

Craven County



**Recreation and Parks
Department**

**Adult Beach Volleyball
League Rules**

FACILITIES AND EQUIPMENT

1. PLAYING AREA

The playing area includes the playing court and the free zone. It shall be rectangular and symmetrical.

1.1. Dimensions

- 1.1.1. The playing court is a rectangle measuring 16 x 8 m (52'6" x 26'3"), surrounded by a free zone, which is a minimum of 3 m (9'10") wide on all sides. The free playing space is the space above the playing area, which is free from all obstructions. The free playing space shall measure a minimum of 7 m (23') in height from the playing surface.

1.2. Playing Surface

- 1.2.1. The surface must be composed of leveled sand, as flat and uniform as possible, free of rocks, shells, and anything else which can represent risks of cuts or injuries to the players.
- 1.2.2. The playing surface must not present any danger of injury to the players.

1.3. Lines on the Court

- 1.3.1. All lines are 5 cm (2") wide. The lines must be of a color which contrasts sharply with the color of the sand.
- 1.3.2. Boundary lines
Two side lines and two end lines mark the playing court. There is no center line. Both side and end lines are placed inside the dimensions of the playing court. Court lines should be ribbons made of a resistant material, and any exposed anchors should be of a soft, flexible material.

1.4. Zones and Area

- 1.4.1. There is only the playing court service zone and the free zone surrounding the playing court.
- 1.4.2. The service zone is an 8 m (26'3") wide area behind the end line, which extends to the edge of the free zone.

1.5. Weather

- 1.5.1. The weather must not present any danger of injury to the players.

2. NET AND POSTS

2.1. Height of the Net

- 2.1.1. Placed vertically over the middle of the court there is a net whose top is set at the height of 7'115/8" for the Open Division and 7'41/8" for the Recreational Division.
- 2.1.2. Its height is measured from the center of the playing court with a measuring rod. The net height (over the two side lines) must be exactly the same and must not exceed the official height by more than 2 cm (3/4").

2.2. Structure

- 2.2.1. The net is 8.5 m (27'101/2") long and 1 m (39") (+/-3 cm) (+/-11/8") wide when it is hung taut, placed vertically over the narrow axis at the middle of the playing court. It is made of 10 cm (4") square mesh. At its top and bottom there are two 7-10 cm (11/2-4") wide horizontal bands made of two-fold canvas, preferably in dark blue or bright colors, sewn along its full length. Each extremity of the upper band has a hole through which passes a cord fastening the upper band to the posts to keep the top of the net stretched taut.
- 2.2.2. Within the bands, there is a flexible cable in the upper one and a cord in the bottom one for fastening the net to the posts and keeping its top and bottom taut.

2.3. Side Bands

- 2.3.1. Two colored bands, 2" wide (same width as the court lines) and 39" long, are fastened vertically to the net and placed directly above each sideline. They are considered part of the net.

2.4. Antennae

- 2.4.1. An antenna is a flexible rod, 5'11" long and 3/8" in diameter, made of fiberglass or similar material.
- 2.4.2. An antenna is fastened at the outer edge of each side band. The antennae are placed on opposite sides of the net.
- 2.4.3. The top 32" of each antenna extends above the net and is marked with 4" stripes of contrasting color, preferably red and white.
- 2.4.4. The antennae are considered as part of the net and laterally delimit the crossing space.

2.5. Posts

- 2.5.1. The posts supporting the net are placed at a distance of 27 1/2"-39" outside each sideline to the post padding. They are 8'4" high and preferably adjustable.
- 2.5.2. The posts are rounded and smooth, fixed to the ground without wires. There shall be no dangerous or obstructing devices. Posts must be padded.
- 2.5.3. Anchors for guy lines must be free of sharp edges and driven flush with or buried beneath the playing surface.

3. BALLS

3.1. Standards

- 3.1.1. The ball shall be spherical, made of a flexible material (leather, synthetic leather, or similar) which does not absorb moisture, i.e., more suitable to outdoor conditions since matches can be played when it is raining. The ball has a bladder inside made of rubber or similar material. Approval of synthetic leather material is determined by FIVB regulations.
- 3.1.2. **Color:** light uniform color or a combination of colors
- 3.1.3. **Circumference:** 25 1/2-27"
- 3.1.4. **Weight:** 9-10 oz.)
- 3.1.5. **Inside pressure:** 2.5 to 3.2 psi

3.2. Uniformity of Balls

- 3.2.1. All balls used in a match must have the same standards regarding circumference, weight, pressure, type, color, etc.

