

Rules of the Game

Advisory Beach Volleyball



Teams

1. Each advisory will have 2 teams with 6 or more members on a team. There will be 6 members of the team playing at a time. Additional people will rotate in after each point. The game should begin with an equal number of boys and girls on each team!
2. We would like all Advisory members of a team to wear something matching. This could be a colored armband, colored T-shirt, Hawaiian shirts, colored shoelaces, washable drawings on their hands, etc. These identifying items should be collected after each game so not easily lost by the next game.
3. Everyone in each Advisory will be expected to participate during the competition unless there is a reason identified by the teacher that would prohibit the student playing. The teacher may want to include this student by having them help collect team identification materials or help as team manager, as possible suggestions.

Scoring

1. A team can score when they serve and when they receive. A game is 6 minutes. Sudden death play occurs after the second game if there is a cumulative tie score. When this occurs there will be sudden death play of 1 minute. Whichever team is ahead, even if only by one point, they will be considered the winners. The BV supervisor will identify which teams will serve and receive each game.

2. The Beach Volleyball supervisor will identify which teams will serve and receive first. The opposing side will serve first for the second game.

3. A team can hit the ball 3 times on a side. However, a player cannot hit the ball twice in a row. It is recommended that you serve and hit the beach ball with your palms open in order to have more control of the ball.

4. If ball hits ceiling on 1st or 2nd hit and comes back to you, your team may play it. If on 3rd hit ball hits ceiling, it's side out to other team.

5. If ball hits ceiling on serve the ball goes to other team.

6. If the ball touches the side line it is in!

7. When serving, if your foot goes over the serving line it is a fault and the other team gets the point and the ball.

8. If two opposing team members touch the ball at the same time, either one can hit it once again.

9. When serving or receiving a serve team, members must be in their correct team rotation with extra players will be from back right (facing the net) to back left. ([Watch for an example!](#)) When players are going to rotate in, they must be in their assigned order. They can not switch places with other players and avoid going in to play.

10. Arriving 5 minutes after the bell will be considered a "no show" to your game which will result in a forfeit by your team for that game.

MAY THE BEST TEAM KICK BUTT!

Winner's Bracket

10 Team Double Elimination

6th Grade

Ferguson 2/9

Mullice 3

2/10

Badel
Wiens 1

2/8

Malley 5

Harris 2/10

2/7

J. Donnelly
Taylor 2

2/13

Jender
Keskitto 4

Loser's Bracket

L2

L5

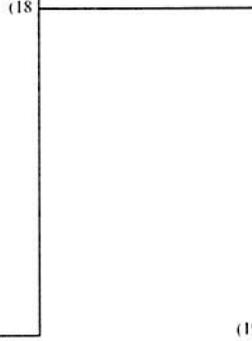
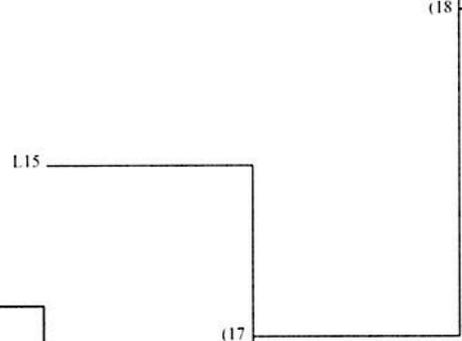
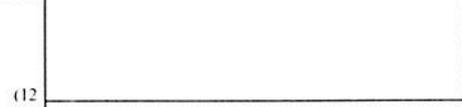
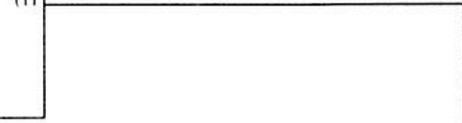
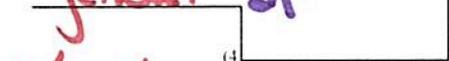
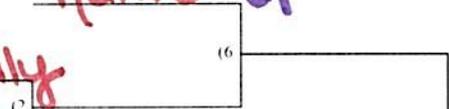
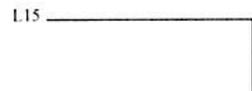
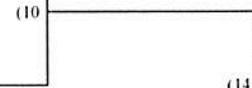
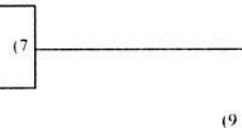
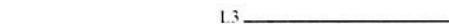
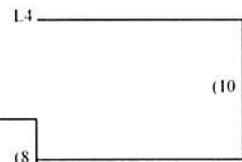
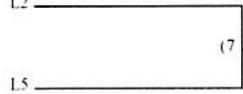
L4

