

2025 Alpena Beach Volleyball Rulebook

General

Teams have ten(10) minutes to arrive after scheduled start time. If a team arrives after the ten(10) minute mark, they forfeit Game 1. If the team has yet to arrive after fifteen(15) minutes, they forfeit Game 2, thus resulting in a forfeiture of the match.

Captains from both teams are to report the result of the match. Failure to do so results in a forfeiture for both teams.

Games 1 and 2 are played to 21, win by 2, but capped at 25 points. Game 3 is a race to 21.

The Serve

Before the serve, the serving player must say the score loud and clearly so the opposing team can hear.

The serve must occur from behind the end line. If the server makes contact with the end line before the serve is executed, then it is a foot fault, and results in a loss of the point.

The player at the net(setter) can NOT obstruct the opposing team's view of the server. This is called "Screening the Serve". Screening the server results in a dead ball and loss of the point for the serving team.

If the net player(setter) makes overhead contact with a ball that was just served it MUST be passed back to a teammate, it can NOT go back over the net. Any Blocking, or Spiking motion is also illegal. This is called "Attacking the Serve", and results in loss of the point for the offending team.

Setting

Any open hand PASS from the net player(setter) that goes over the net is a "Set Over".

Back Setting over the net is not allowed

Attack Hit

Any attack hit must make an audible pop sound, as the ball cannot be carried or thrown down slam dunk style.

Shoot: The only way a ball can be 'pushed' over the net is a 'Shoot'. The ball must go in the direction square to the shoulders when shot, with no rotation on the ball, otherwise it is considered a throw. A Shoot is different from a Set.

Any underhand style contact must be made with a closed fist otherwise it will be called a carry/scoop.

Misc.

Breaking the Plane of the Net: A defensive player may not cross the plane of the net during the course of the first offensive contacts with the ball. Following the third offensive contact with the ball, a defensive player may cross the plane of the net (block) as long as that action does not interfere with the offensive player. An offensive player is allowed to go under the net to retrieve a ball as long as they do not interfere with the defending team and the ball is hit back over the net, and not around the outside of the poles.

A player who makes a block on an attack hit is allowed to hit/play the ball immediately after making the block. The block does not count as one of the team's three(3) hits.

Players sitting on the sideline are NOT allowed to coach during the course of a point being played(i.e: calling a ball in or out).

Substitutions can happen at any point as long as the ball is dead.