3.3. Three-Ball System

- 3.3.1. Three balls shall be used on each court.

PARTICIPANTS

4. TEAMS

4.1. Team Composition

- 4.1.1. A team is composed of no more than 9 players.
- 4.1.2. Three to four players are allowed to play at a time. No more than two of the active players may be male.
- 4.1.3. Players must be at least 16 years old at the start of the season to be eligible to play.
- 4.1.4. If a team does not have enough registered players present:
 - 4.1.4.1. During the Regular Season, they may borrow a player to fill in from another team if their opposing team agrees to allow it
 - 4.1.4.2. During the End-of-Season Tournament, they may not use any player not registered with their team.

4.2. Location of The Team

- 4.2.1. The team's personal belongings must be kept against the fence or outside the fence.

4.3. Equipment

- 4.3.1. A player's equipment consists of their clothing. Players may wear any athletic clothing not deemed inappropriate for a public setting. Players may wear a hat/head covering.
- 4.3.2. Players may play barefoot, in socks, or shoes appropriate for beach volleyball courts.

4.4. Forbidden Objects

- 4.4.1. It is forbidden to wear objects which may cause injury or give an artificial advantage to the player.
- 4.4.2. Players may wear glasses or lenses at their own risk.
- 4.4.3. Compression pads (padded injury protection devices) may be worn for protection or support.

5. TEAM LEADERS

5.1. Captain- The Team Captain is responsible for maintaining team conduct and discipline.

- 5.1.1. Prior to the match, the Team Captain:
 - 5.1.1.1. represents their team in the Rocks/Paper/Scissors.
- 5.1.2. During the match, the Team Captain may
 - 5.1.2.1. request time-outs (See 15.2.1, 15.4)
- 5.1.3. At the end of the match:
 - 5.1.3.1. The Team Captain of the winning team records the scores on the score sheet to ratify the result.

PLAYING FORMAT

6. TO SCORE A POINT, TO WIN A SET AND THE MATCH

6.1. To Score a Point

6.1.1. Point

A team scores a point:

6.1.1.1. by successfully landing the ball on the opponent's court;

6.1.1.2. when the opponent team commits a fault;

6.1.2. Fault

A team commits a fault by making a playing action contrary to the rules (or by violating them in some other way). Players call their own faults and determine the consequences according to the Rules:

6.1.2.1. If two or more faults are committed successively, only the first one is counted.

6.1.2.2. If two or more faults are committed by opponents simultaneously, a **DOUBLE FAULT** is called, and the rally is replayed.

6.1.2.3. If teams cannot agree on whether a fault occurred, the rally is replayed.

6.1.3. Rally and Completed Rally

A rally is the sequence of playing actions from the moment of the service hit by the server until the ball is out of play (see 8.1, 8.2).

A completed rally is the sequence of playing actions, which results in the award of a point (see 12.2.2.1).

6.1.3.1. If the serving team wins a rally, it scores a point and continues to serve;

6.1.3.2. If the receiving team wins a rally, it scores a point and it must serve next.

6.2. To Win a Set

6.2.1. A set (except the deciding 3rd set) is won by the team which first scores 21 points with a minimum lead of two points. In the case of a 20-20 tie, play is continued until a two-point lead is achieved (22-20; 23-21; etc.). A Hard Cap of 31 points is in effect where the first team to score 31 points wins, even if only by 1 point.

6.3. To Win the Match

6.3.1. The match is won by the team that wins two sets.

6.3.2. In the case of a 1-1 tie, the deciding 3rd set is played to 15 points with a minimum lead of 2 points. A Hard Cap of 25 points is in effect where the first team to score 25 points wins, even if only by 1 point.

6.4. Default and Incomplete Team

6.4.1. If a team is unable to play at the scheduled time, they shall forfeit the match with the result 0-2 for the match and 0-21 for each set.

6.4.2. If one team is not present within 5 minutes after the scheduled match start time, the first set is forfeited, 0-21, by that team. If the team has not arrived within 10 additional minutes (15 minutes total), the second set (0-21) and thus the match (0-2), is forfeited. Teams arriving within the 10-minute interval may make use of whatever time remains for warm-up.

7. STRUCTURE OF PLAY

7.1. Rock, Paper, Scissor

Before the start of the first set, team captains use a Best-of-1 Rock, Paper, Scissors to decide upon the first service and the sides of the court in the first set.