L1

L6

L12

L11



L18 If First Loss

Winner's Bracket

9 Team Double Elimination

7th Grade

2/7 baskey

nordstrom

cartman

2/8 Kotlinski

m. donnelly 2/13

2/6 alwin
pedersen

fleming

2/9 hawkins

Loser's Bracket

L1

L2

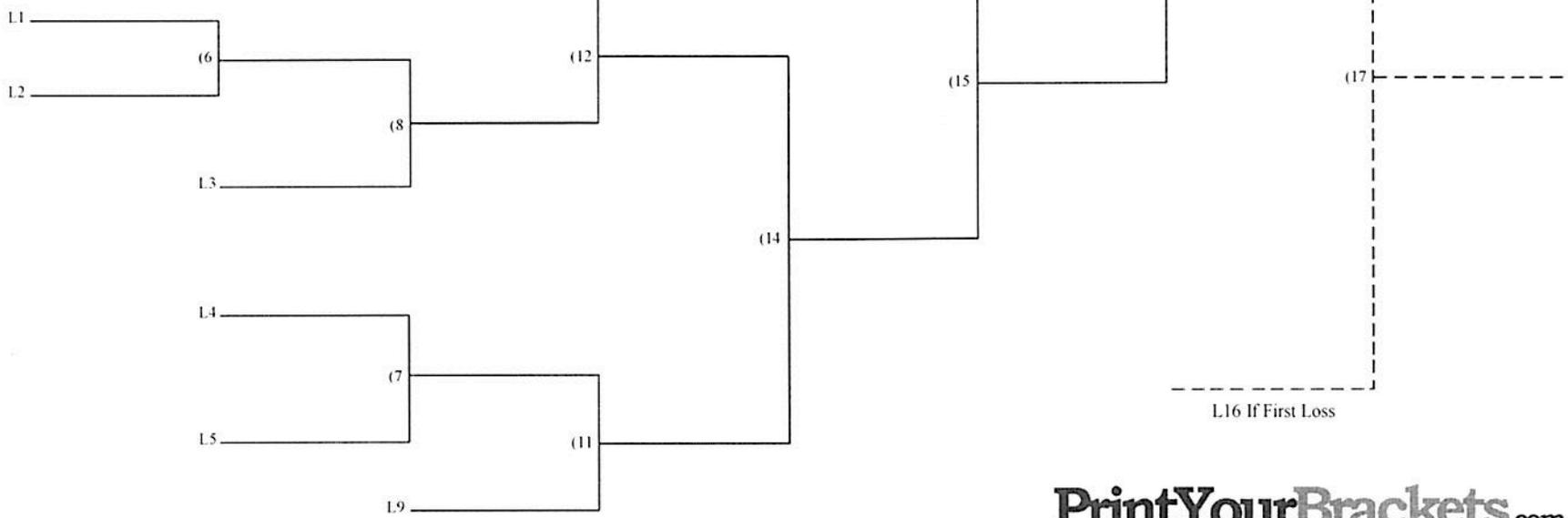
L3

L4

L5

L10

L9

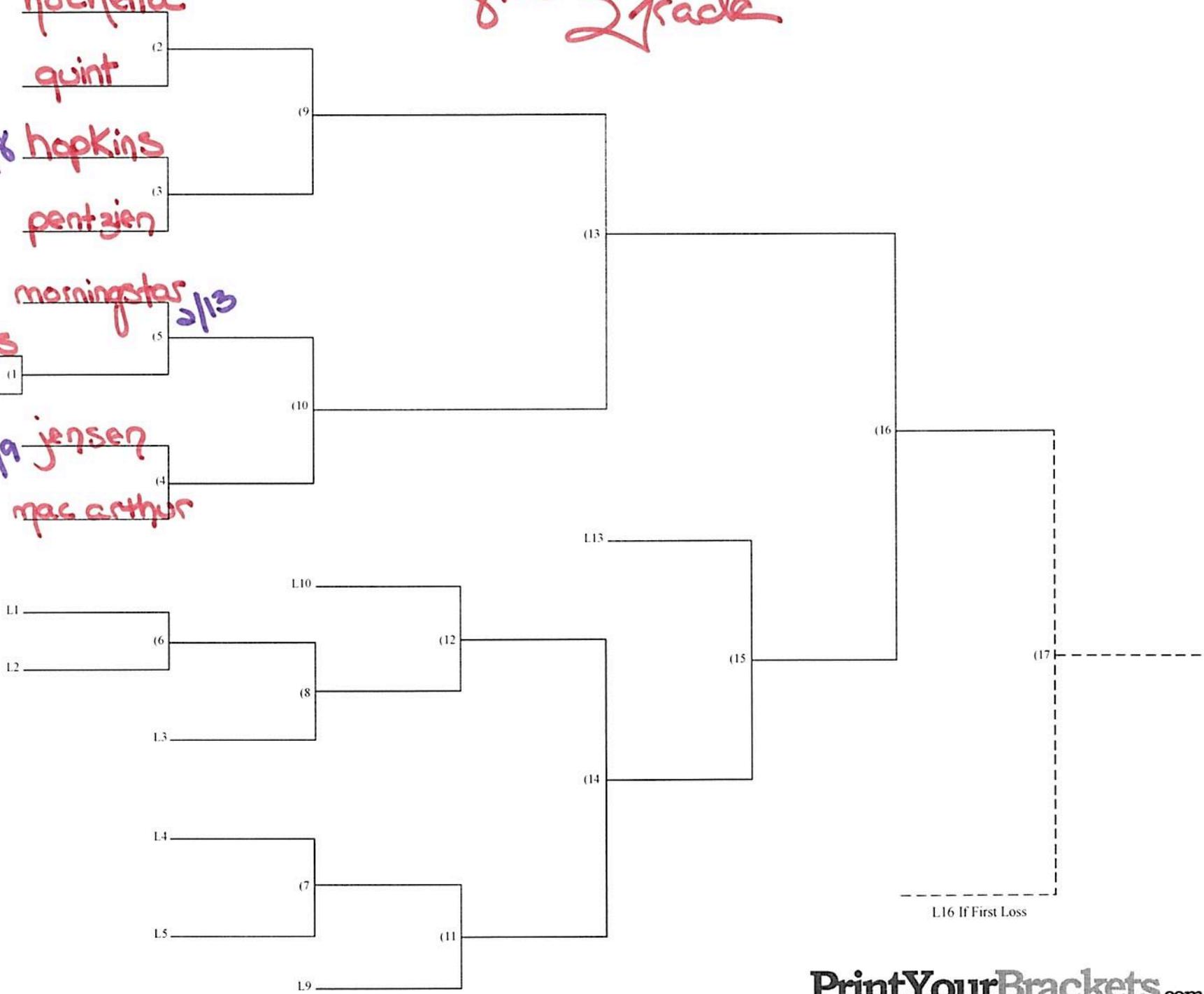


Winner's Bracket

9 Team Double Elimination

8th Grade

2/7 hochella
 2/8 hopkins
 2/13 morningstar
 2/16 batkins
 rye
 2/9 jensen
 mac arthur



Loser's Bracket

L16 If First Loss

What to Do!



1. Unlock the door into the upper gym at the top of the gym stairs and unlock the equipment room. All items are located in the equipment room, left side back.
2. Put the two nets and four poles in their place on the floor on the court lines. These are located behind the yellow double doors by the climbing bars.
3. Make sure the refs have their clipboards with two score sheets and pencil.
4. Identify person as the 6 minute timer. I have stopwatches if you need one!
5. Check to make sure you know who's playing and refereeing/working.
6. Ask volunteers or additional teachers to watch the doors and stairwell. Students are not to leave the gym until the bell rings. Also, no food or drink in the gym.
7. Do not give beach balls out until both playing teams are in their positions.
8. When teams are ready, give them a 2 minute warm-up.
9. When the two minutes are up, make the pre-game announcements (rules, etc.).
10. Start games on both courts with ball on the "A" side.
11. After 6 minutes of play stop the game, have the refs hold the balls and have the team on the "A" side switch courts.
12. Check to see if the refs are ready for game #2.
13. Second game will start serving on the "B" side.
14. Make sure timer is ready to count 6 minutes.
15. At end of game, refs group to compute score.
16. Refs announce the winner.
17. If the refs find there is a tie after the two games there is a 1 or 2 minute "sudden death".
18. The teams that served first will serve. The team with the highest score after 1 or 2 minutes wins.
19. Ask the teachers or volunteers to block the doors and stairwell until the bell rings.

After the Games....

1. Put the nets and poles against the far wall in the corner by the yellow double doors. Make sure that when moving these that the next does not get caught on the base or base screws. Or that they scrape off the floor tape.
2. Make sure you receive ALL score cards that have the students name, etc. on them. Give them to me, Ms. Kotlinski, by the end of the day!
3. Put all beach balls in the basket under the music table and put them on the left side of the equipment room.
4. Lock the equipment room.