

Petrie Summer Smash (PSS) Official Rules & Regulations (PSSORR)

1. Teams

- Teams must be comprised of 6 to 8 players. Six players must be on the court (with at least two females) at all times. Teams not meeting this requirement will be subject to default. The opposing team may waive the minimum player requirement and have the match count as an official game. This determination must be made prior to the start of play

2. Score Keepers

- Each team will self-refereed and teams are responsible for keeping score
- All score keepers are volunteers and have the power and authority to make decisions on any matter involving the game.
- At the end of regular play both team captains will be required to inform the Score Keeping Booth and to sign the score sheet at the end of the game to signify their agreement with the scores recorded.

3. Game Interruption

- If a ball wanders onto the court from an adjacent court during a rally the game **MUST** be stopped and the serving team will be asked to re-serve.
- In the event of an accident during play the game will be stopped and the serving team will re-serve after a legal substitution has been made. No time-outs will be permitted.
- In the event of suspension of play by tournament officials, the game will resume with re-serve at the point of interruption.

4. Game Format and Rules

- Each game ends after 15 minutes of play (signaled by a radio announcement) or when one team reaches 21 points first. If time runs out prior to either team reaching 21 points, the team with the most points will be considered the game winner.
- There are no tie games. If the teams are tied at the end of 15 minutes of play, one sudden-death rally-point (served by the team that won the previous point) determines the game winner.
- There are 5 minutes between games. During this time teams must exit and/or enter the court in a timely fashion, while the team captains inform the score keeping booth and sign the score sheet. A coin toss or ball spin (air pump direction to determine "toss" winner) will be made by the captains; winning team chooses either: (a) first serve, (b) preferred side or (c) receive serve.
- Points are scored according to the Rally-Point System (winner of each rally gains a point). If the serving team wins a rally, they continue to serve. If the receiving team wins a rally, they must rotate players and serve next.
- PSS uses the Let-Serve Rule. The ball can make contact with the net when it's served and still be in play, it counts.
- A server may serve the ball from anywhere along the baseline. There will be no "re-tosses" which means players will not be permitted to let a bad pass drop to the ground without serving and then toss it again to serve.
- A normal overhead serve (with both feet on the ground while serving) is permitted in all divisions. Jump-serving is allowed.
- Ball must be clearly visible to opposing team's players while serving – screening will not be permitted.

- There will be a maximum of five serves per player. After five serves the serving team must rotate and a new player will continue serving.
- Blocking or spiking serves is not permitted however players may receive a serve using an open-handed volley.
- Spiking is not permitted in the tournament. Spiking will result in an Attack Fault consisting of a loss of serve (if offending team had serve at the time of the fault) and a point for the opposing team.
- Ball must be hit over the net on or before the 3rd hit on each side of the net.
- Players are not permitted to hit the ball consecutively (i.e. players may not hit the ball two times in a row). A block is NOT considered a hit.
- A ball that lands touching a court boundary line will be considered in play.
- The ball must be cleanly hit and not held, lifted, pushed, carried or thrown. The ball cannot roll or come to rest on any part of the body however the ball may touch more than one part of the same player's body only if the contacts take place simultaneously. Player may use any part of their bodies (including feet) as long as the ball is cleanly hit at contact. To prevent injury, kicking is not permitted in the Corporate and Recreational divisions.
- There is no centerline therefore a player may pass under the net as long as it does not interfere with the opposing team's play. For example, a blocker or hitter may land under the net and/or across the "centreline", as long as the opposing team is not hindered. Please note that this is to be avoided whenever possible to minimize the risk of injury.
- Open handed tips will be considered legal.
- If player contacts the net while playing the ball or to interfere with a play, they are at fault. Otherwise, no fault is committed.
- Players must rotate one position clockwise when their team receives the right to serve (side-out).
- Any player substitutions must be made at the back row, middle spot of the rotation. Gender substitutions are allowed however there must be two (2) female players per team on the court at all times. Substitutions are made only when the ball is not in play. If a player is unable to continue to play, they must be legally substituted after the rally has been completed. If a legal substitution cannot be made (i.e. the team does not have another player to replace their injured player) the team is incomplete and is deemed to be in default. At this point the referee will ask the opposing team captain if they will agree to the defaulting team playing with fewer than 6 players. If the captain does not agree the game will end with the score as determined by the score keeping team at that point.
- In case of a dispute that cannot be resolved by team captains or the score keeping team (where applicable), see section 6.
- Common Volleyball Canada Indoor Rules will apply including the items noted above or with the noted exceptions.

