, are responsible for taking charge of your team's and your spectator's conduct. Abusive language, improper drinking, litter, and other irresponsible acts will not be tolerated.
4. Know the rules. Tell your players the rules. This will help the game run smoothly and help your team concentrate on playing.

SPORTSMANSHIP

The Tupelo Parks & Recreation Department is interested in ensuring that a high level of sportsmanship be maintained in the sports programs directed by the City. Therefore, the following policy for dealing with cases of unsportsmanlike conduct will be instituted:

1. Any player, coach, or manager ejected from a game for an unsportsmanlike act (profanity, verbal abuse, tantrum behavior or other unsportsmanlike conduct):
 - a. Game(s) suspension will result for profanity, tantrum behavior, verbal abuse, etc., for that game plus the next two games.
 - (1) A suspended player may not be present at any site where games are in progress.
 - (2) Violation will result in an extended period of suspension.
 - b. The suspended player's name will be placed on a one-year probation for ALL Parks & Recreation adult leagues.
2. Any player, coach, or manager ejected for a second time during the year from any sport for unsportsmanlike conduct shall be prohibited from participating in any Tupelo Parks & Recreation league and/or tournament for at least one calendar year.
3. Any physical assault on an official will result in a minimum 13 month suspension. The incident will also be reported to the state organizations for additional disciplinary action.
4. Any physical assault on another individual will result in a suspension deemed appropriate by the League/Tournament Director.
5. An individual retains the right of a hearing when the action to be taken is expulsion from participation in the league:
 - a. The player will provide a written explanation of the situation that resulted in his/her ejection from the game.
 - b. Present at the hearing will be: the player, his/her manager or team captain, the League/Tournament Director, and the Director of Tupelo Parks & Recreation.
 - c. An appeal letter must be received within 7 days of being notified of the expulsion to the League/Tournament Director. Failure to do so will result in a forfeiture of ones right to appeal.
6. Remember that leagues/tournaments are available to help you enjoy your leisure time. Your "fun" should not be at the expense of others. Check your language that will be offensive to others. Respect people and the facility.

ELIGIBILITY

1. Minimum age for players is 19.
2. Each player must have information submitted on the roster. Each roster will be accompanied by an entry form and tournament fee of \$25.00.

ROSTERS

1. The maximum number of players that may be on the roster is 6.
2. Co-Rec rosters are to be a maximum of three (3) men and three (3) women.
3. Only players on the roster may be used.
4. A match is forfeited if a team plays with players whose names are not on that team's roster.
5. Players may have their name on one roster only and play for one team only per night.

PLAYING RULES

This is an unofficiated volleyball tournament. During play, teams shall make all judgement calls on their own side. It is imperative that managers make calls against their team when carries/illegal hits/in the net occur. Rule interpretations may be discussed between team captains. If disagreements persist regarding a play, the point should be played over. Either team captain has the right to request a point be replayed on a questionable play.

USA Volleyball Rules govern play:

1. Game is 25, best two out of three games is a match using rally scoring. If a team fails to serve properly, return the ball, or commits any other fault, the opponent wins the rally and scores a point, even if that team did not serve that point. The results of winning the rally are: If the team wins the rally, they score a point and continue to serve. If the receiving team wins the rally, they will score a point plus gain the serve.
2. Each match has a 45-minute time limit. Please start matches on time. You may start immediately following the previous game. So have your team readily available an hour before your scheduled match time.
3. The ball may be contacted with any part of the body.
4. **Serving:**
 - a. **The server must announce the score before serving, announcing their score first and then the other team's score.**
 - b. **Players may serve from anywhere along the back line. Players may start behind the back line as far as they wish.**
 - c. **Players must serve in turn. Serving out of turn will result in a side out.**
 - d. **Overhand serves are allowed in all leagues.**
 - e. **No jump serves are allowed with the exception of the men's division.**
 - f. **It is legal for a served ball to touch the net. The receiving team must play the ball if the serve touches the net and appears that it will remain in bounds.**
 - g. **The server is only allowed one toss. If the server tosses the ball as to initiate a serve and lets it drop to the ground, it is a loss of rally.**
5. Each team is responsible for calling the lines, double hits, and carries on their own sides.
6. Avoid spiking in the ten (10) foot area, unless both Managers decide otherwise prior to the game. If a dispute, replay, otherwise point or side-out.
7. Blocking or spiking the serve is not permitted.
8. **If a third game is played and not completed by the end of the 45 minutes, the score is where it stands unless you have not played to fifteen (15) points. Games may not end in a tie. When time is a factor, you do not have to win by two (2) points.**
9. A team must win by two (2) points up until the 26th point. If tied, the first team winning by one at the 27th point will constitute the game winner.

