



WRIGHTSVILLE BEACH PARKS & RECREATION'S
30th ANNUAL SURF-SUN-SAND
CO-ED BEACH VOLLEYBALL & BOCCE BALL TOURNAMENTS
Saturday, June 5, 2010
(Rain date Sunday, June 6, 2010)

Come celebrate summer at the 30th Annual Surf-Sun-Sand Volleyball and Bocce Ball Tournaments to be held on Saturday, June 5, 2010 (rain date is Sunday, June 6th) at Wrightsville Beach **on the north side of the Oceanic Pier (public beach access #36)**. We are looking forward to an exciting day.

Please complete the attached registration form to enter your team. The registration deadline is Wednesday, June 2nd at 5:00 p.m. Each registered team is provided one free parking pass which must be displayed on your vehicle dash on the driver's side. If you would like to park and carpool to the beach, free parking is available at Wrightsville Beach Park near the tennis courts.

There will be a **MANDATORY** captains' meeting at 8:15 a.m. at the Registration Area on the beach strand. **COMPLETED** rosters are due at this time if you have not turned them in previously. Rosters must be legible, with first and last names for all players, and each player's address, and SIGNATURE. Captains may pick up your team's t-shirts, ticket for a Chick-Fil-A sandwich, and schedules when you have turned in your completed roster. The first matches begin at 8:30 a.m.

More important information

1. Players may only participate in one event. Volleyball teams must bring their own volleyball. Bocce sets are provided for the bocce teams.
2. Co-ed volleyball teams will consist of **FOUR** ("B" division = intermediate) **OR SIX** ("C" division = novice) players and up to three "alternates". At least **TWO** women must be playing at all times. Each team must have **FOUR or SIX** players playing at all times. Bocce ball teams consist of two players with two alternates. All players must be at least 18 years of age (under age 18 must have parental consent).
3. If the 4-person volleyball division is cancelled because not enough teams sign up for it, the teams' entry fees will be returned. Teams will not be allowed to "play down".
4. There will be a maximum of 24 volleyball teams and 24 bocce ball teams in the tournament.
5. The format will consist of round-robin pool play for EACH DIVISION, followed by semi-finals and finals for EACH DIVISION. The top teams from each pool advance to the divisional playoffs.
6. Volleyball teams are provided one certified official on each court. Fouls and other penalties will be called by the referee according to United States Volleyball Association rules. Bocce ball teams will be provided a scorekeeper.

*WRIGHTSVILLE BEACH PARKS & RECREATION DEPARTMENT
1 Bob Sawyer Drive, P. O. Box 626, Wrightsville Beach, NC 28480
(910) 256-7925, Fax (910) 256-7926*



T-Shirts

- ___ Small
- ___ Medium
- ___ Large
- ___ X-Large
- ___ XXL

30th Annual SURF-SUN-SAND Volleyball & Bocce Ball Tournaments

Saturday, June 5, 2010 (Rain date Sunday, June 6, 2010)

Captains' Meeting at 8:15 a.m. – Play Begins at 8:30 a.m.

Location: North side of the Oceanic Pier (Beach Access #36)

Registration Deadline – Wednesday, June 2nd at 5:00 pm

Check the One Event For Which You Are Registering:

Co-Ed Volleyball: ___ "C" 6-Man (Up to 9 on roster) ___ "B" 4-Man (Up to 7 on roster)

Bocce Ball: ___ 2 Man Bocce Ball (Up to 4 on roster)

Team Name: _____

Team Captain's Name: _____

Phone: _____ Cell: _____ E-mail: _____

Address: _____ Zip Code: _____

Volleyball Team: \$100 New Hanover County residents / \$125 Non-residents **Bocce Team:** \$40 New Hanover County residents / \$50 Non-residents
(Event T-shirt for each participant is included in fee. Team Fee must be included with the registration form.)

FULL REFUNDS will be made if: (1) requested on or before May 21st, (2) the tournament is cancelled, or (3) less than four teams sign up for your division (you will NOT be allowed to "play down"). If refund request is made between May 22nd – June 1st, twenty percent (20%) will be retained as an administrative fee. NO REFUNDS WILL BE GIVEN if requested after June 1st.