5. Default Incomplete Games

- A team is deemed a "no-show" if the said team fails to report for play within 3 minutes after the start of play is announced. The team is then assigned a "default". A team with insufficient number of players to start a game (i.e. at least 2 females on the court at all times during play or less than 6 players total), is declared in default. Defaulting teams are credited with 0 points while the opposing team is credited 21 points. The opposing team's captain may waive the default and play the match as an official game. This determination must be made in the presence of both captain and the score keeper (where applicable) prior to the start of play

6. Disputes and Other

The Official Tournament Head Referee and PSS Committee Members reserve the right to:

- Terminate any person(s) or team(s) play due to; unfair play i.e. poor sportsmanship, derogatory comments, excessive consumption of alcohol, fights, etc.
- Postpone or cancel play due to adverse weather conditions, or
- Attempt to resolve disputes using the determination of the following individuals (in the following order): Division Convenor, Official Tournament Head Referee, or if necessary, the Tournament Chairperson.
- **If a dispute does arise after a game has ended, only the team captains may present themselves at the Score Keeper/Referee tent.**

7. Play-offs Competitive and Corporate Divisions

There are no play-offs for the Recreational division.

- To qualify for play-offs the Competitive and Corporate teams will need to be the winner of their pool. Pool winners are determined as follows:
 - By the ratio of matches won/matches lost (entire pool play round), or
 - Where two teams have equal matches won/matches lost, their rank in the pool will be determined by the results of the game played between such teams, or
 - For a three-way tie (i.e., three teams have equal matches won/matches lost within the pool), the points won vs. points lost system will be applied to determine the winner of the pool. NOTE: all points for the five games played will be counted to determine the winner.
 - If a tie still exists, then the Divisional Convenor will decide who the pool winner will be.
 - One play-off game between pool winners will determine the court winner.
- Play-offs are single elimination for the court winners. Depending on the number of teams in the competitive and corporate divisions there may be "wildcard spots" or "byes" in the play-off "trees". If so, the official Divisional Convenor will determine the "wildcard(s)".

SERVING: Serves that hit the net and go over are in play.

Only 1 service toss is allowed. No blocking or attacking serves. 8 seconds to serve the ball from time you get the ball on the service line (ie- no stalling intentionally)

There is no screening allowed on serve. If the opponent asks you to move you must comply

It is a violation to touch the service line when serving.

No Spike Serving

SERVE RECEIVE: Overhand volleying is NOT allowed on serve receive except in Recreational Divisions,

(Beach 2s Rules- Hands must be together. Contact must be percussive – no double or lift)

DEFENSE: Indoor rules (double contacts are legal but lifts are illegal) for overhand digging on defense, free balls (volleys are allowed even on non hard driven balls)

A double-hit is also permitted on a hard-driven spike/hit

BLOCKING: A block is not considered a contact (you can block it and play it up yourself for the 1st contact.

Ball cannot be played on the opponent's side of the net. (except on blocks after the opponents have completed an attack hit)

if a setter is trying to set a teammate, you can't reach over the net and block that set

VOLLEYING: When intentionally volleying balls across net- players body and shoulders must be square to the target (backwards is OK) except in Recreational where volleying over facing anywhere is legal.

Balls that are volleyed and unintentionally cross the net due to wind are legal

TIPPING: No open hand tips. Pokeys (knuckles), roll shots, back of hand, heel of hand, fist and cobra (with straight, locked fingers and a locked wrist) are legal except in Recreational where tips are legal

LINE CALLS: If a Ball touches the line it is in. A line that moves because of sand jumping that the ball did not hit is out

SIDE CHANGES: TBD

VIOLATIONS:

Players may NOT touch the net at any time during play (hair does not count)

Players are NOT allowed to catch, throw, push, scoop, lift, or carry the ball

No centerline violation, however players that cross the net and interfere with the opponents are in violation

Players cannot play on 2 teams in same event

If there are no antennae on the nets any balls that pass over the net clearly beyond the imaginary boundary would be out

Spin ball for choice of serve OR receive OR side. 2nd game choice alternates & re spin for game 3

1 Time Out of 30 seconds per team each game

Players must compete in at least 2 Matches of the round robin to play in the playoffs

All players must sign waiver and fill out roster to be eligible to play

Warm Up Time: tbd.

Teams must score and line when scheduled or may forfeit future games

If a team has an injured player and no substitutes they must play with 5 players (maintaining minimum female /male requirements). If the other team allows the short handed team to use a substitution that player must be approved by the opponent and the tournament director. You must attempt to select a player of equal or lesser caliber than the injured player.

Tournament Director can make new rulings if not covered previously.

All Info is subject to change without notice