



Co-Ed Sand Volleyball RULES

Playing the Ball

1. Maximum of three contacts on a side. Each team is allowed a maximum of three (3) successive contacts of the ball in order to return the ball to the opponent's area. Note—A block is not a hit.
2. If there is more than 1 contact, a girl and guy must each have a hit before returning it over the net.
3. Contact the ball with the body. The ball may be hit with any part of the body.
4. Simultaneous contacts with the body. The ball can contact any number of parts of the body down to the waist, providing each contact(s) are simultaneous, and that the ball rebounds immediately and cleanly after such contact.
5. Contacted ball. A player who contacts the ball or is contacted by the ball shall be considered as having played the ball.
6. Double contact. Players may have successive contacts of the ball during a single attempt to make the first team hit of the ball coming from the opponents, even if the ball is blocked, provided the ball is not held or thrown. Any 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. During the second or third team hit, successive contacts are illegal.
7. Held ball. When a ball visibly comes to rest momentarily in the hands or arms of a player, it is considered as being held. The ball must be cleanly hit. Scooping, lifting, pushing, or carrying the ball shall be considered as holding. A ball clearly hit with one or with both hands from below the ball is considered a good play.
8. Simultaneous contacts by opponent. If the ball is held simultaneously by two opposing players, 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.
9. Ball played by teammates. When two or more players of the same team contact the ball simultaneously, this is considered one team contact and any of the players may make the next play of the ball if the simultaneous contact is not the third hit.

10. Attacking over opponent's court. A player is not allowed to attack the ball on the opposite side of the net. If the ball is hit above the spiker's side of the net and then the follow through causes the spiker's hand and arm to cross the net without contacting an opponent, such action does not constitute a fault.
11. Assisting a teammate. No player shall assist a teammate by holding such player while the player is making a play on the ball. It shall be legal for a player to hold a teammate not making a play on the ball in order to prevent a fault.

Blocking

Blocking is the action close to the net which intercepts the ball coming from the opponent's side by making contact with the ball before it crosses the net, as it crosses the net, or immediately after it has crossed the net. An attempt to block does not constitute a block unless the ball is contacted during the effort. A blocked ball is considered to have crossed the net.

1. Blocking may be legally accomplished by only the players who are in the front line at the time of service.
2. Blocking or attacking a served ball is prohibited.
3. Multiple contacts of the ball by a player or players participating in a block shall be legal, provided it is during one attempt to intercept the ball.
4. Any player participating in a block shall have the right to make the next contact. Such contact counting as the first of three hits allowed the team.
5. The team which has affected a block shall have the right to three additional contacts after the block in order to return the ball to the opponent's court.
6. Back line players may not block or participate in a block, but may play the ball in any other position near or away from the block. Back line players may "soft" block, keeping the ball on their side of the net.
7. Block within the opponent's space: In blocking, a player may place hands and arms beyond the net, inside the antennas, provided this action does not interfere with the opponent's play. Thus, he/she is not permitted to touch the ball beyond the net until the opponent has executed an attack-hit. Any third team hit by the opponents may be blocked at any time after the contact. An attack ball is any ball coming toward the net. An attack ball can be blocked.
8. Contact of ball with net and block: If the ball touches the top of the net and a player participating in a block and then returns to the attacker's side of the net, this team shall have the right of three more contacts to return the ball to the opponent's area.

Play at the Net

1. Ball in net between antennas. A ball other than a served ball, hitting the net between the antennas may be played again.
2. Ball crossing the net. To be good, the ball must cross the net completely between the antennas or their indefinite extensions.
3. Player contact with net. It is a fault to touch any part of the net or the antennas, except for incidental contact by a player's hair and insignificant contact by a player not involved in the action of playing the ball, players who are setting, attacking, faking an attack, or blocking are considered to be playing the ball until they have completed the contact, returned to the floor if they had jumped, and regained their balance.
4. Simultaneous contact of the net. If two opponents contact the net simultaneously, it shall constitute a double fault and a replay.

Dead Ball: A Ball is Dead When . . .

1. The ball touches an antenna or net outside an antenna.
2. The ball does not cross the net completely between the antennas.
3. The ball strikes the sand. (A ball touching any boundary line of the court is good.)
4. A player(s) commits a fault.
5. A served ball contacts the antenna or other object.

Scoring

1. All three games will be played to 25 points (30-point cap—win by two or first team to 30 points).
2. A point is awarded upon the completion of every play. (Side-out is no longer used.) It is not necessary for the winning team to be serving at the time the winning point is scored.

3. If the serving team wins the rally, it scores a point and continues to serve. If the receiving team wins the rally, it scores a point and gains the right to serve; its players must rotate one position clockwise before serving.
4. Net serves are to be included in all matches. Net or let serves occur when a served ball touches the net, but goes over, remaining in play.