

Disclaimer: All players acknowledge that they participate in the 2015 Australian Indoor Beach Volleyball Championships "SUPER 4's" at the own risk. By completing the PLAYER AGREEMENT form each player understands that they exempt the event, State or Territory Coordinators and the Owners of the venue from any liability from any injuries sustained whilst playing during the Championships. All players will have limited personal injury cover provided, however, any player wishing to cover themselves comprehensively do so at their own expense.

RULES FOR SUPER 4's :

REGISTRATION

All teams must submit their Team Nomination by the due date (no later than 05/01/15). Please submit nominations via email or nominate at www.aibvc.com.au/register-your-team and make payment to the designated bank account directly before 07/01/15.

Each team Registration Fee is \$240. If a team contains players in two divisions for Qualifying events then the 2nd team Fee, as chosen by that player, will be reduced by \$20 for that player that is in two teams (this equals per player \$60 1st team, \$40 2nd team).

Changes in player's details can be made up until the start of competition (QLD/NT: 31/01/15 - 01/02/15, WA: 07/02/15 - 08/02/15). When required, proof of age by drivers licence/photo ID must be verified by Coordinators before the start of the competition or by their designated representatives.

Late Team Registrations may be accepted up until 19/01/15 but will only be accepted at the Coordinators discretion.

Teams will be made up of a minimum of 4 players (mixed - 2 male/2 female) and are to grade themselves as A, AA or AAA based on their overall teams skill.

Only players specified on the PLAYERS AGREEMENT form can play during the competition.

TEAM SHIRTS

Team players may wear any 'team shirt' they wish to their State Qualifying event. Teams who gain a position to represent their State/Territory will be supplied a 'State' shirt that they must agree to wear. A designated area on each shirt may be customised by each team to individualise their team shirts

REPRESENTATIVE TEAMS

3 Teams will win selection to represent their State/Territory, in each Division, at Qualifying Events held in Brisbane (BIO Beach) & Darwin (DIBV) 31st Jan - 1st Feb 2015 and Perth (Ossie Park) 7th-8th Feb 2015. They will then compete in Alice Springs on 10th - 12th April 2015 for the "Super 4's Champion Team" in the following divisions - Open Men, Open Women, Open Mixed and Mixed Masters.

For the Teams that accept Representative selection they will:

- pay No registration Fee to play in Alice Springs and
- have one (1) playing singlet provided (players may purchase additional shirts)
- accept accommodation and flights organised for them as a group with Full payment required within 7 days of Qualifying Events

SUBSTITUTIONS

No substitutions will be allowed during the competition.

Players who gain Representative selection in Two Divisions must choose 1 Division to play in for Alice Springs at the conclusion of the 2nd day of Qualifying. The short team will need to choose a replacement player and possibly justify their selection through consultation with Coordinators and/or by additional games.

No substitutions are allowed on Representative Teams between the Qualifying Events and the Alice Springs Super 4’s Tournament unless:

1. A Player sustains any serious medical injury or illness that will prevent him/her from playing during the Alice Springs Super 4’s Tournament.
2. If this occurs a replacement player can only be found from within other teams that participated in the Qualifying event.
3. If No acceptable player is found then the next eligible team will be offered the Representative position to attend Alice Springs

Coordinators must clear any substitution of players before they are allowed to play for any team during the competition.

Guideline: Generally SUPER 4’s is closer to Beach 2’s than other VB versions for Playing Rules & General Umpiring whilst still being part of the Indoor Beach Volleyball Rebound Fraternity

OFFICIALS

The game is controlled by an umpire who may also keep score. An Automated Horn System, the umpire or an official keeps track of the time. Umpires are employed to ref the games but at some stage require a break whereby players may be needed to umpire. These gaps will be made up of players based on a roster system. All players playing in the championships may be required to umpire. In any sport, there are close calls where players will disagree, but the umpire’s decision is always final. Any arguing with or abuse directed at the umpire will not be tolerated, and can result in a point reduction or a send-off at the umpire’s discretion.

TEAMS

An on court team consists of four players. In the case of mixed teams, two males and two females (there must be one of each on court at any one time)

SERVING

The ball must be served within a one metre square of the right corner of the rear net. Ball can be served over or under arm. The ball must be released before being served. The ball can only contact the centre net whilst being served. All players must serve. Players are to rotate clockwise on winning the serve unless playing in fixed positions in which case all players are numbered to indicate the serving position. The ball may be returned over the centre net off the serve but not by using an overarm spiking action or blocking at the centre net.

REACHING

A player may reach over the net when defending or blocking the ball. The ball must be on a path to cross over the centre net as if not contacted by the blocking player. A player may reach over the net AFTER an attacking shot, BUT MUST NOT BE IN CONTACT WITH THE BALL. If the ball touches a player's hand or arm during a blocking action, it is not counted as a hit.

CENTRE NET

Any contact with the centre net by a player when defending or attacking at the centre net will result in a foul. Any player reaching over the centre net when attacking the ball will be fouled.

SIDE AND TOP NETS

All nets can be used in general play, except when serving, or contact with top net when the ball is returned over the centre net.

GENERAL PLAY

Any body contact or interference with a player on the opposing team may result in a foul. The ball may hit any part of the body above the waist to be deemed a "legal" hit.

BALL AND NET ABUSE

Any kicking of the ball will be an automatic deduction of two points at the umpire's discretion. Players unnecessarily abusing nets will be sent off.

SCREENING

The players of the serving team must not prevent their opponent, through individual or collective screening, from seeing the server or the flight path of the ball.

