2014 Canada Day Co-Ed 4on 4 Grass Volleyball Tournament

1. **Start Time**
2. The first set of games begins at 10:00am. Each game is 25 minutes, with 5 minutes to report scores and start the next round of games. Please arrive 10 minutes early to ensure that your games start on time.
3. **Scoring**
4. You will play one game against each team in pool play.
5. Rally Point System - A team gets a point on each rally regardless of which team serves. Team that gets the point serves next.
6. Each pool play game will be played for the entire 25 minutes and a total score will be collected.
7. Teams will change sides after first team reaches 20 points.
8. Teams will be seeded by number of wins and if needed the tiebreaker will be point differential over all games played.
9. **Referees**
10. All games are self-officiated (no referees), therefore, teams are required to call their OWN violations and are expected to be honest and keep a high level of sportsmanship at all times. If you feel that your opponent is not being accountable, your team captain may politely intervene to discuss fouls called or uncalled. We rely on your spirit of sportsmanship and honesty to keep the matches pleasant for all. If there is a dispute, please re-serve.
11. **General Rules of Play**
12. Must have 2 players of each gender on the court.
13. Unlimited substitutes. However can only sub players in after rally has ended and a female player can only go in for a female player and vise versa for the male players.
14. Maximum of 3 contacts per side.
15. A block counts as a contact.
16. A player may never block a serve.
17. Player may play the ball off any part of their body.
18. If a ball lands on the line it is in.
19. Lifting or scooping the ball and double hits is not permitted.
20. “Sets” that accidently drift over the net are permitted (use discretion).
21. A ball may be volleyed over the net only if you are square to the direction of the ball.
22. No “open-handed’ tipping: players who contact the ball with one hand putting the ball over the net must do so cleanly using the following shots: - roll shot (hit with heel or palm of the hand)
* cobra shot (hit with straight, locked fingers and a locked wrist)
* knuckle shot (knurled fingers)

 \*\*\* No one-handed placement or redirection of the ball with fingers

1. **Contacting the Net and Center Line**
2. A player may cross the imaginary centerline or touch the lower portion of the net as long as they don’t interfere with the play or get in the way of the opposition.
3. A player may not touch the top band of the net during his or her action of playing the ball.
4. **Serving**
5. Net serves are allowed (the ball is allowed to contact the net on the serve).
6. A server may serve the ball from anywhere along the baseline.
7. **Weather Conditions**
8. Games are played rain or shine (but no lightning), however cancelled games are not rescheduled. The game can be postponed due to weather, which means the subsequent games will all be backed up by the allotted time.
9. LIGHTNING POLICY: If thunder is heard within 30 seconds of seeing lightning, games will be postponed. All participants must leave the playing area and seek shelter in a building or an automobile. Games will resume 15 minutes after the thunder and lightning have moved away. If thunder and lightning continues for the day the tournament will be cancelled.