7.1.1. Captains count out “Rock, Paper, Scissor, Shoot”, with their chosen sign being shown on Shoot. In the case of the same sign, they play again until a winner is determined.

7.1.2. The winner of Rock, Paper Scissors chooses: EITHER

7.1.2.1. the right to serve or to receive the service, OR

7.1.2.2. the side of the playing court. The loser takes the remaining choice.

7.1.2.3. In the second set, teams will switch sides of the court and switch first serve.

7.1.2.4. In the case of a third set, a new Rock, Paper, Scissors will be conducted.

7.2. Official Warm-Up Session

7.2.1. Prior to the match, teams have the ability to warm up on their designated court. If their court is taken by an on-going match, they may use any open court to warm up.

7.3. Team Starting Line-Up

7.3.1. Starting Line Ups must conform to league rules- no more than 2 male players on the court at any time, at least 3 and no more than four players total.

7.4. Positions

At the moment the ball is hit by the server, each team must be within its own court (except the server).

7.4.1. The players are free to position themselves. There are NO determined positions on the court.

7.5. Positional Fault

7.5.1. There are NO positional order faults.

7.6. Service Order

7.6.1. Service order must be maintained throughout the set.

7.6.2. When the receiving team has gained the right to serve, its players “rotate” one position.

7.7. Service Order Fault

7.7.1. A service order fault is committed when the service is not made according to the service order. The team is sanctioned with a point and service to the opponent.

PLAYING ACTIONS

8. STATES OF PLAY

8.1. Ball In Play

8.1.1. The ball is in play from the moment of signal hit of the service.

8.2. Ball Out of Play

8.2.1. The ball is out of play at the moment of the fault.

8.3. Ball “In”

8.3.1. The ball is “in” if at any moment of its contact with the playing surface, some part of the ball touches the court, including touching the boundary lines.

8.4. Ball “Out”

The ball is “out” when it:

- 8.4.1. falls on the ground completely outside the boundary lines, without touching them;
- 8.4.2. touches an object outside the court, or a person out of play;
- 8.4.3. touches the antennae, ropes, posts or the net itself outside the side bands;
- 8.4.4. crosses the vertical plane of the net either partially or totally outside the crossing space during service or during the third hit of the team (exception: Rule 10.1.2);
- 8.4.5. crosses completely the lower space under the net.

9. PLAYING THE BALL

Each team must play within its own playing area and playing space (except Rule 10.1.2). The ball may, however, be retrieved from beyond the free zone.

9.1. 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 for returning the ball over the net. If more are used, the team commits the fault of: “FOUR HITS”. These team hits include not only intentional hits by the player, but also unintentional contacts with the ball.

9.1.1. CONSECUTIVE CONTACTS

- 9.1.1.1. A player may not hit the ball two times consecutively (exceptions, see Rules: 9.2.2.2, 9.2.2.3, 14.2 and 14.4.2).

9.1.2. SIMULTANEOUS CONTACTS

Two players may touch the ball at the same moment.

- 9.1.2.1. When two teammates touch the ball simultaneously, it is counted as two hits (with the exception of blocking). If they reach for the ball, but only one of them touches it, one hit is counted. If players collide, no fault is committed.
- 9.1.2.2. When two opponents touch the ball simultaneously over the net and the ball remains in play, the team receiving the ball is entitled to another three hits. If such a ball goes “out,” it is the fault of the team on the opposite side.

- 9.1.2.3. If simultaneous hits by two opponents over the net lead to extended contact with the ball, play continues.
- 9.1.2.4. If the ball hits the antenna after simultaneous hits by two opponents over the net the rally should be replayed.
- 9.1.3. Assisted Hit
Within the playing area, a player is not permitted to take support from a teammate or any structure/object in order to hit the ball. However, a player who is about to commit a fault (touch the net or interfere with an opponent, etc.) may be stopped or held back by a teammate.
- 9.2. Characteristics of the Hit
 - 9.2.1. The ball may touch any part of the body.
 - 9.2.2. The ball must not be caught and/or thrown. It can rebound in any direction (See 9.3.3).
 - 9.2.2.1. Simultaneous Contacts:
The ball may touch various parts of the body, provided that the contacts take place simultaneously.
 - 9.2.2.2. Consecutive Contacts:
At the first hit of the team, provided it is not made overhand with fingers, consecutive contacts are permitted provided that the contacts occur during one action. During the first hit of the team if it is played overhand using fingers, the ball may NOT contact the fingers/hands consecutively, even if the contacts occur during one action (See 9.3.4).
 - 9.2.2.3. However, at blocking, consecutive contacts may be made by one or more players, provided that they occur during one action (See 14.2);
 - 9.2.2.4. Extended Contacts: In defensive action of a hard driven ball, the ball contact can be extended momentarily even if an overhand finger action is used.

