



# Young Professional's 1st Annual SAND VOLLEYBALL TOURNAMENT

## July 18 - Binder Sand Courts

### Registration

- To register a team, complete the application on the Jefferson City Chamber of Commerce website (QR code attached) along with your entry fee by June 15th for early bird registration. (T-Shirts are not guaranteed if after date listed above).
- Make checks payable to Jefferson City Area Young Professionals.
- Registration begins at 7:30 am on event day and must be completed by 8 am.
- Each participant must sign and submit the YP Sand VB Bash Liability Waiver before 8:00 a.m. on event date (July 18th) in order to play.
- NO REFUND OF ENTRY FEE WILL BE MADE.



### Rules/Play Information

1. All games will be played according to United States of America Volleyball (USAV) rules except as stipulated herein.
2. Each team may play with a combination of an even number of guys and girls on the court in 3v3. An exception to the rule is if there are more girls than guys. For instance, if you only have 2 girls, you may only play with 2 girls and 2 guys on the court. If you have 2 guys, you may play with 2 guys and 4 girls on the court.
3. Each roster must include a minimum of 6 and a maximum of 8 participants.
4. All players must be 16 years of age as of 7/18/2026 to participate in this adult tournament.
5. NO player may play or sub on more than one (1) team.
6. Each game consists of one rally scoring game to 23 (won by 2) with a cap of 25.
7. Only the rotation method of substitution is permissible in this tournament. Players may enter the game only in the "center-back" position. In the event of a sixth player arriving late, all players will rotate to allow the substitute to enter in the "center-back" position. A late arrival must wait to rotate in until their team has the service. ABNORMAL SUBSTITUTION: In the event of an injury, the injured player may immediately be replaced by direct substitution without rotation. The injured player may not play for the remainder of that game.

8. Substitutions are unlimited unless the official considers a team to be stalling by making substitutions.
9. In the case of an injury involving blood, the official may call a timeout and give the player a reasonable amount of time to address the blood. If, in the official's opinion, time becomes excessive, the game will proceed with a substitute entering for that player. If a substitute is not available, the team will play short until the wound and blood have been properly cared for. If a substitute is used, all regular substitution rules will apply.
10. Net contact (any part of the net) by a player is not allowed.
11. Violations such as lifting, carrying, and spiking are judgment calls and are not eligible for protest.
12. If the ball is contacted more than once, a woman must make one of the contacts.
13. Each team is allowed two 30-second timeouts per game.

### **Team/Player Conduct**

1. All participants must demonstrate good sportsmanship. Harassment of tournament officials, damage to property or equipment, or failure to comply with officials' instructions may result in removal from the tournament.
2. Acceptance of a team registration is interpreted to mean that the team manager and all players are thoroughly familiar with this packet and agree to abide by all rules stipulated herein.

### **Alcohol**

Alcohol will not be provided at this event. Players suspected of being under the influence of alcohol will be asked to leave the facility. Failure to do so will result in forfeiture of the game and removal of the individual involved from the tournament. No glass containers allowed on or near the sand courts.

### **Attire**

Participants in this tournament may play barefoot. There will be no uniform restrictions other than as mentioned. Jewelry is not permitted except for smooth wedding bands. Players with casts or splints on the fingers, hands, or arms will not be permitted to play.



### Basic Rules to Remember

1. Attacking and blocking on the serve is illegal.
2. A back-row player who is closer than 3 meters to the net may not attack if the entire ball is completely above the height of the net.
3. A lift or throw shall be called whenever the ball is thrown or visibly comes to rest in contact with a player. Slam dunk-type spikes are not permitted.
4. Multiple contacts are permitted on the block, and the first team hit as long as the contacts are clean and are in one effort to play the ball. The block is not considered a first team hit.
5. Spiking the ball when the entire ball is on the opponent's side of the net is always illegal.