



Hampstead Kiwanis Park Sand Volleyball Rules

Season:

- Teams will play 1 game per night for 7 regular season weeks with a single elimination, championship tournament for the top 4 teams in week 8, weather permitting.
- Game times will be 6:00 pm & 7:00 pm with a 45-minute time cap.
- Pre-Registration is required

Playing Field and equipment:

- All matches will be played at the sand volleyball courts at Hampstead Kiwanis Park.
- The regulation ball will be provided by Pender County Parks and Recreation.

Players:

- All participants must be at least 14 years old prior to the first game.
- Each team must have always at least one female on the court.
- All players must be on the roster list before the season begins.

Teams:

- Each team has a captain who will be the point of contact for Pender County Parks & Recreation staff.
- Each captain must provide a roster to Pender County Parks and Recreation a week prior to the season beginning. A roster must list a minimum of four and a maximum of 8 eligible players for the team.
- Team captains are responsible for reporting scores to Parks & Recreation staff.
- Team captains are responsible for notifying Parks & Recreation staff if they are unable to field a team, will be late, or need to forfeit a match a minimum of two hours before the game time.
- Teams consist of four players on the court at once. Teams must have always at least three players on the court to avoid a forfeit.

Late Arrival & Tardiness

- If a team does not have a minimum of 3 players on the court, ready to play **10 minutes** after the set game time, **that team will forfeit the first set** and the opposing team will be given a win and 21-0 will be the reported score.
- If a team does not have a minimum of 3 players on the court, ready to play **20 minutes** after the set game time, **that team will forfeit the entire match** and the opposing team will receive wins. 21-0 will be the reported score for each set.

The Match:

- Each team will play one match every Tuesday. Each match will consist of a best 2 out of 3 game series.
- All games will be rally scoring, meaning a point will be awarded to one team after each play.

- The first two games will be played to 21 – win by two points. If a third game is required, it will be played to 15 - win by two points.
- Drop dead time limit for the match will be 45 minutes. If the match is not completed after 45 minutes, the winner will be determined as follows:
- If the match is tied 1–1 in games, the team leading in the third game at the time the 45-minute limit is reached will be declared the winner.
- If the third game has not started, and the match is tied 1–1 in games, the winner is the team with the highest total point score across both games.
- In case of an exact tie in total points, the match will be declared a draw
- If a team wins the first 2 games, a 3rd game may be played as practice/fun up to the scheduled 45-minute time allotted.
- Each team will have the option of one 30-second time out per game

General Game Rules:

- All games will be self-officiated. You will call your own game. When in question, replay the point.
- A team is allowed a maximum of three contacts before the ball must be sent over the net.
- If two or more players contact the ball at the same time it is considered one hit and the players involved may not participate in the next hit.
- A player may not cause a ball to come to rest during contact. Carrying, palming, and throwing the ball are prohibited.
- A ball that touches the boundary line is fair.
- At the time of service all players must be inside the boundaries of the court.
- Players do not have to play in set positions or rotate.
- Players must maintain the same service order throughout the entire match.
- If a player is a substitution, they must return to the same spot in the service order.
- Unsportsmanlike conduct will not be tolerated. Team captains are responsible for the conduct of themselves, their players and their fans.

Service:

- A legal serve will take place from behind the team’s rear boundary line.
- The serving player must remain behind the rear line until the ball has been served. If the player serves in the air, they can land on or inside the line.
- A legal serve must cross over the net. The serve can touch the net on the way over.

Play at Net:

- Player contact with the net is prohibited.
- In blocking, a player may touch the ball beyond the net provided they do not interfere with opponent’s play or touch the net.
- Blocking a spike at the net is not considered a hit.
- Attacking the serve is prohibited.

Common Violations:

- Double Hit: When a player touches the ball twice in a row, or if the ball touches two parts of the player's body in succession.
- A player stepping over the rear boundary line on a serve.
- Contacting the ball illegally (carrying, throwing, palming).
- Failure to serve in the correct order.
- Failure to serve the ball over the net legally.

Tournament Seeding

- Seeding is based on regular season performance, with teams ranked by the number of wins.
- Tiebreakers: If teams have the same record, the higher seed is determined by:
 1. Head-to-Head Results (games played between tied teams)
 2. Point Differential (points scored minus points allowed)

Overall Points Scored (total points scored during the season)