USAV Commentary: Plays involving finger action require special attention. If the play is defensive and reactive in nature, as in the case of a hard-driven ball, momentarily held or double-contacted balls are not considered faults. Furthermore, this may apply to the second touch of a team if the block contact was slight, and the ball is still a hard-driven attack or to the defensive action (team first contact) after a ball has been blocked. If the player decides/intends to use finger setting action to contact an off-speed attack, the contact must be “clean.”
- 9.3. Faults In Playing the Ball
 - 9.3.1. FOUR HITS: a team hits the ball four times before returning it (See 9.1.).
 - 9.3.2. ASSISTED HIT: a player takes support from a teammate or any structure/object in order to hit the ball within the playing area (See 9.1.3).
 - 9.3.3. CATCH: the ball is caught and/or thrown; it does not rebound from the hit (See 9.2.2; exceptions: 9.2.2.1, 9.2.2.2).
 - 9.3.4. DOUBLE CONTACT: a player hits the ball twice in succession or the ball contacts various parts of their body in succession (See 9.1.1, 9.2.2.2).

10. BALL AT THE NET

10.1. Ball Crossing the Net

10.1.1. The ball sent to the opponent's court must go over the net within the crossing space. The crossing space is the part of the vertical plane of the net limited as follows:

- 10.1.1.1. below, by the top of the net;
- 10.1.1.2. at the sides, by the antennae, and their imaginary extension;
- 10.1.1.3. above, by the ceiling or structure (if any).

10.1.2. The ball that has crossed the net plane to the opponent's free zone totally or partly through the external space may be played back within the team hits, provided that:

- 10.1.2.1. The ball when played back crosses the vertical plane of the net again totally, or partly through the external space on the same side of the court. The opponent may not prevent such action.

10.1.3. The ball is "out" when it crosses completely the lower space under the net.

10.1.4. A player, however, may enter the opponents' court in order to play the ball before it passes outside the crossing space, or before it crosses completely the lower space.

10.2. Ball Touching the Net

10.2.1. While crossing the net, the ball may touch it (See 10.1.1).

10.3. Ball In the Net

10.3.1. A ball driven into the net may be recovered within the limits of the three team hits.

10.3.2. If the ball rips the mesh of the net or tears it down, the rally is cancelled and replayed.

11. PLAYER AT THE NET

11.1. Reaching Beyond the Net

11.1.1. In blocking, a player may touch the ball beyond the net, provided that they do not interfere with the opponent's play before or during the latter's attack-hit (See 14.1, 14.3).

11.1.2. After an attack-hit, a player is permitted to pass their hand beyond the net, provided that the contact has been made within their own playing space.

11.2. Penetration Into the Opponent's Space, Court and/or Free Zone

11.2.1. A player may enter into the opponent's space, court and/or free zone, provided that this does not interfere with the opponent's play (See 10.1.4).

11.3. Contact with the Net

11.3.1. Contact with the net by a player between the antennae, during the action of playing the ball, is a fault. The action of playing the ball includes (among others) take-off, hit (or attempt) and landing safely, ready for a new action (See 11.4.3).

- 11.3.2. Players may touch the post, ropes, or any other object outside the antennae, including the net itself, provided that it does not interfere with play.
- 11.3.3. When the ball is driven into the net, causing it to touch an opponent, no fault is committed.

11.4. Player's Faults at the Net

- 11.4.1. A player touches the ball or an opponent in the opponent's space before or during the opponent's attack-hit.
- 11.4.2. A player interferes with the opponent's play while penetrating into the opponent's space under the net.
- 11.4.3. A player interferes with the opponent's play by, amongst others, (See Rule 11.3.1):
 - 11.4.3.1. touching the net between the antennae or the antenna itself during their action of playing the ball,
 - 11.4.3.2. using the net between the antennae as a support or stabilizing aid,
 - 11.4.3.3. creating an unfair advantage over the opponent by touching the net,
 - 11.4.3.4. making actions which hinder an opponent's legitimate attempt to play the ball,
 - 11.4.3.5. catching/holding on to the net.

Any player close to the ball as it is played, and who is themselves trying to play it, is considered in the action of playing the ball, even if no contact is made with it. However, touching the net outside the antenna is not to be considered a fault (except for Rule 9.1.3).

