

# **Competition rules Beachvolleyball**

## **Content**

### **1. In general**

- 1.1 Fair play**
- 1.2 Aim of the game**

### **2. Competition**

- 2.1 Team captain**
- 2.2 Participation competition**
- 2.3 Own risk**
- 2.4 Absence team**
- 2.5 Team members**

### **3. Playing field and materials**

- 3.1 Playing field**
- 3.2 Materials**

### **4. Participants**

- 4.1 Teams**

### **5. Game instructions**

- 5.1 Game**
- 5.2 Points**
- 5.3 Regulatory loss/victory**
- 5.4 Winning a match**
- 5.5 Change of players**

### **7. Contact**



## **1. In general**

### **1.1 Fair play**

- Players need to behave with respect and in the spirit of "fair play", to their opponents, team members and spectators.

### **1.2 Aim of the game**

- The aim of the game is scoring as many really points. The team which wins the really 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. Competition related information will be send to the captain only. As captain, you are responsible for distributing the information to your team members. The team captain is also responsible for transmitting the score and reporting complaints to SWU Thymos if rules are violated. Scores will be transmitted by the winning team at the website ([www.swuthymos.nl](http://www.swuthymos.nl) you must be logged in). Scores should be transmitted before the end of the competition, otherwise the score will not be included in the final result.

### **2.2 Participation competition**

- A team needs to play at least half of the scheduled games to participate in the competition. If a team cannot cope with this, 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 Beachvolleybal, accidents can happen. Participation in the internal competition is completely at your own risk. SWU Thymos or Sports Centre the Bongerd cannot be taken responsible for any kind of injury.

### **2.4 Absence team**

- If a team is unable to attend, 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 to play the deferred game. If you agree with your opponent to play at another time, SWU Thymos should be informed via e-mail. 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**. Same counts if a team does not show up without announcing it: the team that does not show up loses the game anyway. After not showing up once without announcing, the team will get a warning. If it happens again, Thymos can remove the team from the competition.
- Due to changing weather conditions, the teams decide themselves if they want to play or not. SWU Thymos will not make this decision, but the teams have to inform SWU Thymos if they have played or not.

### **2.5 Team members**

- The team captain has to make sure that the players in the team have sports rights. When not enough team members can attend the 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 in a higher level of the competition. When someone from a higher level joins, two points will be subtracted from the score. It is the responsibility of the opponent to report this.

## **3. Playing field and materials**

### **3.1 Playing field**

- All matches are played at the beach field next to the sports centre.
- When the ball is out of the playing field, it should be brought back by a player of the team that did not hit the ball as last.

### **3.2 Materials**

- The building up and clearing up of the field has to be done by the 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 2 match points will be subtracted for both teams.

## **4. Participants**

### **4.1 Teams**

- The game is played in teams of 4 persons
- Everybody needs to have valid sports rights and had to take it with him/her to every match.
- There is no maximum size of a team.

## **5. Match instructions**

### **5.1 Match**

- The matches are played on bare feet
- 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 clearing up the field and materials.
- Matches are played according to the regular volleyball rules, with the rally point system: the team which wins the rally gets one point. The team who has 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 which has scored most points wins the match and will get 3 points for the ranking. In case of equal standings, both teams get 1 point.
- After every seven scored points, teams switch from playing side.
- During the game players can be changed as many times as you want.

### **5.3 Regulatory loss/victory**

- If one of the teams does not show up without giving a reason and the game is not rescheduled 24h in advance, a regulatory victory will be given to the team that is present.
- In a regulatory victory the score 50-0 will be marked, of which 50 points go the regulatory winning team and no points for the regulatory losing team.

### **5.4 Winning a match**

- The team that has the highest number of points after an hour of playing wins the match, draw (even score) is possible.
- For a victory 3 points are given, for draw 1 point, for loss 0 points.

## **6. Contact**

If there is anything unclear or do you have problems, please contact SWU Thymos.

During daytime, tel: 0317-482746 or e-mail: [swu.thymos@wur.nl](mailto:swu.thymos@wur.nl).