

Craven County Recreation & Parks Adult Beach Volleyball Quickplay Guide

- **Team Composition**

- Teams are to be comprised of no more than 9 players
- Three to four players on the court at once
 - If a team has two or fewer players, the match will be marked as a forfeit
- No more than two active players may be male
- All players must be 16 years or older by the first game of the season
- If a player has substituted out, they may not sub back in until a complete rotation of the service order has taken place
- Players must be registered for the team on which they are playing.
 - During the Regular Season, if both captains agree, a team that does not have enough players may use a fill-in player from another team
 - During the End-of-Season Tournament, all players on a team must be registered to that team

- **Match Structure**

- Match Length & Scoring
 - Matches will consist of a best 2 out of 3 set series
 - The first two sets will be played to 21 points, win by 2, score cap of 32
 - If a third set is required, it will be played to 15 points, win by 2, score cap of 21
 - Matches are rally scored- a point is awarded after each rally, even if the team that scored did not serve
- Start of Match
 - The match will begin with rock/paper/scissors, best of 1. The winning team may decide which team serves first or which side of the court they start on. The team that loses Rock Paper Scissors makes the remaining decision.
 - Teams will switch sides and first possession for the second set.
 - In the case of a third set another rock/paper/scissors will occur, with the same rules as at the match start.
 - In the case of a third set, teams will switch sides of the court once during the set after one team has scored 8 points.

- **Gameplay**

- Player Positions
 - At the time of service, each team must be within its own court (except the server)
 - Players are free to position themselves. There are no determined positions or positional faults.
- Service Order
 - Service order must be maintained throughout the set
 - When the receiving team gains the serve, its players rotate one position to a new server

- Serving the Ball
 - The serve must take place behind the serving team's end line, anywhere between the sidelines.
 - The serving player must remain behind the end line until the ball has been served. If the ball is served in the air, they may land on or inside the serving line.
 - A legal serve must cross above the net, between the antennae. A legal serve can touch the net on the way over.
- Playing the Ball
 - Team Hits- a hit is any contact with the ball by a player in play. Each team is entitled to a maximum of three hits to return the ball over the net. This includes both intentional hits and unintentional contact with the ball.
 - Consecutive contacts- a player may not touch the ball two times consecutively (see rulebook for exceptions)
 - Simultaneous Contact- If two teammates touch the ball at the same time, it counts as two hits. If two opponents touch the ball at the same time above the net, the team receiving the ball is entitled to three additional hits. If the ball goes "out" due to simultaneous contact by opponents, it is a fault to the team on the opposite side.
 - Faults in Playing the Ball
 - Four Hits- a team hits the ball four times before returning it
 - Assisted Hit- a player takes support from a teammate or any structure in order to hit the ball within the playing area
 - Catch- the ball is caught and/or thrown; it does not **rebound** from the hit
 - Double contact- a player hits the ball twice in succession
- Attack-Hit
 - All actions that direct the ball toward the opponent, with the exception of a serve and a block, are considered attack-hits
 - Faults of an Attack-Hit
 - A player completes an attack-hit using an open-handed finger action or uses fingertips that are not rigid and together
 - A player completes an attack-hit using an overhand pass which has a trajectory not perpendicular to the line of the player's shoulders. The exception is when the player is attempting to set to their teammate
 - A player completes an attack-hit on the opponent's serve, when the ball is entirely above the top of the net
- **Misc**
 - Out of Bounds- the boundary line is in play. The antennae are not in play, and any ball that contacts them is considered "out".
 - If there is a disagreement on a fault, the rally is replayed

This quick play guide is meant to give an overview of the rules for our league. A complete set of rules can be found on the registration page on the Craven County Recreation and Parks website.