12. SERVICE

The service is the act of putting the ball into play by the correct serving player placed in the service zone.

12.1. First Service in a Set

12.1.1. The first service of a set is executed by the team determined by the toss.

12.2. Service Order

12.2.1. The players must follow the service order determined at the start of the set.

12.2.2. After the first service in a set, the player to serve is determined as follows:

12.2.2.1. when the serving team wins the rally, the player who served before serves again;

12.2.2.2. when the receiving team wins the rally, it gains the right to serve and the player who did not serve last time will serve.

12.3. Execution Of the Service

12.3.1. The ball shall be hit with one hand or any part of the arm after being tossed or released from the hand(s).

12.3.2. Only one toss or release of the ball is allowed. Dribbling or moving the ball in the hands is permitted.

12.3.3. The server may move freely within the service zone. At the moment of the service hit or take-off for a jump service, the server must not touch the court (the end line included) or the ground outside the service zone. Their foot may not go under the end line (See 1.4.2).

After the hit, they may step or land outside the service zone, or inside the court. If the line moves because of the sand pushed by the server, it is not considered a fault.

12.3.4. If the ball, after having been tossed or released by the server, lands without being touched or caught by the server, it is considered as a service.

12.3.5. No further service attempt will be permitted.

12.4. Screening

12.4.1. A player of the serving team must not prevent the opponent, through individual screening, from seeing the server and the flight path of the ball.

12.4.2. A player of the serving team makes a screen by waving arms, jumping or moving sideways during the execution of the service, and in so doing hides both the server AND the flight path of the ball.

12.5. Faults Made During the Service

12.5.1. Serving faults

The following faults lead to a change of service. The server:

12.5.1.1. violates the service order (See 12.2);

12.5.1.2. does not execute the service properly (See 12.3).

12.5.2. Faults after the service hit

After the ball has been correctly hit, the service becomes a fault if the ball:

- 12.5.2.1. touches a player of the serving team or fails to cross the vertical plane of the net completely through the crossing space;
- 12.5.2.2. goes “out” (See 8.4);
- 12.5.2.3. passes over a screen.

13. ATTACK HIT

13.1. Characteristics of the Attack-Hit

- 13.1.1. All actions which direct the ball toward the opponents, with the exception of service and block, are considered as attack-hits.
- 13.1.2. An attack-hit is completed the moment the ball completely crosses the vertical plane of the net or is touched by an opponent.
- 13.1.3. Any player may carry out an attack-hit at any height, provided that their contact with the ball has been made within the player’s own playing space (except Rule 13.2.4, 13.2.5 below).

13.2. Faults of the Attack-Hit

- 13.2.1. A player hits the ball within the playing space of the opposing team.
- 13.2.2. A player hits the ball “out” (See 8.4).
- 13.2.3. A player completes an attack-hit using an open-handed finger action or if using fingertips that are not rigid and together.
- 13.2.4. A player completes an attack-hit on the opponent’s service, when the ball is entirely higher than the top of the net.
- 13.2.5. A player completes an attack-hit using an overhand pass which has a trajectory not perpendicular to the line of the shoulders. The exception is when the player is attempting to set to his or her own teammate.

14. BLOCKING

14.1. Blocking

- 14.1.1. Blocking is the action of players close to the net to intercept the ball coming from the opponent by reaching higher than the top of the net, regardless of the height of the ball contact. At the moment of contact with the ball, a part of the body must be higher than the top of the net.
- 14.1.2. Block Attempt
A block attempt is the action of blocking without touching the ball.
- 14.1.3. Completed Block
A block is completed whenever the ball is touched by a blocker.
- 14.1.4. Collective Block A collective block is executed by two or more players close to each other and is completed when one of them touches the ball.

14.2. Block Contact

- 14.2.1. Consecutive (quick and continuous) contacts may occur by one or more blockers, provided that the contacts are made during one action. These are counted as only one team hit. These contacts may occur with any part of the body (See 9.1.1, 9.2.2.3).

14.3. Blocking Within the Opponent's Space

- 14.3.1. In blocking, the player may place their hands and arms beyond the net provided that this action does not interfere with the opponent's play. Thus, it is not permitted to touch the ball beyond the net until an opponent has executed an attack-hit (See 13.1.1).

14.4. Block and Team Hits

- 14.4.1. A blocking contact is counted as a team hit. The blocking team will have only two more hits after a blocking contact.
- 14.4.2. The first hit after the block may be executed by any player, including the one who has touched the ball during the block.