POINTS SYSTEM:

The final team placings will be determined by a win and bonus points system, and if necessary, percentages determined by points for & against. There will be 5 points awarded for a win, 1 point for a loss. There will be NO DRAWS, so if a game finishes the designated time with a draw during the round robin, then the next point wins. During finals, if there is a draw at the end of designated time, then 2 minutes of extra time will be played. One bonus point will be awarded for every 10 points scored per team per game, whether a team wins or loses.

PLAYERS LATE ON COURT

All teams must have a minimum of 2 players on the court at the start of their scheduled games. Teams will be penalised 3 points for every 2 minutes the minimum number of players is late on court. If by half time any team is still short of players, the game will be deemed forfeit and the 5 win points plus 3 bonus points will automatically be awarded to the opposing team, regardless of the final score.

FOULS

The point or serve is lost when:

- The ball touches the ground
- Team plays the ball more than three times in succession except when in a blocking action and the block is not deemed a hit
- The ball touches a player below the waist
- A player tips the ball over the centre net.
- A player attacks the serve by blocking at the centre net or using an overarm spiking action from any position
- A player touches the ball twice consecutively (except on a block or simultaneous contact from a hard driven ball)
- A player touches the centre net (minor hair touch is not a fault)
- The ball touches the top net while being returned over the centre net
- The ball does not pass over the centre net on a serve
- The ball hits any net on a serve other than the centre net
- The umpire calls a carry or double hit on a player when receiving the serve or during general play
- A player interferes with an opponent player
- A player intimidates or abuses another player or the umpire
- The serve is made from outside the serving area
- A player kicks the ball
- A player reaches over the net when attacking the ball
- A player screens the serve
- At the conclusion of a rally the serving team does not send the ball to their own serving player / area in a timely and direct manner

A point is lost if a team:

- At the conclusion of a rally does not send the ball to the serving player / area in a timely and direct manner
- 2 persons of same gender in a Mixed Team deliberately stand or play adjacent/side by side to each other during a rally for longer than necessary to complete their immediate shot and return to their correct position

MINIMUM COURT TIME

Each paid/eligible player specified on the Player Agreement Form for the competition qualifies to play in the finals.

DISPUTES

Any disputes will be directed to a coordinator. The coordinators' decisions' will be final.

DEFINITIONS

TIPPING - Use of the fingers to redirect the ball. The ball must be Knuckled or Hit when attempting to place the ball just over the centre net or past a defending player.

DOUBLE - More than one contact (not simultaneous) with the player judged to have occurred by the umpire during play of the ball. A serve will not be classed as hard driven so a set receive action must be a well-executed action

CARRY OR HELD BALL - The ball comes to rest longer than momentarily in the arms or hands of a player. The ball must be bumped/hit cleanly. Scooping, lifting, throwing, dunking and pushing shall be considered a hold or carry.

SET - A set must be in one fluid motion. Dragging the ball towards the body will be considered a hold or carry.

REACHING BEYOND THE NET - *In DEFENCE*, a blocker may touch the ball beyond the net, provided that he/she does not interfere with the opponent's play, before or during the latter's attack-hit. Thus, it is not permitted to touch the ball beyond the net until the opponent has executed an attack-hit. **THE BALL MUST BE ON A PATH TO CROSS OVER THE CENTRE NET IF NOT CONTACTED BY ANY PLAYER.** *In ATTACK*, a player IS permitted to pass his/her hand beyond the net after his/her attack-hit, his/her contact must have been made **WITHIN** his/her own playing area.

REBOUNDING BALL - After crossing the centre net, if the ball rebounds back over the centre net due to contact with any court fixture or net within the first metre of the side net without any contact from the opposition, play continues if the attacking team still has a team shot available. After crossing the centre net, if the ball rebounds back after hitting any other area of the court apart as specified above, and without any contact from the opposition, the defending team wins the rally automatically.

ATTACK-HIT - All actions to direct the ball towards the opponent, except when serving and blocking, are considered attack-hits. An attack-hit is completed the moment the ball **COMPLETELY** crosses the vertical plane of the centre net or is touched by the blocker.

HARD DRIVEN BALL - At first hit of the team (during general play and not off the serve), and not rebounding off any net with an obvious change of direction, the ball may contact various parts of the body consecutively, provided that the contacts occur during one action.

NET CONTACT - Contact with the net is a fault **EXCEPT** when the ball is driven into the net and causes it to touch an opponent, or bounce back into the attacker, therefore no fault is committed.

PLAYER ROTATION - Players will be allowed to have fixed playing positions on court, provided that each player serves in rotation and is **CLEARLY** numbered, either on their shirts or black marker on their arms, so the umpire is aware of which player must serve.

SCREENING - A player, or group of players, of the serving team makes a screen by waving arms, jumping or moving sideways, during the execution of the service, or by standing grouped to hide the flight path of the ball.

MIXED TEAMS MALE/FEMALE POSITIONS - During play, 2' persons of the same gender cannot deliberately stand or play in adjacent/side by side positions for a period longer than necessary to play their immediate shot at the ball and return to their current position.

BALL RETURN - At the conclusion of the Rally the ball must immediately travel by direct means to the serving player / area.

CONCLUSION OF GAME - Unless the ball is in play the game is finished when the final siren STARTS, - *"In Play" is after the ball is hit at the serve.*

AGE DIVISION CRITERIA - All players in a Division with a specific age requirement must produce photo ID for sighting by a coordinator before and/or during the Championships when requested to do so..... *35 years & Over - before 31st Dec (inclusive)*