

Tournament Format

Cost

- \$25.00 per adult player, \$15.00 if you are under 18 on the day of the tournament
- additional \$5.00 per player late fee and late registration fee
- HVV membership is required to play \$10.00 for the summer season

Play

- All tournaments are on grass
- All Rally scoring (director reserves the right to shorten games as time requires)
- Men's & Women's doubles on Saturday / Reverse Co-ed doubles on Sunday
- You may participate in one level of play per day (i.e. women's on Sat. and Co-ed on Sun.)
- All divisions to be divided into pools of 4, 5, 6, or 7 teams, we reserve the right to move teams between levels
- The top 2 or 3 teams (depending on size of pool) will advance into single elimination playoffs
- Prizes for first and second place finishers

Net Fault

- There is continuation outdoors, therefore contact with the net after the ball is dead remains a fault
- The net includes net, bungee, guide ropes, pegs, poles, and pole plates
- Hair contacting the net is not a fault
- Clothing contacting the net is a fault
- A falling article of clothing i.e. hat, sunglasses, or visor is not a fault if it hits the net
- It is not a fault if contact with the net is from the wind blowing the net, or the ball hitting the net into the player

Interference

- In order for a player to interfere with an opposing player two things must occur
 - The at fault player must have completely crossed the centerline (below the net) with all or part of his or her body (hands and feet may be on the centerline, all other body parts may not contact the opposing court)
 - The at fault player must contact an opposing player or cause the player to alter his or her attempt at playing the ball
 - If contact is made while neither player has crossed under the net, there is NO fault by either player

Serving

- The server shall contact the ball with one hand or any part of the arm after clearly tossing or releasing the ball and before the ball touches the ground
- You may use 2 service tosses to execute a legal serve, once a legal serve has been made you may have 2 more service tosses to execute another legal serve
- The serve may NOT contact the net at any time
- No kick serves
- A legal serve must pass between and not over or outside of the net poles (poles are the antennas)
- A serve is never a driven ball
- No open hand receive of service is allowed

Setting

- A hand set may not be set over the net unless the flight of the ball is square to the setter's shoulders (forwards or backwards)
- A hand set that drifts over the net unintentionally and is not square to the setters shoulders is a fault
 - A, BB, B
 - A hand set may not be held
 - A hand set may not spin more than 1 1/2 (rotations in any direction)
 - Open, AA
 - Set must be clean not held or thrown, called very tight

Beach Digs

- You may only beach dig a driven ball (a ball is considered driven if, after contact by the attackers hand, it has a downward trajectory)
- It is a fault to beach dig a serve or a roll shot no matter how hard it is hit
- If a driven ball contacts a net or a blocker and the flight of the ball remains downward it may be beach dug

Reverse Co-ed

- If a male player makes contact with the ball while in front of the 10 foot line he must not contact the ball while any part of the ball is above the plane of the net causing it to go to the opponents playing space
- Male player may not block, this includes soft blocking (if the male player put his hands up in a defensive manner while in front of the 10 foot line, he may not contact the ball while it is above the plane of the net)
- A male player is considered in front of the 10 foot line if either of his last two contacts are in front of, or in contact with, the 10 foot line

Blocking

- A block is NOT considered the teams first contact (three contact remain after a touch of the block)
- You may not misdirect a block, you may however push the block over as long as it is square to your shoulders

Hitting

- All contacts must be clean touches with the exception of beach digs, NO open hand tips at any time

Tie Breakers

- Pool Play
 - Head to head won loss record
 - Head to head point differential
 - Overall point differential
 - Flip a coin
- seeding in playoffs
 - Seed first place teams by won loss record and overall point differential
 - If tghere is still a tie, flip a coin
 - Seed second place teams by the seed of the first place team in their pool, so as not to meet until the finals

Tournament director decisions on seeding and rule interpretations are final

We reserve the right to move a team up or down a level to even out pools and/or combine levels

