

## **The outdoor game:**

**PLAYERS:** Outdoor tournaments will generally be for two or for four persons on a side. No subbing is allowed for two on two. In four-player, unlimited substitutions are allowed as long as one player does not occupy more than one position in the service order during a single game.

**COURTS:** Play for all divisions except Open is generally on grass courts. Open is generally played on the sand.

**SHOES:** Shoes are generally not worn in outdoor. Gym shoes are allowed. Spiked or cleated shoes are not allowed.

**SMALLER COURTS** than indoor are used for all divisions (52'6" x 26'3"). This court is about 3 feet shorter and less wide on each side than the standard indoor court.

**LET SERVE** is allowed

**RALLY SCORING** - 1, 2 or 3 games to 21, 25 or 30 points (and 15 points on 3rd game)

**DOUBLE CONTACT** or Slightly held ball is allowed **ONLY** on hard-driven 1<sup>st</sup> ball. "Hard driven" is defined by the person refereeing the game. Double contact is **NOT** allowed on the serve. You cannot set the serve. Just because a player's hands are not together does not constitute a double hit. If unclasped hands contact the ball simultaneously and cleanly, there is no foul

**NO SIDE SETTING** over the net to the opponent. It is a foul even if a player intends to set their partner and the wind carries the ball over the net to their opponent.

**NO DIRECTIONAL BLOCKING** - A player cannot take the ball on a block and change its direction to another place on the court. It is **NOT** a foul if a ball is hit off the player's hand and it changes direction on its own.

**NO OPEN-HAND TIPS**

**CONTINUATION** - A player cannot touch the net at any time. It is a foul even if the ball has already hit the floor and their momentum carries them into the net.

**OPEN DIVISION ONLY** - The block counts as the first contact on a side (if the blocker touches the attack and their partner digs it, the next contact must go over the net). Antennas are used on open courts. Play is generally on sand courts.

**CO-ED DIVISIONS** - must have at least 2 females. If there are 2 or more contacts on a side, one of them must be by a female

**FOUR on FOUR** - All players are considered "front row" on four on four and may hit, block, etc. Players must rotate servers, but do not need to rotate positions. 4 total substitutions are allowed per game for four-on-four.

