



2011 Pro Footvolley Tour Season Official Competition Manual



Overview of Footvolley

Footvolley is a sport which pits 2 persons on opposite sides of a court, divided by a net, whereas the objective is to ground the ball on the opposing team's side and to prevent the same effort by the opponent. The team has three hits for returning the ball. The ball is put in play with a service: kicked by the server over the net to the opponents. The rally continues until the ball is grounded on the playing court, goes "out", or a team fails to return it properly.

A. Dimensions & Equipment

A1) Playing Area

The Pro Footvolley Tour official court size is rectangular measuring 57 Feet in Length by 28.5 Feet in width. There is a service zone of 3 feet beyond the end lines. There should be a minimum of 10 feet from the lateral side and a minimum of 15 feet from the end lines to any advertising boards surrounding the court.

A2) Height of the Net

The Footvolley net should be set at 6 Feet 9 Inches. Same for men & women.

A3) Official Footvolley Ball Specs:

Size 5 soccer ball; spherical; 440 - 460 grams

B. Team Make-Up

- Each squad is made up of 2 players, period. No team can add or substitute a player. This includes injury or disciplinary violations. Teams may not have a coach on the sidelines.

B1) Team Uniforms

Athlete uniforms will be given to athletes by Pro Footvolley Tour management. Athletes are required to fully abide by uniform requirements set-forth by Tournament Director prior to the event commencing. Athlete uniforms consist of shorts, jersey, and swimwear provided by management. Athletes may not use their own shorts, jerseys, or swimwear to compete in an event. If an athlete loses his or her uniform, then he or she will have to purchase another one from management. The following athlete dress options may be available to competing athletes: full uniform (jersey and shorts); shirts off (game shorts only); and 'South Beach style' (swimwear only) at certain times during the competition. The tournament director always decides on which option to be used to a match and will communicate to the Head Judge if that dress option is available to athletes prior to their match. Athletes have no authority to override a decision made by the Tournament Director as to which dress option to use. Conditions which may impact a decision are heat; time of day; etc.

The full uniform option will be used for the Championship Match at all 2011 Pro Footvolley Tour events.

B2 Athlete Clothes During Competition

Pro Footvolley Tour fully protects its brand sponsors since without them there would be no tour.

Pro Footvolley Tour allows athletes to use personal sponsors during warm-ups provided these sponsors do not compete with tour sponsors. If personal sponsors are deemed competitive to tour sponsors, the athletes must refrain from using the clothes on tournament grounds during the event.

Athletes are not permitted to wear clothes which have competitive brands of Pro Footvolley Tour at any of the 2011 Pro Footvolley Tour events. Management will ask for that athlete to either switch shirt or shorts; wear that garment inside out; or provide an article of clothing for temporary wear for that athlete.

Any athlete that wears clothes with competitive brand(s) for a second time to a Pro Footvolley Tour will be suspended for two events including that one and risk being permanently banned from future events.

C Match Format & Scoring

C1) Scoring

Group Play

- Matches are ONE SET to 25 points
- No Cap
- Teams must switch sides every 7 points

Quarter-finals, Semi-finals, and Championship Match

- Best of Three Sets
- Sets go to 21 points.
- If tied at 20 the first team to open 2 point margin or first to 25 points wins set
- Teams must switch every sides every 7 points

**** Weather: If there is a potential for, or due to, inclement weather management has the authority to reduce the matches from two sets to one AND pre-empt the schedule to best ensure a Championship Match is played.**

C2) Coin Toss

The winning team of a coin toss chooses:

- a) Either to serve or receive the service
- or -
- b) The side of the court to begin the match

The losing side of the coin toss takes the remaining choice available. At the start of the second set, the loser of the coin toss in the first set will have the choice of a) or b) from above. In the event of a deciding set, a new coin toss will be conducted.

D In Game Rules

- 1.) Each team has a maximum of three hits per side.
- 2.) On Service, ball MUST spin
- 3.) A player may not hit the ball twice in succession
- 4.) A ball may be played off the net during a volley and on serve.
- 5.) A ball touching a boundary line is good.

- 6.) A legal hit is contact with the ball by any part of the body, except the hand or arm, which does not allow the ball to visibly come to a rest.
- 7.) If two or more players contact the ball simultaneously, it is considered ONE TOUCH.
- 8.) Net contact by an athlete is considered 'PLAY ON'. The inadvertent touching of the net, as defined as momentary contact, by a player's foot, head, body, or arm is NOT a violation. The touching of the net with any part of the hand is a violation. The deliberate touching or hanging on the net is also considered a violation. If a deliberate contact with the net occurs a second time then the referee shall issue a Yellow Card caution.
- 9.) Serves must be done within 3 feet of end lines and within the lateral lines.
- 10.) Players must wait for the referee's whistle to serve the ball. Once the referee has whistled for service, that athlete has 5 seconds to serve the ball

Super Points

The super points are those that count as two points. Two points is awarded when the athlete successfully is able to score by striking the ball with his/her foot above one's head with both feet off the ground. Essentially, this is done when the athlete is performing a bicycle kick or 'matrix kick'. The score must be on 'immediate impact' which means that once the other team maintains control the 2-point opportunity is negated. Thus for the 2-pointer to count, the ball must strike directly onto the ground or be defended unsuccessfully by one athlete only. If a second athlete touches the ball while making an attempt to defend, it is no longer a 2-pointer.

