

Rules Review



This is a summary of rules used in the Fudpucker 4-Player tournaments. Any questions beyond those listed below should be checked with the Tournament Director during the conduct of the tournament.

Tournament Director

The Tournament Director (**TD**) has overall control of the conduct of this tournament and his judgment in all matters is final.

Player Conduct

The purpose of this tournament is for **ALL** players to have **FUN**. Displays of poor sportsmanship will not be tolerated. Yelling at other players or referees will result in loss of point or serve. Continued abusive behavior will lead to disqualification.

Ball

The official volleyball for the Fudpucker 4 Player tournaments is Spalding. Spalding volleyballs will be used in all games when they are available.

Teams

Teams may consist of up to six players. Teams must have **FOUR** players on the court. **TD** may allow teams to play with less than four; however the games will not count toward the playoffs.

Pregame

- Five minutes maximum between matches in pool play. One minute break between games in match.
- **NO PEPPER** on the court between games. Warm-up prior to game time.
- **THREE** hits per player in pregame warm-up.
- Show time is the end of previous match. If a team is ready to play at the end of five minutes from the end of the previous match, one point is deducted for each minute until 10 minutes is reached. The match is then forfeited with a score of XX to 0.

Refereeing

Refereeing responsibilities should be taken as seriously as playing. Teams should officiate with a referee and a scorekeeper. Referees take charge **immediately** after previous match. All judgment calls by the referee are **FINAL**.

Referee conducts game of chance prior to match to determine, serve, side, or receive.

Conduct of the Game

All players should **call their own faults**. Don't wait for the referee to call, this doesn't relieve the referee from the responsibility of calling faults, however. Service Order faults - Referees must monitor service order. If you serve out of order, live with the mistake.

Service

- No Whistles. Referees monitor readiness of receiving team and direct replay if needed.
- If a player is not ready for the serve, **STOP PLAY** immediately. Don't wait until the play is over.
- Serving team players may not block the view of the receiving team. If asked to move, **MOVE**.

During Play

- Players may NOT double or lift the serve.
- Ball is in if it is between the net poles completely. Breaking the plane is out.
- If anything comes on to the court and interrupts play, **REPLAY**. Ref's discretion.
- Player's cannot go onto adjacent courts or dunes at anytime to play the ball.
- No Dinks.
- Net serves result in a sideout.
- Hard driven balls may be played with multiple contacts and beach digs. Referee's call.
- **No** touching the net. Continuation rule is in effect. If you foul after the ball is dead, it's still a foul.
- Contact under net and going under the net is okay, as long as you do not interfere with the play of the ball. You do not have to have contact to interfere. All contact is not interference.
- Jousts at the nets do not constitute a foul.
- Simultaneous contact- Team opposite where the ball goes out, commits the foul.
- Blocking- The blocker can block over. The blocker can direct the ball but cannot hold it.

Setting

Call the offense not the spin. Offensive sets must be at 12 and 6 o'clock positions from setter.

Substitutions

A player may substitute in for another player a maximum of three times per game. Substitutions must be for the same position. Non-playing substitutes should conduct themselves as non-players.

Time-outs

Two one minute time-outs per game. One minute period on side change. Sand time-outs of 15 seconds allowed only to clean sand, not rest or talk.

Playoffs

(See pool sheet example on back.)

Many different combinations are possible. The discretion of the **TD is final**.

Scoresheets/poolsheets must be filled out completely prior to turn in at the end of the day.