



RULES AND REGULATIONS

Schools Beach Volleyball Festival

2025

volleyballsa.com.au

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Tournament Details

Toilets – There are public toilets available close by in Glenelg beside the “Beachouse”. Staff and students will be made aware of their location in the technical meeting on the morning of competition.

Food – Volleyball SA will be providing snacks, beverages etc. for sale in the Nippy's van near the Glenelg Foreshore. It will be at the discretion of each individual school/coordinator as to the arrangements they have regarding their own students access to other facilities throughout the course of each day.

First Aid – a basic first aid kit will be available on site. Schools are requested to bring their own first aid kits also. Sunscreen availability – Sunscreen will be available on site from the Volleyball SA operations tent; however students and schools are encouraged to supply their own.

Swimming – All students that choose to go swimming are the responsibility of each individual school. Volleyball SA takes no responsibility for the actions of these students throughout the course of the tournament.

Estimated arrival, start and finish times – We will endeavour to keep the day running as closely as possible to the scheduled times stated in the draws. All schools need to be at the venue ready for the start of the **technical meeting and introduction at 9.45am** on the beach. The meeting will begin with those present, so schools are advised to ensure they are on time.

The latest match will be 2:00pm to 2:15pm and all matches and presentations will be finished by 2:30pm at the latest.

Tournament format/game times – All matches will be run by the central timer in the operations tent unless otherwise stated prior to the match. Games will be 14-minute matches, with each team changing ends after every 7 points. Teams need to be at their court 5 minutes before the start of their games, this is because each round of matches will start within approximately 30 seconds of the finish of the previous round.

If teams do not appear on court for their match, it will be deemed a **forfeit** so, please make sure your players are aware of their match times and stay near their court throughout the day.

Forfeits – Should a team not be at their court at the scheduled start time for their match, they will lose **3 points for every minute they are late**. If they still have not arrived at the court when half time is called, the match will be declared a forfeit.

Duty teams/Referees – Should a duty team not arrive for an allocated duty before a replacement has been arranged, they shall forfeit their next match. If that team has no pool games left to play for the day, they shall forfeit their previous best result for the day.

Scoring Format – Scoring will be continuous over the duration of the match. The result is determined by a team's total number of points, not by the number of sets. There will be no draws throughout the day. **GOLDEN POINT**- If a game finishes in a draw, one more point will be played to determine a winner. Winners are determined by total number of matches won throughout the day. If the number of matches won is equal to another team, it then goes to the total number of points won. If this is also same as another team it goes to the total number of points lost. On the unlikely chance that this occurs we will get the 2 teams together to play 1 more point against each other.

The Tournament Director reserves the right to change or amend any of the above regulations at any time at their digression, provided it be within the interest of the competition/sport.

Warm-up balls – Warm-up balls will not be provided. Schools are advised to bring volleyballs for practice. An appropriate match ball will be provided to each court.

Draws- Fixtures will be communicated to school contacts and will be available on the VSA website. Schools are requested to ensure students have the draw prior to arrival on the day. Additional draws will be provided to schools at the beach, along with QR codes to access fixtures on mobile devices.

Rules – Primary School Only

1. The standard net height is two meters.
2. A team normally consists of four players on the court but teams may play with three. If there are more than four players then the coach may choose to rotate a substitute on each time the team wins serve and rotates.
3. Service is from behind the court and must be underarm in the year 4/5 Divisions. In the year 4/5 Divisions the ball may be hit off the hand (No Toss). Year 6's may serve overarm. After 3 successful serves a team will rotate but will retain the serve. Teams earn the right to serve by winning the rally.
4. On service the ball may touch the net and may do so on other occasions while the rally is live.
5. Players may not touch the net.
6. The ball must be hit cleanly and may not be thrown, caught or scooped. The ball may legally contact any part of the body. KICKING the ball is illegal.
7. Players may not make two consecutive hits of the ball.
8. Teams have three contacts to get the ball over the net. A block does not count as a contact.
9. All points won will count in a time limit match.
10. No attacking shots above the height of the net are to be played on the return of serve.
11. There are **no draws** allowed. At the end of the time limit if the scores are equal one more point must be played to determine a winner. Any rule clarifications that are required on the day will be at the discretion of the competition.

RULES - Secondary Schools Only

1. Setting the serve - In all high school competitions, there will be no setting of the serve. When playing the ball above your head, both hands must be touching.
2. Net Touch – Contact with the net by a player between the antennae, during the action of playing the ball, is a fault.
3. Block touches - In beach volleyball, the block counts as a touch. If the ball comes back on your own side of the net, you are allowed to play the ball again without being called for a double touch, however this will be your team's second touch.
4. Tipping the ball – The ball cannot be directed back onto the other side of the court with a player's fingertips. A flat, open hand or knuckles must be used.
5. Serving – The ball must leave the players hand when serving the ball underarm before it can be played over the net. There are no 'Football hand-passes' allowed.
6. Service rotation – All players can play in any position on their side of the court, provided they stay in correct service order. I.e. No player can serve twice before the rest of their team members have served.it can be played over the net. There are no 'Football hand-passes' allowed.
7. Captain - Only the captain may speak to the referee. Scores level at the end of the allocated time.
8. In the event that scores are level at the end of the allocated time, one more rally shall be played to determine the winner.

Players - Code of Behaviour

1. Play by the rules.
2. Never argue with an official. If you disagree, have your captain, coach or manager approach the official during a break or after the game.
3. Control your temper. Yelling at officials, sledging other players, or deliberately distracting an opponent is not acceptable behaviour in any sport.
4. Work equally hard for yourself and your team. Your team will benefit and so will you.
5. Be a good sport. Applaud all good plays whether they are made by your team or the opposition.
6. Treat all players in your sport as you like to be treated. Do not bully or take unfair advantage of another player.
7. Cooperate with your coach, team-mates, and opponents. Without them, there would be no event.
8. Participate for your own enjoyment and benefit, not just to please your parents and coaches.
9. Respect the rights of all players regardless of their gender, ability, cultural background, or religion.
10. Shake hands with your opponent at the end of the game and thank them regardless of whether you win or lose.
11. Take pride in following the Code of Behaviour.

Coaches – Code of Behaviour

1. Remember that young people participate for pleasure, and winning is only part of the fun.
2. Show appreciation for volunteer coaches, officials and administrators and teach players to do likewise. Without them, no one could play.
3. Operate within the rules and spirit of your sport and teach your players to do the same.
4. Ensure that the time players spend with you is a positive experience. All young people are deserving of equal attention and opportunities.
5. Remember that children learn best by example. Appreciate good performance and skilful plays by all participants.
6. Show concern and caution towards sick and injured players. Follow the advice of a physician when determining whether an injured player is ready to recommence training or competition.
7. Seek appropriate qualifications and/or keep up to date with your coaching and the growth and development of young people.
8. Any physical contact with a young person should be appropriate to the situation and necessary for the player's skill development.
9. Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background, or religion.
10. Ensure all players shake hands and respect their opponents and referees after the game regardless of the result.