Teams can score a maximum of 6 points off of 'super points' per set. Athletes may attempt as many super points as possible; but once over the 3 success limit, any additional super point shots will count as simply one point.

Defensive super points can occur as well. If an athlete is able to block with his foot/leg above the net and reject an attack with the ball falling in the opposing team's court then that counts as two points.

D1 Basic Footvolley Violations

- Serving WITHOUT having the ball spin
- Stepping on or over the line on a serve
- Serving beyond 3 feet of the end lines or outside the lateral lines
- Failure to serve the ball over the net successfully
- Falling onto the opponent's court AND interfering with the opponent's play

D2 Do's and Do Not's of Using the Shoulder

- Using the shoulder to set, pass, or knock the ball over the net is permitted if the following movements are used: transverse adduction, transverse flexion, and lateral rotation.

Legal

- It is LEGAL to make contact with the ball with the Deltoid.
- It is LEGAL to make contact with the ball and the biceps as long as the supraspinatus, subscapularis, or deltoid muscle also make contact with the ball

Illegal

- It is ILLEGAL to make contact with the ball and the biceps if done completely in isolation.
- It is ILLEGAL to make contact with the ball and the triceps muscles
- It is ILLEGAL to make contact with the ball and the arm between the deltoid muscle and the hand

D4 Disciplinary Violations

Athletes are held to a high standard at Pro Footvolley Tour events. The referee will determine the severity of a disciplinary violation and select one of three options: verbal warning, yellow card, or red card. Athletes are reminded that they represent an entire professional sports organization and to maintain composure during, and after, matches.

Examples of disciplinary violations include:

- profanity
- delay of game
- improper uniform
- gesturing to crowd
- inappropriate in-game actions (deliberately touching of the net)
- insulting fellow teammate or opposing team
- leaving the court in protest
- not following rules of 'fair play'
- handball

Violations and Cards

1. Verbal – initial warning
2. Yellow Card – team loses 1 point
3. Red Card – player is ejected from current match and team forfeits that match
 - ** Note – Red Carded player may be expelled from tournament and/or season tour based on severity of action

Cards can be handed out to athletes at any time including before, during, and after matches. Athletes are expected to behave in a professional manner at all times. Any discretions will be severely punished.

Referees have the ultimate authority on in-game decisions. Players are not permitted to raise their voices with the referees and must treat referees with the utmost respect or face disciplinary sanctions.

Decisions made by the referee are FINAL. NO PROTESTS are allowed.

D5 Service

1. Balls must spin on service.
2. Athletes have a maximum of THREE feet from the end line to place ball on a mount for service.
3. Athletes can serve from anywhere behind the end line (up to three feet); but must be within the lateral lines.
4. Once athlete places ball on the sand, he/she must wait for the referee to be blow the whistle. Once the referee blows the whistle the athlete cannot change the location of the serve.
5. If the team serving receives a yellow card, they are punished according to normal rule: loss of point; and they retain possession for service. The service is NOT awarded to the other side.

D6 Time-Outs

Each team is given one time-out per set lasting 1 minute. Referee and Tournament Director may ask for technical time-outs during a match for a variety of reasons (heat, television, etc.). Athletes MAY NEVER leave the court without asking the referee for permission. If an athlete leaves the court without asking permission, that athlete will receive a yellow card and that team will be deducted one point. If an athlete does need to leave the court due

to a medical or health issue, the referee shall permit the athlete to do so.

D7 Injuries

If an athlete severely injures himself, or herself, then that athlete has a maximum of 5 minutes to return to the match for competition after receiving the proper medical attention and has been authorized by the Tournament Director to continue competing. Without an authorization from the Tournament Director to continue competing, that athlete will be barred from the match and that teams forfeits the match.

E Tournament Format

E1 Number of Teams

Maximum of 16 teams in the Pro Division

E2 Group Set-up

First Round consists of 4 groups of pool play (Groups A, B, C, D). For the 1st event, management will make best efforts to select the Group Heads and tier remaining teams. From the tiered groups, management will then conduct a lottery for maximum competitiveness of tournament. Following the first event, management shall have enough data (team points) to determine subsequent tournament pairings.

E3 Qualifiers for Sunday Play

The two teams which have aggregated the most amount of points move onto the Sunday finals.

Points are awarded in this manner per each match:

Win (without going to tie-break)	= 4 points
Win (going to tie-break)	= 3 points
Loss	= 0 points

E4 Tie-Breaks

1. Head to head result
2. Point Differential from matches played between tied teams
3. Point Differential from all matches played in group

If teams still remained tied, then Tournament Director will summon referee staff for a 'mini-game' to qualify teams. Mini-Games are played straight to five points with one switch when first team reaches 3 points. This mini-game should be conducted on an outside court.

