

2 ON 2 SELF-OFFICIATED VOLLEYBALL RULES

VOLLEYBALL RULES

1. League follows USAV Beach Volleyball rules unless stated below.
2. While blocking, a player may touch the ball beyond the net, provided they do not interfere with the opponent's play, before or during the attack-hit.
3. Within the limits of the three team contacts, a player may contact a ball that has crossed the net below the net (or outside the posts) in an attempt to recover a ball that has not been contacted by the opponents.
4. It is not permissible to enter another court to play a ball.
5. The ball cannot roll or come to rest on any part of a player's body.
 - a. An exception is allowed during the first attempt of a defensive play of a hard-driven ball (attack-hit or blocked ball traveling at a high rate of speed). In which case, the ball may be contacted more than once with any part of the body in a single attempt to play the ball (i.e. double hit).
 - b. **New 2024: Second Contact Rule Change:** A teams second contact attempt may touch more than one body part ONLY IF the ball remains on the same side of the net. The fault will be called if the double contacted ball crosses the net during the second or third attempt.

A, Upper B, and B will be subject to double contact faults for a 2nd or 3rd contact sent over the net by a player that contacts the ball more than once with any body part.
6. Players cannot touch the net.
7. Players may not cross the center line/plane while the ball is in play.
8. Incidental contact with an opponent is ignored, unless such contact interferes with the opponent's opportunity to play the ball.
9. While opposing players are not required to avoid the ball or player, they cannot intentionally interfere with any legal attempt to play the ball on their court.
10. If a player crosses the center line and interferes w/ an opponent during the continuation of a play, it is a fault.
11. Foot fault will be enforced, while serving.
12. Players with any type of cast on the arm, wrist, hand or fingers must gain approval from league director.

GAME TIME AND SCORING

1. During play, all matches will be three (3) games with a 55-minute time limit.
2. Games are won by the team who first scores 25 points and has at least a 2-point advantage, unless the game is tied 26-26. In that case, the first team to reach 27 points is the winner within the 55-minute time limit.
3. Rally scoring method will be used in every game, with a point scored on every service.
4. If a team does not have the minimum number to start on the court at the scheduled game time, the team will forfeit the first game of the match. If the team is still not ready to play in ten (10) minutes, the team will forfeit the match.
5. The team winning the toss may elect to serve, receive, or take choice of court for the first game. The team captain not calling the toss for the first game shall call the toss in the third game. After each game of the match the teams will change sides.
6. Teams will keep score verbally. The server must announce the score before every serve. Teams are responsible for keeping an accurate score and correctly recording the final score in the Team Sideline software.
7. Equipment representing possible hazards to participants will not be permitted. No hats, jewelry, exposed metal or hard unyielding plastic on braces, casts, etc. will be allowed.



TIME-OUTS, ROSTERS & SUBSTITUTIONS

1. MPRB staff member will keep the game clock for all games.
2. There will be one time out per team per game. The length of a time out will not exceed thirty (30) seconds.
3. There are no substitution restrictions as long as one player does not occupy more than one position in the service order during a single game. Teams may do rotational substitution or one for one.
4. Roster Limit – 6 players per roster.

SERVICE/CHANGE OF SERVE/CONTACTING THE BALL

1. Players are free to position themselves anywhere on the court. There are no positional faults. No restriction exists as to which players may participate in a block or an attack. Teams must maintain a service order.
2. A player may not block a served ball.
3. During the serve the ball may not be attacked by the receiving team
4. It is legal to set a serve as a receiver.
5. The player may not enter an adjacent court before, during, or after playing the ball.
6. No open hand tips/dinks.
7. **New 2024** A contact of the ball using the fingers of one or two hands to direct the ball toward a
 - a. teammate is a set. A player may set the ball in any direction toward his/her team's court. Setting over the net for any reason is not allowed and will be considered a fault.
8. **New 2024** When contacting the ball with one hand, other than for setting the ball toward a
 - a. teammate, the ball must be cleanly hit with the heel or palm of the hand.
9. There are no restrictions on player alignment. You must rotate the serve.
10. Legal contact is a touch of the ball by a player's body above and including the waist that does not allow the ball to visibly come to rest or involve prolonged contact with a player's body.
11. A ball contacting and crossing the net shall remain in play provided contact is entirely within the net antennas.

OUT OF BOUNDS

1. A ball is out of bounds and becomes dead when:
 - a. it touches a wall or objects on a wall
 - b. it touches the floor or objects on the floor completely outside the court's boundary lines
 - c. it touches the net antennas, the net outside the antennas or does not pass over the net entirely between the antennas
 - d. it touches a non-player

All players are on their honor and need to make calls on their side of the court. Each serve must result in a point, side-out or replay. Captains need to be responsible for their team and settle disputes.

REMEMBER THIS IS A SELF OFFICIATED LEAGUE – HAVE FUN!