

EI 3v3 Tournament Rules

Please note: subject to change!

Format:

- Round robin
- Switch sides of the court when the first team reaches 7 points for games to 15 or 11 points for games to 21.
- Score system: sum of total points from round robin play.
- Ties:
 - Two way – head to head winner advances.
 - Three way – team with most points advances, then head to head.
 - Four way – team with most points advances, team with 2nd most points advances, then head to head.
- Round robin games are to 15 (games can be won 15-14).
- Quarter finals are to 21 (win by 2).
- Final game is best out of 3 games to 15 points (win by 2).

In-game rules:

- On disputed calls, captains discuss and figure it out.
- Call tighter on Challenge level (Rec level is easier on sets, etc.).
- Cannot receive a serve with a set and cannot set over the net.
- No one-handed sets or open-hand dinks.
- Block counts as part of the 3 hits.
- Hard-driven balls can be doubled.
- Wire shots – any attack that is between the two poles is legal.
- No attacking the serve.
- In the Recreational Division, you are required to serve underhand.
- If the line moves, it is in.
- No touching the net at any time during play, unless ball moves the net into you.
- Cannot have a foot, hand, or more go fully under the net.
- Cannot go onto other court.
- One time-out only with possession.
- A team needs to start with 3 players. Only if one player is injured during the tournament can a team play with 2.
- If a team forfeits or is a no-show, the score is recorded 15-0.