Teams will never qualify, nor be eliminated, in any Pro Footvolley Tour event based on a coin flip.

E5 Sunday Cross-Overs

On Saturday afternoon, adjacent to the Match Information board, at roughly 7 PM. following all 1st round matches, a lottery will done to determine group cross-over pairings for subsequent Quarter-finals, Semi-Finals, and Championship Matches. Qualifying teams need to be aware of this drawing to understand what time they will compete on Sunday. Failure to show up on time for a Sunday match due to lack of knowledge will not be tolerated.

Group letters are placed into a bowl. The first two letters drawn will determine the cross-overs all the way to the final. An example is: if A draws with D, then B would pair with C. This means that A1 would face B2, A2 would face B1, etc in the quarter-finals. Those winners move on to play in the semi-finals against each other and subsequently

face the undefeated team from matches in the cross-over from the other two groups for the Championship match.

Event Athlete Requirements:

F1 Alcohol

All Pro Footvolley Tour athletes are prohibited from drinking alcohol, on event grounds, while still participating in the competition. Athletes whom have been eliminated from the competition, and are over 21 years old, may drink beer, in moderation, and in accordance to the special event permit rules, as long as they have removed all uniform pieces including jersey, match shorts, and/or swimwear and are dressed in 'street wear'.

F2 Athlete Tent

Athletes are provided an 'athlete tent' in which they can leave belongings, relax, and or converse with fellow competitors. The belongings will be guarded; however, Pro Footvolley Tour is not responsible for any lost or stolen items.

F3 Registration Fee

Athletes will need to pay a nominal registration fee to compete in Pro Footvolley Tour events. All monies collected at registration contribute to the event prize money. Athletes who do not pay the registration fee before the deadline will not compete in the event and will not be invited to compete in future events. In case of inclement weather in which the competition is halted or cancelled, athletes will not be entitled to be refunded of registration fees.

F5 Prize Monies

Winning athletes will be entitled to receive prize money. The amounts are determined by management and announced before the event. Payment for winners is done 15 days post the event date. In case of inclement weather, the prize money will be divided amongst the last standing teams in the competition.

F4 Player Introductions and Entrance

Athletes are never to enter the main stadium court without receiving the authority from the Tournament Director's line assistant. Athletes will enter into the main stadium court only after being announced by the public address announcer and escorted by on-court dancers. The only athletes permitted onto the stadium court grounds (including management sections) during a match are those four athletes competing. Athletes in a subsequent match must wait till the match ends and the current athletes leave the stadium before entering.

F5 Warm-up Sessions

Athletes are asked to warm-up well in advance of their match in order to maximize the number of matches within the main stadium. Players will be given three minutes of warm-up prior to the match commencing and after being introduced to crowd.

F6 Athlete Appearances at Celebrity Tent

Athletes are required to contribute time in the celebrity tent when asked by management. This may include signing jerseys, photos with fans, etc. Management will be considerate of athlete game schedule.

F7 Non-Compete Clause

Athletes will agree to not assist, in any capacity, any third party entity, company, municipality, or person, in the production, marketing, or execution of any footvolley event which seeks commercial sponsors and is unilaterally deemed competitive to the business interests of the Pro Footvolley Tour, LLC.

The athlete agrees to not perform any act or acts resulting directly or indirectly in, or intended to result directly or indirectly in, material gain or personal enrichment to individual or any third party at the expense of the Pro Footvolley Tour. This means that the athlete will not be employed, or market, in any capacity in any footvolley event, footvolley website, or product/service directly related to footvolley within the United States which Pro Footvolley Tour, LLC deems to be competitive. The athlete agrees to not collaborate with another promoter, event production company, or marketing company to create, or assist in the eventual creation, of a competitive

footvolley event, or series of events

F8 Athlete Release

All athletes must release and forever discharge Pro Footvolley Tour, LLC, its sponsors, and municipal hosts, from any/all actions or suits in law or equity which by reason of injuries sustained by the athlete in participation of Pro Footvolley Tour events or in transit to said events.

F9 Image and Likeness Release

All athletes irrevocably consent to allowing Pro Footvolley Tour to use their respective image, voice and/or likeness to photograph, broadcast, publish, exhibit, make derivative works as long as there is no intent to use the image, voice and/or likeness in a disparaging manner.

Pro Footvolley Tour may exercise any of these rights itself or through any successors, transferees, licensees, distributors or other parties, commercial or nonprofit. The athlete acknowledges receipt of good and valuable consideration in exchange for this Release, which may simply be the opportunity to represent Pro Footvolley Tour in its promotional and advertising materials as described above.

F9 Acknowledgment of Rules

I have fully read the competition manual and understand, and hereby agree to, adhere to all the above conditions, rules, and responsibilities required by Pro Footvolley Tour, LLC to compete in their events as an athlete, referee, or competition staff member.

Signature Here