



INDIANA SPORTS CORP CORPORATE CHALLENGE EVENT RULES – SAND VOLLEYBALL TOURNAMENT

- The sand volleyball tournament will feature teams of four (4) players (two (2) female & two (2) male) and up to two (2) substitutes. Teams will compete in tournaments by division. Each Corporate Challenge team will be allowed to enter one (1) team in the sand volleyball tournament.
- The tournament will be a “group play” format, where teams play a three (3)-game round-robin. The top eight (8) teams with the best overall record after group play will advance to a bracketed, single elimination tournament.
- Seeding is based on the following tie-breakers: record, points conceded, point differential and timed length of play.
- All games will use rally scoring method.
- Volleyballs will be provided. Teams CANNOT use their own volleyball.
- **Team Check-In:**
 - Teams are required to check –in no later than 15 minutes prior to their division start time.
 - All team members must be present at start of tournament or they will forfeit their matches
- **Players and Rotations:**
 - Four players are allowed on the court – 2 males and 2 females. Standard sand volleyball rotations apply.
 - If you have more than four players on your roster, they must rotate with the next available player of same sex as they would rotate out. The then-resting player would rotate into the game to serve.
 - Example- Right Front will always rotate out, and server will always rotate in (same sex)
 - Note: You do not have to use your entire roster each game. Teams can decide if they want to use their additional roster members and follow proper rotation rules during games or switch in-between games.
 - If you have three or fewer players on your roster or on event day, one male and one female must always remain on the court during play.
- **Serving:**
 - The teams will play rock, paper, scissors (1, 2, 3, shoot) to determine the serve.

- The players must rotate who is serving after every side out.
- Every player on the court must serve before any player may serve a second time, and the team must maintain the same serving rotation.
- Should a team violate this rule the serving team will be deducted a point and turn the serve over to the other team
- After the opposing team has sided out the violating team may resume their rotation at the spot of the player who was skipped in the service rotation.
- While serving, a player gets one fault (does not hit the ball due to bad toss). This does not mean if a player misses their serve that they get another serve.
- A player's foot may not cross or touch the backline until after the player has contacted the ball.
- If the ball hits the net and goes over the net at anytime it is a playable ball.
- **Blocking:**
 - A block does not count as a team's first touch.
 - A blocker may not interfere by crossing the plane of the net with a member of the opposite team's attempt to hit the ball
 - The blocker may hit the ball twice in a row if the first hit came in attempt to block the ball.
- **Passing:**
 - A player cannot use open hands below shoulder level to pass the ball.
 - A player may not touch the ball two times in a row, unless it is a blocking touch.
 - A player may use any body part to keep the ball up in play.
 - If two players from the same team contact the ball at the same time, it counts as TWO hits and either player MAY play the third ball.
 - A player may set the ball over the net only if their body is square to the direction of the balls intended trajectory. If a set intended for a teammate's hit goes over this is a side out for the setting team. If the ball goes over the net and then it does not go squarely in the direction of the setter's body, this is a side out for the receiving team.
- **Tips:**
 - OPEN HAND TIPS ARE ILLEGAL IN 4'S PLAY
 - This means a player does not swing on the ball, but tips the ball with an open hand over the net
 - The proper tip in quads play is with knuckles or a semi closed hand
 - A player may not "throw" the ball. (This is considered a carry)

- **Setting:**
 - The ball may not be thrown or caught.
 - An individual can set at any time, but cannot return (over the net) a serve with a set
- **Attacks:**
 - All players may attack the ball at the net
 - Open hand tips are not allowed in 4's
 - A player may not interfere with a member of the other teams attempt to hit the ball
- **Court Rules:**
 - If any part of the ball touches the line, the ball is in.
 - A player may not contact the net at any time.
 - A player may cross under the net as long as it does not interfere with play.
- **Scoring:**
 - Round Robin
 - Each team plays 3 or 4 matches, in the round robin
 - 1 game to 15– rally points, win by 2 with 18 being the cap
 - Top 8 teams are then seeded into an 8-team bracket
 - Best 2 of 3 games wins the match – 3 games to 11 - rally points, win by 2 with 15 being the cap
 - Seedings are based off of the following tie-breakers:
 - Record (which is weighted based on how many games played)
 - Points conceded
 - Point differential
 - Timed length of game
 - Teams must play within 5 minutes of first scheduled game. After first 5 minutes if team isn't ready to play, they forfeit their first game. Any forfeits are scored as 15-5, with the game taking 4 minutes.
 - Teams must enter their score with the court official (volunteer) after each game. If scores are not reported the game will be recorded as a double forfeit.
 - 15 minute time limits will be placed on round-robin games. 20 minute time limits will be placed on bracketed matches. There is no time limit on the championship game.
- **Disputes:**
 - If the teams dispute over a call and cannot come to an agreement, the teams will replay the last point.

- Volunteers are at each court to record scores and keep the games moving, they will not make any calls but will encourage replays for any dispute.