Signature: _____ Date: _____

ROSTER / RELEASE FORM


By signing below, I acknowledge my desire to participate in the Surf-Sun-Sand Volleyball or Bocce Ball Tournament offered by the Wrightsville Beach Parks and Recreation Department and I am aware that participating in these tournaments may involve some strenuous physical activity. I hereby voluntarily release the Town of Wrightsville Beach, its Parks and Recreation Department, their staff and employees, and tournament sponsors, from any and all responsibility of injuries or problems of any nature, which may arise as a result of my participation in this activity. I further state that I am in proper physical condition to participate in this activity. In addition, I fully understand that the Wrightsville Beach Parks and Recreation Department, its staff and employees, and tournament sponsors are under no obligation or duty to provide a physical examination or other evidence of my fitness to participate in this activity, such examination being my sole duty and responsibility. **Volleyball "B" division has a maximum of up to 7 players and "C" division has a maximum of up to 9 players on their roster. Bocce Ball teams may have up to four players on their roster.**

	NAME	ADDRESS	E-MAIL	SIGNATURE
1				
2				
3				
4				
5				
6				
7				
8				
9				

Mail Completed Registration Form & Entry Fee to: Wrightsville Beach Parks & Recreation, P.O. Box 626, Wrightsville Beach, NC 28480
Please call the park office at (910) 256-7925 for further information.



SURF-SUN-SAND
BASIC RULES OF VOLLEYBALL
RALLY SCORING
(to help you officiate)

1. There will be a whistle and clipboard with score sheets, pencil, and rubber band available at each court for the officiating team. BRING YOUR OWN VOLLEYBALL.
2. Four people are needed from your team to officiate the match:
 - a. One referee to blow the whistle to start and serve, and to make calls on rule violations. The referee is on the stand above the net.
 - b. One scorekeeper to keep score and keep up with team serve. Place the rubber band on the hand according to the side serving. The scorekeeper is on the ground at the other end of the net.
 - c. Two line judges to call the ball in or out. The line judges should stand on the opposite side of the server at the end line. When the ball hits the line, it is good.
3. At the beginning of the match, a coin toss will determine which team serves first, or which team occupies which side of the net. The coin toss winner chooses either side or serve. In the second set, the loser of the coin toss in the first set will have the choice of side or serve. A new coin toss will be conducted for the deciding set.
4. Each team plays all teams in their pool. A match is won by the team that wins two sets. In the case of a 1-1 tie, the deciding set (the 3rd) is played to 15 points with a minimum lead of 2 points. A set (except the deciding third set) is won by the team that first scores 21 points with a minimum lead of two points. In the case of a 20-20 tie, play is continued until a two-point lead is reached (22-20, 23-21, etc.). The deciding set (third set) is played to 15 points with a minimum lead of 2 points. Whenever a team fails in its service or fails to return the ball, or commits any other fault, the opposing team wins the rally, with one of the following consequences: If the opposing team served, it scores a point and continues to serve. If the opposing team received the service, it gains the right to serve and scores a point.
5. Players must serve on the right side of the end line. 
6. Players may not serve the ball until the referee signals by blowing the whistle. The referee should insure that both sides are ready to go, but do not allow them to stall the game - KEEP THE GAME MOVING.
7. Two timeouts are allowed per game. Limit the timeouts to 30 seconds each. Three minutes are allowed between games for rest and reorganization.
8. Substitutions are allowed only during dead ball play and with acknowledgement of the referee on the stand. Free substitution is allowed, but only male-for-male and female-for-female. At least two females MUST be on the court at all times with no exceptions. You MUST have six players/four players at all times.
9. There is no centerline in beach volleyball. A player may go under the net as long as there is no interference with play on the other side of the net.
10. AT NO TIME IS A PLAYER ALLOWED TO TOUCH THE NET DURING PLAY. Touching the net constitutes loss of the ball and point.
12. No more than three legal hits are allowed on one side of the net before the ball crosses over the net. The following is a list of legal and illegal hits:
 - a. Legal hit is the touch of the ball by a player's body above and including the waist (so, can a player hit it with his/her head?-YES).

b. Illegal hit is made when the ball makes multiple contact on a player. This means double hits are not allowed (only exception: when receiving a hard-driven ball or spike from the opposing team). Examples of double hits:

- i. Attempting and hitting the ball with two hands/arms and there is no connection between those hands/arms.
- ii. Receiving the ball from the other court and the ball hits a player's arm, then hits the player's body (remember, this is only allowed when receiving a hard-driven spike).
- iii. Most double hits are going to occur when a player hits the ball underhanded with their hands not connected.

c. Illegal contact is made when the ball rests momentarily in the hands or on the body of a player. This will constitute a lift, carry, or throw:

LIFT: a player receives the ball underhanded, usually with an open hand, and picks the ball up for a moment.

CARRY: a player plays the ball, usually with an open hand, and carries the ball momentarily through the air.

THROW: a player throws the ball, usually when the player breaks his/her wrist, in a direction different from which the ball was received (this is common with play at the net and is called slam dunking).