14.5. Blocking The Service

- 14.5.1. To block an opponent's service is forbidden.

14.6. Blocking Faults

- 14.6.1. The blocker touches the ball in the OPPONENT'S space either before or simultaneously with the opponent's attack-hit (See 14.3).
- 14.6.2. Blocking the ball in the opponent's space from outside the antenna.
- 14.6.3. A player blocks the opponent's service.
- 14.6.4. The ball is sent "out" off the block.

INTERRUPTIONS, DELAYS, AND INTERVALS

15. INTERRUPTIONS

An interruption is the time between one completed rally and the start for the next service. The only regular game interruptions are TIMEOUTS.

15.1. Number of Regular Game Interruptions Each team may request a maximum of one time-out per set.

15.2. Sequence of Regular Game Interruptions

15.2.1. Request for time-out by both teams may follow one another, within the same interruption.

15.2.2. Substitutions may be made when the ball is not in active play. When subbing out, a player may not sub back in until a complete rotation of the service order has taken place.

15.3. Request For Regular Game Interruptions Regular game interruptions may be requested only by the captain.

15.4. Time-Outs and Technical Time-Outs

15.4.1. Time-out requests must be made by showing the corresponding hand signal, when the ball is out of play and before the next service. All requested time-outs last for 60 seconds.

15.4.2. In the deciding (3rd) set, there are no "Technical Time-Outs"; only one time-out of 60 seconds duration may be requested by each team.

15.5. Improper Requests Among others, it is improper to request a time-out:

15.5.1. during a rally or at the moment of, or after the next serve;

15.5.2. by a non-authorized team member (See 5.1.2.1);

15.5.3. after having exhausted the authorized time-outs (See 15.1).

15.5.4. The first improper request by a team in the match that does not affect or delay the game shall be rejected, but it must be recorded on the score sheet without any other consequences.

16. EXCEPTIONAL GAME INTERRUPTIONS

16.1. Injury/Illness

16.1.1. Should a serious accident occur while the ball is in play, the game is stopped immediately, and medical assistance is given to the injured player. The rally is then replayed.

16.1.2. An injured/ill player that is unable to return to the match may be substituted, if the team has available players.

16.2. External Interference

16.2.1. If there is any external interference during the game, the play has to be stopped and the rally is replayed (ball from another court, etc.).

17. INTERVALS AND CHANGE OF COURTS/SWITCHES

17.1. Intervals

- 17.1.1. An interval is the time between sets. All intervals last 2 minutes. During this period of time, the change of courts (if requested) and service order of the teams on the score sheet are made. During the interval before a deciding set the captains carry out a Rocks/Paper/Scissors in accordance with Rule 7.1.

17.2. Court Switches

- 17.2.1. The teams do not switch sides during Sets 1 and 2. Teams switch sides after the first team reaches 8 points during Set 3.
- 17.2.2. During court switches the teams must change immediately without delay. If the court switch is not made at the proper time, it will take place as soon as the error is noticed. The score at the time that the court switch is made remains the same.

PARTICIPANT CONDUCT

18. REQUIREMENTS OF CONDUCT

18.1. Sportsmanlike Conduct

- 18.1.1. Participants must know the “Official Beach Volleyball Rules” and abide by them.
- 18.1.2. Participants must accept the opposing team’s calls on their side of the court, without disputing them. In case of disagreement, the rally is replayed.
- 18.1.3. Participants must refrain from actions or attitudes aimed at covering up faults committed by their team.

18.2. Fair Play

- 18.2.1. Participants must behave respectfully and courteously in the spirit of FAIR PLAY, not only toward the opponents, but also toward teammates, spectators, and staff. In case of any inconsistencies, discrepancies, or misunderstandings in these rules, Craven County Staff will address them and decide based on the best possible interpretation of these rules.

19. MISCONDUCT AND ITS SANCTIONS

19.1. Minor Misconduct

Players exhibiting minor misconduct (poor sportsmanship, verbal altercations, violating any park or county rules) may be issued a verbal warning. Repeated violations may result in further sanctions, up to and including lifetime suspension from all Craven County Recreation programs.

19.2. Major Misconduct

Players who exhibit major misconduct (threats/acts of violence, intentionally damaging park or private property, etc.) may be immediately ejected from a game, and/or be suspended from future participation in Craven County Recreation programs, up to and including a lifetime ban. Law enforcement will be notified if necessary.