



SAND VOLLEYBALL 6s RULES: AUSTIN

Amended March 2017

Thanks to all of you for deciding to play NAKID Social Sports. NAKID is a SOCIAL league - everyone is here to meet people, make friends and have lots of fun. The sports that we provide are an ancillary piece; they're fun and sometimes competitive, but no one playing here is out to be a recreational sports superstar. We're not playing kids games, but the games that we play are not the end-all-be-all of existence, either.

We understand that games can become exciting and intense, which can be a great element for a game; however, any verbal or physical abuse of other players, referees and umpires, spectators or facility employees and customers will not be tolerated, and will result in immediate ejection from the game. Repeat offenders may be banned from the league without refunds.

I. Player Registration and Eligibility

1. All players must be registered and paid in full to play NAKID.
2. All players must be 21 or older, have health insurance, and has signed our online waiver (during registration).
3. Players may only play for the team(s) for which they have registered.
4. Players will not hold NAKID, our facilities or our sponsors responsible in any way for any injuries that occur during game play or at any NAKID events.
5. No refunds will be provided.
6. Any team caught using players not registered with the league will be disbanded and the players will be moved to other teams as needed.

II. Rosters

1. NAKID kickball rosters shall consist of no less than 6 players and no more than 10 players.
2. Rosters are flexible meaning:
 - a. Players can be traded as long as the captains and players agree to the trade

AND the roster size is the same for both teams after the trade as it was before the trade. Shirts will need to be traded amongst players. The trade deadline is two weeks prior to the end of the regular season.

- b. Once a team trades a player or players, that team cannot acquire that player again at any point during the season or playoffs.
 - c. If a registered and paid player fails to show up or contact his captain for a period of three (3) consecutive games, that player may be removed from the roster and replaced at the captain's request.
 - i. The new player will have to register and pay a prorated amount in order to play.
 - ii. Players that eventually do show up we will be placed on a team as needed.
 - d. Rosters shall be created to ensure that the requirement of two (2) males and two (2) females will be able to play at any time in the court.
3. NAKID reserves the right at any time to add free agent players to any team, so long as the team roster is under the maximum number of players.

III. Game Gear

1. All players must wear their issued team shirt while playing.
 - a. Players may alter shirts in any way, as long as the NAKID logo and the sponsor logo(s) can be seen
 - b. A player who has not received a shirt or has misplaced or forgotten a shirt will be permitted to play (once per season) in the game on the following basis;
 - i. Player must be registered and paid to play on the team.
 - ii. Player must have a valid ID and the captain must vouch for the player's place on the team.
 - iii. If the player is found not to be on the roster after a roster check, the game will be marked as a loss.
2. All players must use game balls supplied by NAKID, unless both team captains agree upon a different ball for game play.

IV. Referees

1. Referees and ONLY referees may officially call; calls made by other people are not valid.
2. Captains are the only team members who may argue calls.
3. All rulings not specifically covered in the rules are up to the discretion of the referee.
4. The rules will be updated as needed.

V. Sportsmanship

1. NAKID volleyball is a sport, just like any other, and at times people competition will get heated. This is expected and understood; however, abusive treatment to referees, other players, or spectators will not be tolerated.
2. Directing profanity at a referee or other team is considered an ejectable offense.
3. Accusing a referee of cheating is considered an ejectable offense.
4. Any action, regarded by the referees, as poor sportsmanship or dangerous is considered an ejectable offense.
5. It is the referees' discretion for the consequence for unsportsmanlike behavior, which may include,
 - a. Warning
 - b. Team loses a player in the round/match/game/series being played
 - c. Player is ejected for the rest of the night
6. All other disciplinary action is at the discretion of the league on an as-needed basis.
7. Conduct that is viewed as detrimental to the league or its players may lead to dismissal from the league.

VI. Players on the Team

1. Team has **6 players** on the court. A minimum of 2 must be male and 2 female.

VII. Matches

1. Matches will be best of three games.
2. A game (except the deciding, third set) is won by the team which first scores 25 points with a minimum lead of two points. In the case of a 24-24 tie, play is continued until a two-point lead is achieved (26-24; 27-25; ...).
3. In the case of a 1-1 tie, the deciding set (the 3rd) is played to 15 points with a minimum lead of 2 points.
4. A point is applied after each rally.
5. 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.
6. If the serving team wins a rally, it scores a point and continues to serve.
7. If the receiving team wins a rally, it scores a point and it must serve next.

VIII. Contact With The Ball

1. Each team is allowed to have maximum of three touches before hitting the ball over the net.
 - a. EXCEPTION: block does not count as a touch. More than 3 touches, the other team scores a point and it serves next.

2. Same player can not hit the ball twice in a row
 - a. EXCEPTION I: block doesn't count a touch. If someone hits twice in a row the other team scores a point and it serves next.
3. When two (three) teammates touch the ball simultaneously, it is counted as two (three) hits (with the exception of blocking). If they reach for the ball, but only one of them touches it, one hit is counted.
4. 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.
5. 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 cross the center line, etc.) may be stopped or held back by a teammate.

IX. Characteristics of the Hit

1. The ball may touch any part of the body.
2. The ball must be hit, not caught and/or thrown. It can rebound in any direction.
3. The ball may touch various parts of the body, provided that the contacts take place simultaneously.
4. Exceptions:
 - a. While blocking, consecutive contacts may be made by one or more blocker(s), provided that the contacts occur during one action.
 - b. At the first hit of the team, the ball may contact various parts of the body consecutively, provided that the contacts occur during one action.

X. Attack Hit

1. A player is not allowed hit on the opponent's service, when the ball is higher than the top of the net. If they do the other team scores a point and it serves next.
2. A player may complete an attack hit at any height, provided that the contact with the ball has been made within the player's own playing space.
3. IMPORTANT! The ball has to be completely above the net for it to be an illegal attack.