The most important thing to remember about legal and illegal hits is that the ball should rebound immediately off the body of the player who hits the ball. When the ball rests on any portion of the player's body, then judgment must be made on its legality.

13. A block at the net does not count as one of three hits.

14. Players who are playing the back line may not participate at the net with blocking and spiking.

15. Only the coach/manager may approach the referee to question calls by the referee. The referee should use judgment as to the frequency of these conversations.

17. Ties are broken in the following order: (1) records against each other, (2) number of sets played, (3) most points scored, (4) least points allowed, (5) coin toss.

18. UNSPORTSMANLIKE CONDUCT WILL NOT BE TOLERATED BY THE REFEREE. THE PENALTY FOR UNSPORTSMANLIKE CONDUCT IS POINT TO THE OTHER TEAM OR LOSS OF BALL POSSESSION BY VIOLATING TEAM. CONTINUAL MISCONDUCT CAN MEAN EJECTION FROM THE GAME.

19. Ball at the Net

**Ball in the Net (Other than the Service): A ball driven into the net may be recovered within the limits of the three team contacts.

**Ball Touching the Net: The ball may touch the net while crossing it through the crossing space. (This incorporates the "Let Serve" rule).

If there are any questions, call the Park Office at 256-7925. There is a mandatory captains' meeting on the beach strand the day of the tournament at 8:15 a.m. We will also address any questions at the meeting. During the tournament, staff members, and officials will be available to assist any team requesting help in interpreting rules and situations which may arise.

GOOD LUCK! REMEMBER, THE MOST IMPORTANT REASON FOR BEACH VOLLEYBALL IS TO HAVE FUN AND ENJOY THE ATMOSPHERE.

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1 Bob Sawyer Drive, P. O. Box 626, Wrightsville Beach, NC 28480 (910) 256-7925, Fax (910) 256-7926



SURF – SUN – SAND

Rules for 2-man Beach Bocce Ball Tournament

Play

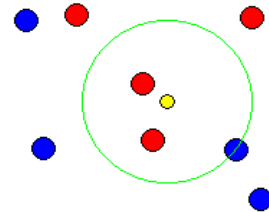
1. All teams are guaranteed at least two games.
2. Each team receives 2 balls (1 per person). Substitutions from your roster of up to 4 players may be made as necessary.
3. To decide which team throws first, any player underhandedly tosses the jack (smaller ball) and then one person from each team tosses a **single** Beach Bocce Ball, trying to land it closest to the jack.
4. The team with the ball nearest the jack begins the round selecting a location on the beach from which to throw. The player then draws a line in the sand to identify the throwing location for the round and throws the jack **underhanded only**. (Please be considerate of other beachgoers when throwing the jack. Balls may not be played off of other objects such as chairs, etc.)
5. He/she then throws the first beach bocce ball, trying to land it as close as possible to the jack.
6. The next team in the established rotation listed on the score sheet then steps to the line and throws a ball, attempting to land closer to the jack or attempting to knock the other team's lead ball away from the jack. If that team's first throw does not become the lead ball (or closest to the jack), their second ball should then be thrown.
7. When all balls have been thrown, that "round" is over and the score is recorded. The winner begins a new round, underhandedly tossing the jack in the direction of his/her choice.
8. Games will not exceed 1 hour. After an hour the game will be called, the leading team wins the round, and scores determined.

Scoring

1. Only one team scores per round. The winner scores one point for each ball closer to the jack than the closest ball of the other team. If it is difficult to visually determine whose ball rests closest to the jack, the players can use the measuring tool provided. Team captains may measure any balls at any time. All disputes will be resolved by the tournament host/judge. Play continues until one team reaches 13 points.
2. The first team to reach 13 points in the game is awarded 7 points.
The team with the second highest points is awarded 3 points
The team with the third highest points is awarded 1 point
The last place team receives 0 points
(In the case of a tie add the total points available for those 2 places together and divide by 2, for example if 2nd and 3rd place tie, you would add 3 and 1 to get 4 and each team would receive 2 points.)
3. At the end of the 1st game, scores should be recorded on the score sheet (7, 3, 1, or 0). Players will then check in at the registration area for the next game. Play for the second game follows immediately after the first as teams are available. At the completion of the second game, score sheets should be returned to the registration area to calculate results. Based on points, the top teams will advance to the next round. In the event of a tie, there will be a coin toss.

EXAMPLE:

In this case, the lighter circles (the two balls closest to the smaller one) scores two points.



Semi-Finals and Championship Round

Teams in the semi-finals play only one game. The top teams will compete according to their seeding determined and posted at the registration area. **Teams will play in order from closest to jack going 1st to team most far away going last.** The final teams will play only one Bocce Ball game to 13 points to determine the Champion.

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