

Net Contact:

Contact with the net by a player between the poles, including the poles but not the support wires, during the action of playing the ball, is a fault. The action of playing the ball includes (among others) take-off, hit (or attempt) and landing safely, ready for a new act on. Contact with guy wires/poles will not be considered a fault unless the contact interferes with the play.

Pursuit:

Players cannot cross the centerline in or outside of the court to play a ball. Players may not run onto an adjacent court, including the serving area to play a ball or after playing a ball.

Centercourt Violations:

Crossing the centerline is a fault. Especially if contact is made with a player on the other side of the net. Contact does not need to be made to constitute interference.

Serving Rules:

The server must call out the score before each serve. One toss per serve.

No penalty for incorrect server. Make the change to the correct server when an error is discovered.

Serve Receive:

Open hand receive/contact with fingers is not allowed. On an opponent's request, a player must move or bend down to prevent screening. You cannot attack or block a serve.

Setting:

The ball cannot be lifted or doubled.

1.5 Spin Rule - set balls that spin more than 1.5 rotations are considered violations.

Balls set into the opponent's court must be square with the setter's shoulders, front or back.

Defense:

An attacked ball with downward trajectory can be taken with open hands. Roll shots, free balls and down balls are not considered "attacked balls" and cannot be beach dug. **EVEN IF IT IS CLEAN.**

Blocking:

A block does not count as a touch. Blockers can redirect any ball crossing the plane of the net.

Attacking:

No tipping is allowed.

Coed Reverse:

Men are considered back row players. Back row players must take off from behind the 10 ft. line of attacking the ball. When contacting the ball in front of the 10 foot line, some part of the ball needs to be below the height of the net.