

OAcers/BNCC OUTDOOR Volleyball Leagues Rules

The OAcers at the BNCC has 11 basic rules to prepare you for league play. Please handle all violations in a respective manner, polite tone & redo the play if there is a disagreement. Please feel free to [e-mail us](#) with comments.

1. Regular league matches consist of 3 games with rally scoring to 21 (win by 2). Switch sides at score multiples of 7.
2. All 3 games count and wins/losses are recorded
3. Let serves are live and not a fault.
4. Blocks count as a hit in doubles play (but not in 4's) and serves may not be attacked.
5. Serves may not be received open-handed (fingers must be locked **with hands together**)
6. If an out-of-order server is discovered, no penalty is charged. The offending player continues serving, and that team's service order is simply reversed such that no one player serves 3 times in a row.
7. Captains are expected to call their own team's faults (lifts, carries, throws, in/out etc.)
8. Captains establish hand-setting calls before the game. Any discrepancies result in a replay.
9. Please replay the point if you choose to call your opponent for any first time violation or if there is a disagreement.
10. Captains record scores on clipboard & communicate concerns via voicemail, TEXT or e-mail.
11. Forfeited matches are not refundable and are not rescheduled by the BNCC. There is a \$1 million fee for no-shows (missing a match without providing us with at least 2 hours notice). All kidding aside, remember - some players have a long commute, so please be considerate. There is court time available on alternate days. If **both** teams would like to find an alternate time to reschedule a match, please contact the league director.

Definitions of Common Violations

The OAcers at the BNCC is a player's league, first & foremost, which means that all violations should be handled in a respectful manner by the Captains. Please redo the play if you choose to call your opponent for any first time violation or if there is a disagreement.

For the most recent official beach volleyball rules, click here [New Edition of Beach Volleyball Rules](#)

- **Double Hit** is a violation that occurs when players use two parts of their body to pass or hit the ball. "Beach Digs" are legal on the first pass only after a hard-driven or over-head hits, not a serve. Technically, a clean (absolutely no spin) "beach dig" is legal after a bump-passes or roll shot--captains may replay or allow it
- **Open-Hand Receiving the Serve** is a violation when the player's hands are not connected when receiving the ball. The ball should "pop" and the player's hands should clearly be together to avoid a fault. Even if the player's thumbs are touching, players can cause a double-hit
- **Attacking the Serve** is a violation that occurs when players attempt to use any over-head strike on the first hit after the serve and the ball goes over. If players are more than 10 feet from the net, then players are NOT committing a fault. For those teams that receive the serve in a "box formation" the two front players are not allowed to over-head strike the ball but may pass the ball over or on their own side. That is, everything underhand is legal
- **Throw** is a violation that occurs when the player attempts to strike the ball over-head and continues to follow through the ball causing the ball to backspin. The ball should "pop" and typically have a forward rotation. A spike that appears to look like a basketball "dunk" is a throw. A roll shot will have a forward rotation and is legal. When players are spiking but it appears that they miss-hit the ball and there is an arch with backspin, then they are committing a throw
- **Lift or Carry** is a violation that occurs when the player attempts to bump the ball underhand with the palm or open hand. A closed fist must be obvious to make the bump legal, even on a hard-driven ball
- **Tipping** is a violation when the player attempts to strike the ball over the net with open fingertips.
- **Hand-Setting** with more than one rotation in any direction is a violation however it is up to the captains to decide how tight to call the rotation on the ball. Due to high controversy, there is no hand-setting over the net in OAcers/BNCC leagues, unless both captains agree to play it. Technically, if a player is square and there is no side or back spin, then the ball may be set over
- **Net Violations** when any part of a player's body touches the net while the ball is in play. Violations occur even on the continuation of a hit or block, that is, if a blocker or hitter touches the net before the player's feet are in the sand, even if the ball is considered dead, players are charged a violation. Hair or a loose t-shirt is NOT a violation
- **Over-The-Net** violations occur when players are reaching over the net and making contact with the ball. Even if a player is attempting to spike the ball on the 3rd hit, the attacker is not allowed to reach over the net. The blocker is not allowed to touch the ball before the attacker, however, the blocker may make contact over the net as long as the attacker touches the ball first or touch the net
- **Under-The-Net** violations occur when players cross the plain under the net and interfere with the ability of another player to pass the ball. When players are contacted under the net but they are not making a play on the ball then there is no fault.