

COED VOLLEYBALL DOUBLES TOURNAMENT

AUGUST 22-AUGUST 23

PRESTON MILLER PARK



Match Format

- All matches will be best-of-three games.
- Pool Play will determine seeding for tournament. Pool Play matches will be played as two sets, first to 15 points using rally scoring.
 - Both sets will be played regardless of outcome of the first set.
 - Seeding will be calculated by Team Record, Point Differential, Head-to-Head Result (if applicable), and Coin Toss (if a tie remains).
- Tournament Sets will be played to 21 points, win by two, with a 25-point cap.
 - If a third set is needed, it will be played to 15 points, win by two, with a 21-point cap.
- All set will use rally scoring.
- Matches will be played on 16m x 8m courts.
- Coin Toss will determine right to serve or receive the service **OR** side of the court.
- Tournament ball will be MIRAMAR® King of the Beach® KOB PRO.
- Players may play barefoot or with shoes not consisting of hard/sharp spikes.
- Standard volleyball rules will apply unless otherwise stated in these tournament rules.

Self-Officiated Matches

- Matches will be self-officiated. Players are responsible for making calls on their own side of the net, including nets, lifts, carries, double contacts, and other violations.
- Please be honest and make your own calls. Do not wait for the opposing team to call a violation on you.
 - If teams are unable to reach an agreement on a call, the point will be replayed. Tournament staff will not officiate individual matches or settle disputes regarding calls.

Doubles Teams

- Each team must consist of two players: one male and one female OR two female players.
- Both players must remain on the court for the duration of the match unless otherwise approved by the tournament manager.
- No substitutions are permitted during a match except in the event of an injury, at the discretion of the tournament manager.
 - Teams may have up to three players on tournament roster in the event of an injury. Under no circumstances may a team have two male players on the court simultaneously.
 - If one player is disqualified for misconduct, the match is forfeited.

Net Contact

- Contact with the net by a player while they are in the action of playing the ball is a fault.
 - Incidental contact with the net caused by a player's hair is not a fault.
 - If a player is wearing a hat and the hat contacts the net, it is considered a net fault.
- If a player hits the ball into the net and the net then makes contact with an opposing player, no net fault has occurred.
- If there is a disagreement regarding whether a net violation occurred, the point should be replayed.

Going Under the Net

- Players may go underneath the net as long as they do not make contact with an opposing player and do not interfere with the opponent's ability to play the ball.
- Players may not enter the opposing team's space in a manner that creates a safety concern or interferes with play.

Blocking or Attacking the Serve

- A served ball may not be blocked or attacked above the height of the net.
- A player may not intentionally contact a serve while the ball is in the opponent's front zone and completely above the height of the net.

Net Serves

- Net serves are legal and remain in play as long as the ball crosses the net and lands in bounds. A serve that contacts the net and legally crosses into the opponent's court is playable.

Contacting the Ball

- A team is allowed a maximum of three contacts to return the ball over the net.
- Players may use any part of their body to contact the ball, including their feet.
- The ball must be cleanly contacted and may not be caught, lifted, carried, or thrown.

Double Contacts

- A double contact is permitted only on the team's first contact when receiving a hard-driven or attacked ball.
- The contacts must occur as part of one continuous motion.
- A hard-driven ball includes a spike, hard attack, or serve.

Playing the Ball Across the Net

- Players may not contact the ball while it is completely on the opponent's side of the net. The ball must enter the player's side of the net before they may make contact with it.
- The ball must break the plane of the net before a player may make contact with it.
- Players may reach over the net to block an opponent's attack only when the ball has entered their playable space and the contact does not interfere with the opponent's play.

Profanity and Sportsmanship

- Players are expected to demonstrate good sportsmanship and respect toward opponents, tournament staff, and other participants.
- Please refrain from profanity, arguing, taunting, or unsportsmanlike behavior.
- Please refrain from acting contrary to good manners or moral principles
- The tournament manager reserves the right to address inappropriate conduct and may remove a player or team for repeated or severe misconduct (which could lead to forfeiture).
- Order of Sanctions: Misconduct Warning, Misconduct Penalty, Disqualification
 - Misconduct Warning: A verbal warning given to a player or team for minor unsportsmanlike behavior or a first offense.
 - Misconduct Penalty: A more serious or repeated violation following a warning. The opposing team is awarded one point.
 - Disqualification: Removal of a player or team from the tournament for severe misconduct or continued misconduct after a penalty.

Court and Boundary Rules

- Boundary lines are considered in bounds.
 - The fence surrounding the court is out of bounds. If the ball contacts the fence, the play is dead and the opposing team is awarded the point.

Serving

- The server must serve from behind the end line.
- The server may not touch the end line or enter the court until after the ball has been contacted.
- The server may serve from anywhere behind the end line, provided they do not interfere with an adjacent court.

Balls Entering Another Court

- If a ball enters another court, play is immediately dead.
- The team that hit the ball onto the other court will lose the point.
- Players should loudly call "BALL!" when a ball enters another court to alert players and prevent injury.
- Players on an adjacent court should immediately stop play when another ball enters their playing area.

Player Safety

- Players should use good judgment and communicate with opponents when pursuing a ball near another player.
- If a dangerous situation occurs, players should stop play and replay the point when appropriate.
- Tournament staff may stop play at any time if they determine that a situation presents a safety concern.

Tournament Manager

- The tournament manager has final authority regarding tournament rules, player conduct, disputes, and unusual situations not specifically addressed in these rules.
- The tournament manager may modify or clarify a rule when necessary to maintain fairness, safety, and the integrity of the tournament.