XI. Contacting the Ball

1. Players are NOT allowed to catch, hold, or throw the ball. The ball must "bounce" off the hand(s) to be considered a clean hit. No carries, catches, or throws are allowed. If they do, the other team scores a point and it serves next.
2. Players are NOT allowed to hit or block the opponent's serve. If they do, the other team scores a point and it serves next.

3. Attacking a ball which is coming over the net is ILLEGAL if it has NOT broken the plane of the net. In other words, the player is ALLOWED to swing at the ball when it breaks the plane of the net.
4. DOUBLE CONTACT: a player hits the ball twice in succession or the ball contacts various parts of his/her body in succession. If they do the other team scores a point and it serves next.

XII. Kicking

1. It is LEGAL to hit the ball with any part of the body, the foot and leg included. (Earlier it was a mistake to kick the ball.)

XIII. In or Out?

1. Referee calls the ball "IN",
 - a. if any part of it hits the lines. (Imagine the ball is painted. If the ball left a mark that touches the lines, the ball is judged IN)
2. Ball is ruled OUT,
 - a. If the ball lands outside the boundary lines (without touching the opponent)
 - b. If the ball hits cables, anything outside the boundary, or the ceiling
3. The ball must cross the net completely inside of the antennas; if the ball touches an antenna, it is a fault. If antennas are not used, then the ball must cross the net within the boundaries of the court, or it will be a fault.

XIV. Blocking

1. Blocking is the action of players close to the net to intercept the ball coming from the opponents 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, part of the body must be higher than the top of the net. A block is not considered one of their three touches
2. Consecutive (quick and continuous) contacts with the ball may occur by one or more blockers, provided that the contacts are made during one action.
3. In blocking, the player may place his/her hands and arms beyond the net, provided that this action does not interfere with the opponents' play. Thus, it is not permitted to block the ball beyond the net until an opponent has executed an attack hit. If they do, the other team scores a point and it serves next.
4. A block contact is not counted as a team hit. Consequently, after a block contact, a team is entitled to three hits to return the ball.
5. The first hit after the block may be executed by any player, including the one who touched the ball during the block.
6. To block an opponent's service is forbidden. If they do, the other team scores a point and it serves next.

XV. The Serve

1. The service is the act of putting the ball into play, by the back right player, placed in the service zone. The service zone is anywhere behind the back line, inside the side boundary lines.
2. At the moment of the service hit, or takeoff for a jump service, the server must not touch the court (the end line included) or the ground outside the service zone. After the hit, he/she may step or land outside the service zone, or inside the court. If they do, the other team scores a point and it serves next.
3. Ball may be served underhand or overhand.
4. The ball shall be hit with one hand or any part of the arm after being tossed or released from the hand(s). If they don't, the other team scores a point and it serves next.
5. Ball must be clearly visible to opponents before serve.
6. The players of the serving team must not prevent their opponent, through individual or collective screening, from seeing the server or the flight path of the ball. If they do, the other team scores a point and it serves next.
7. A player or group of players of the serving team make a screen by waving arms, jumping or moving sideways, during the execution of the service, or by standing grouped to hide the flight path of the ball. If they do, the other team scores a point and it serves next.
8. Served ball may graze the net and drop to the other side for point.
9. If the serve touches a player of the serving team or fails to cross the vertical plane of the net completely through the crossing space, goes "out". If it does any of these, the other team scores a point and it serves next.

XVI. Positions

1. At the moment the ball is hit by the server, each team must be positioned within its own court in the rotational order (except the server).
2. After the service hit, the players may move around and occupy any position on their court.
3. A rotational fault is committed when the service is not made according to the rotational order and the team is sanctioned with a point and service to the opponent.

XVII. Rotation

1. Player positional rotation is not required, but it is allowed.
2. Teams are required to rotate through servers, and every player must serve. The service order may not change once any player begins his/her second serve. Every player must serve n times before another player may serve $n+1$ times.
3. Rotational order is determined by the team's starting lineup, and controlled with the

- service order, throughout the set.
4. When the receiving team has gained the right to serve, its players rotate one position clockwise: the player in position 2 rotates to position 1 to serve, the player in position 1 rotates to position 4, etc.
 5. A rotational fault is committed when the SERVICE is not made according to the rotational order. It leads to the following consequences:
 - a. The team is sanctioned with a point, service goes to the opponent, and the players' rotational order is rectified.
 6. Teams may rotate players in/out upon regaining possession of the ball. Only the player that would be serving may rotate out, and the player rotating in must serve for that possession.

XVIII. Player at the Net

1. In blocking, a blocker may touch the ball beyond the net, provided that he/she does not interfere with the opponents' play before or during the latter's attack hit.
2. After an attack hit, a player is permitted to pass his/her hand beyond the net, provided that the contact has been made within his/her own playing space.
3. It is permitted to penetrate into the opponent's' space under the net, provided that this does not interfere with the opponents' play. Only a player's foot (feet) is allowed to make contact with the ground in the opponent's playing space, provided that some part of the penetrating foot (feet) remains either in contact with, or directly above, the center line.
 - a. If a player's foot (feet) penetrates completely into the opponent's court, then the other team scores a point and serves next.
 - b. If a player interferes with the opponent's play while penetrating into the opponent's space under the net, then the other team scores a point and serves next.
4. Players may touch the post, ropes, or any other object outside the boundary lines, provided that it does not interfere with play.
5. A player may not touch the net. If they do, the other team scores a point and it serves next.
6. When the ball is driven into the net and causes it to touch an opponent, no fault is committed.
7. A player touches the ball or an opponent in the opponents' space before or during the opponents' attack hit. If they do, the other team scores a point and it serves next.