



# CO-ED 6's Sand Volleyball Rules

## Bumpers Specific Requirements

- Six player teams must have at least 2 male and 2 female players on court at all times.
- Teams not able to field a full team, may play with the consent of the opposing team captain only.
- Any player playing in the playoffs must have played in at least 6 regular season games.
- Subbing down is not permitted.

## Starting Games and Scoring

- Team captains will decide who will serve first game.
- 3<sup>rd</sup> game serve will be given to team with most accumulated points of first 2 games.
- Rally scoring is used. All games will be to 21 with a 23 cap.
  - If games are running behind – please be considerate and play at least one game to 15.
- Games must start on time – every ten minutes after start will count as a forfeit.

## Service and Rotation

- Team members must rotate on the court and must remain in that position until the serve has been contacted.
- The server may not step on the line or over the end line until the ball has been contacted.
- The width of the service area is from sideline to sideline. The depth is infinite.
- Serves that hit the net and continue over the net to the opponent's side of the net are live.
- **THE SERVE MAY NOT BE BLOCKED OR SPIKED.**
- Substitutions may be made during the game into the server position only.

## Playing the Ball

- **THREE CONTACTS** – Each team is allowed a maximum of 3 successive contacts of the ball in order to return the ball to the opponent's area.
  - Ball can contact any part of the body, provided such contact rebounds immediately and cleanly.
- **ATTACKING THE NET** – Only the three players in the front row of the rotation are allowed to attack the net.
- **SIMULTANEOUS CONTACT**- when two non-blocking teammates touch the ball simultaneously, it is considered one contact, and any player may make the next contact. Same rule applies for two blocking teammates, it is not counted as a contact, and any player may make next contact.
- **HELD BALL** – the ball must be contacted cleanly and not held, lifted, pushed, carried, or thrown. The ball cannot roll or come to rest on any part of the player's body.
- **ATTACKING THE BALL OVER THE OPPONENTS COURT** – A player is not allowed to attack the ball on the opposite side of the net.
- **PARTICIPATION AFTER A BLOCK** – 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 to the team.

## Play at the Net

- **PLAYER CONTACT WITH THE NET** – No part of the body may touch the net at anytime unless a ball or person driven into the net causes the contact. Player contact with net – not affecting the course of play is not a violation. Contact with hair or part of the uniform will not be considered a fault.
- **SIMULTANEOUS CONTACT BY OPPONENTS** – If opponents contact the net simultaneously, it shall constitute a double fault and the point shall be played over.
- **INTERFERENCE** – Any an all parts of the body may cross the center line as long as there is no interference with the opposing player.

Any disagreement → replay the point!