

National Beach Tour Beach Regional Qualifier Schedule and Rules

Note: For additional questions, contact Stephen McCarthy at 612-741-0982 or email at mccarthy@themccarthyproject.com

Tournament Desk:

A picnic table close to the corner of the building beside the courts. This will be the location of results and registration. Tournament Director Stephen McCarthy contact information 612-741-0982. For brackets and court information, visit tmp.bracketpal.com under the tournament named Beach Regional Qualifier

Scoring Notes:

- a. Three (3) team pools play two games to 21, no cap, win by two
- b. Four (4) team pools play one game to 28, no cap, win by two (2).
- c. Five or more (5 or more) team pools play one game to 21, no cap, win by two (2).
- d. All bracket play matches will be Best of Three. Unless both teams agree to shorten matches, play one (1) Game to 21, win by two (2) and no cap. Otherwise, match format: Two (2) sets to 21, no cap, win by two (2). In the case of a tie, third set to 15, no cap, win by two (2).
- e. If time and space permits, we will be adding a U12 exhibition tournament.

Tournament Schedule:

Day 1: Beach Clinic

8:30 am Check in time, 9:00am Clinic Start.

Day 2: Tournament

7:30am Arrival Time

7:45am Player/Coach meeting

8:00am Start time

11:45am or 15 minutes after pool play has been completed: Single Game Elimination tournament,

Tournament Rules:

Officiating:

Teams self-officiate their games as well as keep score. Players are on the honor system. That means players call their own faults, not the opposing team or the score keepers. What happens if a team fails to call an egregious fault? In this situation, the opposing team may courteously ask, "Any fault?" Further, the unbiased team keeping score will have the right to demand a replay, but could never call a fault. If bias among the score-keeping team is alleged, the tourney director will have the right to replace the team keeping score and sanction the biased team.

Special Rules:

1. No courts are available for shared play during entire tournament. Only two teams per court.
2. Local rules for Boondox. If ball touches the side nets or trees, it is considered out, .
2. In order to avoid injury, when a ball enters the court and poses a safety threat to a player (good faith belief), anyone (players, parents, coaches, spectators, etc.) can and should call "ball on," thus ending the rally. The result is a replay.
3. Specific Rules of Play: As noted, USAV Beach Rules of Play govern, with the following:
 - a. The winner of a game of chance chooses side or serve.
 - b. Switch sides at each 7 point interval.
 - c. Teams get two 60-second timeouts per game.
 - d. A block counts as a hit.
 - e. Open hand dinks/tips are faults. Fists, knuckles and rolls are legal.
 - f. Players get one toss per serve.

Key Rules Highlighted:

1. The Successive Contact Rule: On a team's first hit, the ball may contact various parts of a player's body consecutively, provided that these contacts occurred during one action. The contact must be a ricochet/bump; fingers/open hand action can not be involved. USAV R.9.2.3.2
2. The Sand Dig. A hard driven ball (defined in our tourneys as any hit using the spiking motion, regardless of whether the ball is hit hard or soft) may be momentarily held and/or doubled with finger action. USAV R.9.2.3.2.

The Hand Set Rules:

1. We encourage hand sets, but must be clean.
2. Players may not hand set the ball nor contact the ball with finger action when receiving the serve.
3. If setting the ball over the net, the player must set the ball in the direction s/he's facing, or directly behind, w/shoulders square to the body (perpendicular to the line of one's shoulders) and w/out twisting the body.

Note on Jewelry: For safety reasons, players should never wear jewelry during a match. If the item/s must be worn during a match (such as a recent piercing), the item must be covered with tape.