

Competition rules Beachvolleyball

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1. In general

1.1 Fair play

- Players must behave with respect and in the spirit of "fair play", to their opponents, team members, spectators, and SCB staff members.
- The team captain is at the end responsible to make sure all team members play and behave with respect.

1.2 Aim of the game

- The aim of the game is to score as many points as possible. The team who wins the rally scores a point, and the team with the most points after 30 minutes wins the game.

2. Competition

2.1 Team Captain

- As team captain, you are the contact person with SWU Thymos and are responsible for your team. Competition-related information will be sent to the captain only. As captain, you are responsible for distributing the information to your team members. The team captain is also responsible for filling in the scores and reporting complaints to SWU Thymos if rules are violated.
- Scores can be filled in by the team captain of the winning team on the TIC tool on the SCB website (scb.wur.nl). Scores should be filled in before the end of the competition, otherwise, the score will not be included in the final result.

2.2 Participation competition

- A team is expected to play all games in the competition. It can happen that a game is missed due to unforeseen reasons and cannot be rescheduled. If a team only plays half or even less of the scheduled games, the team will be removed from the competition. The scores of games that are (not) played by that team will be removed retrospectively.

2.3 Own risk

- During a game of beachvolleyball, accidents can happen. Participation in the SWU Thymos Internal Competition is completely at your own risk. SWU Thymos or Sports Centre the Bongerd cannot be taken responsible for any kind of injury nor loss of personal belongings.

2.4 Absence team

- If a team is unable to attend a scheduled match, the team captain will report this at least 24 hours before the game to the opponent **and** to SWU Thymos. If the schedule permits it, an alternative free time will be sought to reschedule the deferred game. If you agree with your opponent to play at another time, SWU Thymos should be informed via email, so they can reserve the field for you. If there is no place in the schedule to catch up the game, the team that was unable to attend in the first place will lose the game with 25-0.
- If a team does not show up to a match without announcing it beforehand, the team that does not show up loses the game with 25-0. After not showing up once without announcing, the team will get a warning. If it happens again, SWU Thymos has the right to remove the team from the competition.
- In both instances, if the team does not show up without an announcement or reports it later than 24 hours in advance, the opponent has the right to decide whether they want to reschedule the match or take the win - if the schedule permits so.
- Due to changing weather conditions, the teams decide themselves whether to play or not. SWU Thymos will not make this decision, but the teams have to inform SWU Thymos if they want to cancel and/or reschedule a match.

2.5 Team members

- The minimum number of players registered in the BSA should be 6 players.
- The team captain has to ensure that all team players have valid sports rights.
- When not enough team members can attend a game, other persons may be invited to join the game. These reserve players also need to have sports rights. However, it is not allowed to ask someone who plays at a higher level of the competition. When someone from a higher level joins, **3 points** will be subtracted from the score at the end of the game. It is the responsibility of the opponent to report this.

- There is a maximum number of players who are not members of your team that can join the game. On the minimum, half of the players in a team should be registered in the BSA. If this is not the case, SWU Thymos has the right to remove you from the competition.

3. Playing field and materials

3.1 Playing field

- All matches are played at the beach field next to the sports centre.

3.2 Materials

- The building up and cleaning up of the field has to be done by both teams. You can get the net, lines, and ball at the front desk when you hand in your WUR card.
- Materials should be put back in place neatly after the last game. If this does not happen **3 competition points** can be subtracted from both teams.

4. Participants

4.1 Teams

- The game is played in teams of 4 persons
- Everybody needs to have valid sports rights and has to take their WUR card with them to every match.
- There is no maximum size of a team.

5. Match instructions

5.1 Match

- The matches are played without a referee. Therefore the teams have to count the points themselves.
- The length of one match is 30 minutes. This includes preparing and cleaning up the field and materials.
- Matches are played according to the regular volleyball rules, with the rally point system: the team who wins the rally gets one point. The team who won the last rally has to serve.
- Matches are played without sets, the points need to be counted until you're out of time. The team who has scored the most points wins the match and will get 3 competition points for the ranking.
- During the game, players can be changed as many times as they want.

5.2 Winning a match

- The team with the highest number of points after half an hour of playing wins the match, a draw (even score) is possible.
- For a victory, 3 competition points are given (in the final ranking), for a draw 1 competition point for each team, and for a loss 0 competition points.
- Scores should be filled in by the team captain of the winning team in the TIC tool on the SCB website (scb.wur.nl). If it resulted in a tie, the team captains arrange who fills in the scores on the website.

6. Leaving on time

- It is the responsibility of the team captain that the team has cleaned up and left the beach field empty on time!
- When a sports class or another match is being held after your beachvolleyball game, make sure you are definitely leaving on time. This way, SCB staff members and the sports programme are not hindered by your beachvolleyball game.
- If you have not left on time and thus hinder other games or the rest of the sports programme, **3 competition points** will be subtracted for both teams.
- If you hinder the sports programme of the SCB in any way during or right after a beach volleyball match, SWU Thymos has the right to remove your team from the competition.

7. Contact

If there is anything unclear or if you have problems, please contact SWU Thymos. During office hours, tel: 0317-482746 or e-mail us at any time: swu.thymos@wur.nl.