10. The following are guidelines of "Playing the Ball"

a. Maximum of Three Team Contacts- Each team is allowed a maximum of three successive contacts of the ball in order to return the ball to the opponent's area.

b. Contacted Ball- A player who contacts the ball, or is contacted by the ball, shall be considered as having played the ball.

c. Contact of Ball with the Body- The ball may be hit with any part of the body on or above the knee.

d. Simultaneous Contacts with the Body- The ball can contact any number of parts of the body down to and including the knee providing such contacts are simultaneous and that the ball rebounds immediately and cleanly after such contact.

e. Successive Contacts- Players may have successive contacts of the ball during blocking and during a single attempt to make the first team hit of a ball coming from the opponents, even if the ball is blocked, provided there is not finger action used during the effort and the ball is not held or thrown. Any other player contacting the ball more than once, with whatever part of the body, without any other player having touched it between these contacts, will be considered as having committed a double hit. Such contacts are a fault.

f. Held Ball- When the ball visibly comes to rest momentarily in the hands or arms of a player, it is considered as having been held. The ball must be hit in such a manner that it rebounds cleanly after contact with a player. Scooping, lifting, pushing, or carrying the ball shall be considered to be a form of holding. A ball clearly hit with one or both hands from a position below the ball is considered a good play.

g. Simultaneous Contacts by Opponents – If two opposing players hold the ball simultaneously, it is a double fault and the first referee will direct a play-over.

1. If the ball is contacted simultaneously by opponents and is not held, play shall continue.

2. After simultaneous contact by opponents, the team on whose side the ball falls shall have the right to play the ball three times.

3. If, after simultaneous contact by opponents, the ball falls out of bounds, the team on the opposite side shall be deemed as having provided the impetus necessary to cause the ball to be out of bounds.

h. Ball Played by Teammates – When two players of the same team contact the ball simultaneously, this is considered as two team contacts and neither of the players may make the next play on the ball.

11. No protests will be allowed.

ADDITIONAL CO-REC RULES

1. The net height for Co-Rec is the men's height of 7' 11 ¼".

2. When playing with 4 players, you may play with 2 men and 2 women or 1 man and 3 women.

3. When more than one volley is used, one contact must be by a female.

4. The net height for the women is 7' 4 1/8".

BEHAVIOR

1. Unsportsmanlike behavior will not be tolerated. Each team member is responsible for his or her conduct. Respect yourself and others.

2. Casual profanity is prohibited. When a player does us profanity, the entire team is warned. Any further occurrence by any other player will result in a game ejection. The official or tournament director may choose to eject someone without warning depending on the situation.

3. Teams who repeatedly display unsportsmanlike conduct will be suspended from the league and forfeit their tournament/league fees. The official may eject teams or players who harass officials or other players, before, during, or after games.

4. If someone is ejected from a game, the individual is required to give the official their name. Refusal by a manager or player to give proper names of other players or refusal by a player to give information regarding himself/herself, will result in an immediate suspension plus the game becomes an immediate forfeit.

LATE ARRIVALS AND FORFEITS

1. You may start and/or end a match with only four (4) players.
2. A five (5) minute warm-up/forfeit time is allowed before the match begins.
3. If a team is short of players at the scheduled game time a five (5) minute grace period is allowed, if still short, the first game is forfeited; if still short after ten (10) minutes the match is forfeited.
4. A team, which forfeits two matches during the tournament and/or season, will not be invited to return to the next tournament and/or season.

EQUIPMENT AND APPAREL

1. Game quality volleyballs will be provided.
2. Tupelo Parks & Recreation will provide a volleyball net.

INCLEMENT WEATHER

1. Games in progress: If one of the two managers asks for play to end because of weather, play ends. Call in partial scores.
2. If weather warning siren sounds: **GO HOME! ALL PLAY FOR THAT EVENING CEASES!**

PRIZES AND AWARDS

LOST AND FOUND

1. The Tupelo Parks & Recreation Department is not responsible for lost or stolen valuables.

INSURANCE

1. Be aware that there are inherent risks to playing the game of volleyball. Injuries may occur due to collisions with other players, running into the bungee cords, posts, etc. The Tupelo Parks & Recreation Department and the City Of Tupelo does not provide insurance for the participants of our tournaments and/or leagues. Each player as a result of participation in the tournament and/or leagues assumes all liability and risk of injury. It is strongly suggested that each player obtain medical and liability insurance prior to participating in the tournament and/or league.