



C2 Attack Beach – Tournament Rules

The following rules are derived from USAV Outdoor rules for Men/Women/Juniors/Coed Doubles as follows:

- A Net is a Net - If you contact any portion of the net during play, it is a fault. (Also For Safety)
- Double Contact on Serve Receive – Double contact is legal on receive as long as there is no finger action and only one attempt to the play the ball is made. Platform Pass or Tomahawk recommended, closed or overlapped hands. Fists are okay.
- Double Contact on 1st Ball Touch - Double contact is legal as long as there is no finger action and only one attempt the play the ball is made. Playing the ball at or above shoulder can be executed with closed fists, or using a “tomahawk”, or with overlapped hands – as long as the ball is not lifted. Any “finger action” on a 1st ball has to be super clean and judged as a 2nd touch or set – no lift and little to no spin. Why risk it?
- Finger Action Over the Net – Setting or finger action over the net, is only legal if you are perpendicular, i.e. “square”, to the direction the ball travels (front or back), or if it is determined by the referee that an attempt was made to set one’s partner. Dumping or setting side-ways over the net is not a legal contact.
- No open hand dinks – the ball must not stick or be carried in your hand or finger tips as an indoor dink. It can be rolled, knuckled, cobra, etc.
- Block as a Touch - Block counts as a touch which means only 2 more contacts after the block.
- Hard Driven Ball – Double contact using open hands, or finger action, known as a “beach dig” is allowed for first contact on a hard-driven ball (not Serve Receive). Hard-driven defined as a ball hit with pace with downward trajectory.
- Court Boundary - Entering any adjacent court (before or after contact with the ball is made) that is scheduled for competition is a fault. (For Safety)
- No Centerline Violations - If a player goes under the net during play, it is not a fault unless it interferes with the other team's ability to play the ball.
- Antennas – Unless antennas are used, the standards (net poles) act as such. If the ball touches or goes directly above or outside of the pole, it is considered “out”.
- Rotate sides every 7 points for games to 21 and above. For games to 15, rotate every 5 points.
- Game Delay Forfeiture - Any delay longer than 5 minutes after warm-up results in a forfeiture of the current set unless consent given by the Tournament Director (TD). The TD has discretion to extend injury time-outs.
- Toss on the Serve – only 1 for all divisions
- Referees – Record who wins/loses and their “+” & “-“ points
- Coaching – only from USAV Impact Certified and above coaches. Upon 2nd warning points will be given to the other team and parents/unapproved coaches may be asked to leave the premises.