



Sand Volleyball Rules

Format:

- 6 players (3 male + 3 female)
 - CANNOT play with less than 6 players. No Exceptions.
 - Substitute players are ENCOURAGED.
- Double-Elimination Tournament
 - Winners Bracket Games: Best of 3 Games, Win by 2 (To: 21, 21, 15) (Cap: 25, 25, 19)
 - Lower Bracket Games: Single Game, Win by 2 (To: 21) (Cap: 25)

Equipment:

- Game Volleyballs Provided. Please bring your own to warm up with.

Sport Specific Rules:

- **Starting the Game:**
 - A coin flip will start each game. Winner of the flip will choose to serve, or choose their side of the court. Teams will switch sides of the court in-between each game.
 - If there are not six players present within 5 minutes of the start of the match, the first game will be a forfeit. An additional 10-minutes will then be granted for the team to fully arrive. If 6 players are not present at the end of the 10 –minute period, the second game and the match will be a forfeit.
- **Game Play**
 - The positioning of the players shall be alternating male and female.
 - Unlimited substitutions may be made (male for male, female for female) ONLY at the server position. Players DO NOT need to make a full rotation prior to subbing out. Injured players may sub out from any position.
 - Service may be made anywhere along the end line.
 - The server should call the score with each service.
 - When a ball is played more than twice by a team, a female player must make at least one of the contacts.
 - The ball may contact any part of the body to remain in play. (Kick balls = Legal)
 - Scooping, lifting, pushing, or allowing the ball to roll on the body will be considered a held ball and illegal.
 - Blocking can only be done by front row players. Attacking the ball in front of the 10-foot line can only be done by front row players.
 - The receiving team on a serve cannot attack the serve. The first hit by the receiving team shall be a bump or set.
 - To help ensure player safety, blatant interference by a player (in the judgment of the official) with an opposing player who is in the progress of playing the ball, shall be declared a fault and a sideout or point will be awarded.
 - Misconduct shall result in: first infraction-team warning; second infraction-point or sideout; third infraction-forfeit of game.
 - Two time-outs per game will be allowed for 20-seconds each.
 - Only the team captain may address the officials.
 - All decisions of the official are final.

After your first two rounds, game times are subjected to change. If not present at the start of your game, your game will be forfeited!

Cleveland Corporate Challenge staff members and officials reserve the right to settle any disputes, as well as, interpret, modify, and enforce all rules and regulations.