

Beach Volleyball

House Rules – Doubles



OBJECT OF THE GAME

- The object of the game is to send the ball over a net in order to ground it on the opponent's court, and to prevent the same effort by the opponent. The ball is put in play with a service: hit by the server over the net to the opponents. The rally continues until the ball is; grounded on the playing court, goes "out" or a team fails to return it properly.

PLAYING AREA

- The court boundaries of 9m x 9m are drawn by teams upon arrival.
- The line is considered the whole "trough" or "V" when dug into the sand.
 - If any part of the ball touches the "trough" or "V" it is considered in.

EQUIPMENT

- Nets are provided by the City of Kelowna.
- Balls are to be provided by teams.
- Socks and/or shoes are optional.

PLAYERS

- 2 players of the same gender on the court at all times.
- The match is forfeited if a team does not have the minimum player requirement by 10 minutes past the scheduled start time.
- Player Pick-up Rule: A team may pick up 1 player only from another team in the league to reach the minimum number of players required. If the team's regular rostered player shows up then that player must take the place of the substitute player. This is for league play only.

RULES OF PLAY

- [FIVB](#) rules apply.
- All City of Kelowna House Rules will supersede when there is a discrepancy.

BALL HANDLING

- Open hand tipping is a fault.
- Jumping to set the ball over the net is a fault.
- Setting with a long downwards motion, or if the length of the contact is of visible significance, it is a fault.
- The ball must be contacted simultaneously with both hands when setting or it is a fault.
- Athletes must have shoulders, hips & feet squared to their target when setting the ball over the net.
- 1st contact (serve receive, freeballs, downballs or balls lifted by the block/net):
 - Setting the first contact with the fingers is a fault.
 - Hands do not have to be touching or in fists, however, there must only be one attempt to play the ball.
 - Athletes are only allowed to set the first contact if it is a hard driven ball (excludes serves).
 - Hard Driven = Attack/Spike (no arc, considerable pace)

BLOCKING

- The block counts as a touch.
- Blockers that touch the ball while blocking are allowed to make the second contact.
- Athletes are allowed to break their wrists or change the direction of the ball as long as the ball is not caught or thrown.

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NET PLAY

- Contact with the net or antenna during the action of playing a ball is a fault.
- The ball or gust of wind pushing the net into a player is not a fault.
- Athletes may cross under the net; however, if they interfere with the play, it is a fault.

TIME OUTS & SWITCHING SIDES

- Each team is allowed 1 sixty second time out per set.
- Teams switch sides of the court at the following times:
 - Games to 21 points = when the combined score adds to a multiple of 7.

MATCH FORMAT

- Best of 3 sets, 1 hour time limit from scheduled start time. Sets to 21 points.
- Pay attention to time remaining in match as set 3 may have to be shortened.
 - If unfinished, the team leading by 2 or more points at the end of the time limit will be the winner of that set.

ROSTERS

- Teams may not consist of more than 4 players (2 regulars; 2 subs).
- Your TeamLinkt team roster is your official roster.
- Rosters will be frozen and unable to be updated 3 weeks prior to the start of playoffs.
- Roster checks will be performed prior to playoff games; only those on the roster will be eligible to play.

PLAYOFFS

- All teams qualify for playoffs (as long as their TeamLinkt roster has been complete with the minimum player requirements of 2).
- Playoffs occur on your night of play over the last two weeks of the season.
- The playoff format groups teams with similar league records from the same night together into divisions.
- Playoffs are single knockout.
- Teams forfeiting 3 or more league games are eliminated from playoffs.

REPORTING RESULTS



- The WINNING team is responsible for reporting the match result through the TeamLinkt app within 24 hours of the game completion.
 - The scheduled game time (1hr) must have passed in order to submit the score.
 - If the game was won 2-1, please select that the game was won in Overtime to award 1 pt to the losing team.
 - If the game was won by forfeit/default; please select that the game was won with the Beach Volleyball Default Score of 3 – 0.
 - Please email sportsleagues@kelowna.ca to notify the league coordinator of the default/forfeit for tracking purposes.
- The losing team may submit the score after the 24 hour window has passed.

Point System

- Win = 3 pts
- Loss = 0 pts
- Tie = 0 pts
- Overtime Loss (Won a Set; 2-1) = 1 pts

Default Rule – Teams defaulting and/or forfeiting 3 or more games will be disqualified for playoffs