

# Junior Bridbeach Rules 2020

## Sunday

Registration will take place at 10am. for boys & girls teams

Each court will operate with either pools of 5 or 4 teams..

### Tournament Rules

1. Pool games will be 20 min. (pools of 5) or 30 min. (pools of 4).  
Scoring will be RALLY POINT TO 50. No sets.  
When "Time" is called the rally must be completed.  
If teams are equal on total points at the end of time then play 1 deciding point.
  2. Each team can have a maximum of 6 players. No more than 4 players will be allowed on court at one time, (minimum 2). AT ALL TIMES THERE MUST BE NO MORE THAN two U17's on court.
  3. Players "Service order" must be agreed at start of the game.
  4. No time outs allowed, but teams may make unlimited substitutions.
  5. The court will be 8m x 8m but without an attack line or centre line. All players allowed to smash.  
Net Ht. 2.37m approx!
  6. Players may cross the centre of court without penalty provided they do not impede the opposition.
  7. Teams change ends every 10 points scored.
  8. Once the tournament has started all games are on a running clock. ie. 20min later the next game will start. (30min for pools of 3) If previous game is over teams allowed to warm-up but NOT START.
  9. Once a player has started they cannot play for another team over the tournament duration.
  10. Ages:-  
U17's (born between September 1st 2002 and August 31st 2004),  
U15's (born between September 1st 2004 and August 31st 2006)
  11. All other rules as in E.V.A.
- All results to remain on the court, teams are responsible to make sure they are fully recorded.  
TOP TEAMS IN EACH POOL TO QUALIFY FOR THE GOLD MEDALS POOL.  
2nd. WILL QUALIFY FOR THE SILVER MEDALS POOL.  
3rd WILL QUALIFY FOR THE BRONZE MEDALS POOL  
4th/ 5th WILL PLAY FOR THE "Spirit of the Tournament" awards.

## Supporting notes.

Some of the rules for this tournament are unique to it and have been developed to support an open, inclusive and fun tournament. Please read these notes that give more understanding of the above rules.

### Rule 1

Because the tournament is on a "running clock" teams not complete must start without delay if their opponents are ready on court.

"Running clock" allows teams to plan their tournament day. As each match is timed and your playing & reffing schedule is organised for you. Matches must only start when announced. No early starts accepted. No delays accepted! If your team is not complete you must start with the players who are there.

### Rule 2

Teams. Min 2 players. Max 6 players.

The following combinations constitute a team ready to play on court.

2 players. 1 U17 + 1 U15

2 players. 2 U17's or 2 U15's

3 players. 1 U17 + 2 U15's

3 players. 2 U17's + 1 U15

3 players. 3 U15's

4 players. 1 U17 + 3 U15's

4 players. 2 U17's + 2 U15's

4 players. 4 U15's

If only 1 team is on court at the starting of games announcement. The referee can start the game by allowing the ready team to serve onto an empty court. Score and change ends every 10 points! However if they serve out then a point is awarded to the opponents plus 30 sec time delay! No team can play with 1 player. You must come to organisers beach hut to announce their team to get to the court.

### Rule 3

Players "Service order" must be agreed at start of the game.

If opposing teams have different numbers then the team with more players can choose to match their opponents order of service. (eg. drop a weaker server)

### Rule 9

Players can only play in 1 team for the duration of the tournament.

Any player found breaking this rule will be disqualified from the tournament.

The team that they join will have those games points removed.

To implement this rule simply photo or video the player playing for BOTH teams and bring the evidence to the organisers.