

APPROVED
At the Board meeting of the RSU Students' Union
on 16 April 2026.
Protocol No. 2-STP-1/16/2026

Beach Volleyball Tournament 2026
REGULATIONS

1. OBJECTIVE AND TASKS

- 1.1. To promote volleyball and an active, healthy lifestyle among students of Rīga Stradiņš University (hereinafter - RSU) as an opportunity for active recreation, thereby fostering a healthy lifestyle and physical fitness.
- 1.2. To provide RSU students with an opportunity to relax together from everyday stress and studies while spending time in an engaging and friendly atmosphere.
- 1.3. To involve RSU students in the Beach Volleyball Tournament (hereinafter – the Tournament), thereby increasing opportunities for physical activity.

2. TIME AND PLACE OF THE TOURNAMENT

- 2.1. Date of the Tournament: 23 May 2026 (Saturday).
- 2.2. Venue of the Tournament: Lucavsala volleyball courts.
- 2.3. Start of the Tournament at 15:00.
- 2.4. Team registration from 14:00 to 14:30.

3. TOURNAMENT MANAGEMENT – ORGANISERS

- 3.1. The Tournament is organised by: the RSU Students' Union (hereinafter – SP).
- 3.2. Tournament Coordinator: Madara Millere, Head of the Culture and Sports Division of the RSU SP.
- 3.3. Tournament Project Manager: Juris Gavars.
- 3.4. Tournament Organisers: Ernests Zarembo, Patrīcija Pavļenko, Artūrs Jakovļevs, Kaspars Mūrnieks, Tomass Krastiņš
- 3.5. The organising side reserves the right, if necessary, to amend the provisions of the Tournament regulations and other essential aspects related to the conduct of the Tournament on the day of the event.

4. REFEREES

- 4.1. The Tournament matches will be officiated by appointed referees – young people who are involved in beach volleyball and have experience refereeing matches.

5. PARTICIPANTS OF THE COMPETITION

- 5.1. All RSU students and employees, as well as guests from other higher education institutions, are invited to participate in the Tournament.
- 5.2. A team consists of 4 players (at least 1 RSU student and 1 female participant).
- 5.3. During the Tournament, a participant may be a member of only one team.

6. TEAM APPLICATION AND REGISTRATION PROCEDURE

- 6.1. Teams are entered in the Tournament by the team captain by completing the online application form on the RSU SP website at <http://sp.rsu.lv/form/pludmales-volejbola-turnirs-2026> by 19 May at 23:59.
- 6.2. The application form must be completed accurately and must contain truthful information about the student's name, surname, and contact phone number. In the event of false information being provided, the organisers reserve the right to disqualify the team or participant.
- 6.3. The maximum number of teams that may register is 10.
- 6.4. Participation in the Tournament is free of charge.

7. TOURNAMENT RULES

- 7.1. The match schedule will be announced to the teams on the day of the event.
- 7.2. No more than 10 teams may participate in the Tournament. Teams are divided into 2 subgroups of 5 teams each:
 - 7.2.1. Teams in the subgroups play a single round-robin tournament;
 - 7.2.2. Matches are played between 2 teams, with 3 players from each team on the court, at least one of whom must be a woman.
- 7.3. Matches will be played in accordance with the current international beach volleyball rules (Official Beach Volleyball Rules 2025–2028):
 - 7.3.1. Teams play one set for 10 minutes or until 21 points. After 5 minutes of play or after 10 points, the teams switch sides and the set continues;
 - 7.3.2. In the event of a tie, play continues until one team has a 2-point advantage;
 - 7.3.3. The net height is 2.43 metres.
- 7.4. A team shall be considered absent from a match and shall be awarded a technical loss if, 3 minutes after the scheduled start time of the match, fewer than 3 team members have arrived for the start of the match – at least one participant must be a woman.
- 7.5. Points system:
 - 7.5.1. A team receives 1 point for a won match;
 - 7.5.2. A team receives 0 points for a lost match.
 - 7.5.3. If two teams in a group have the same number of points, the result of the head-to-head match shall be taken into account.

8. VOLLEYBALL MATCH SYSTEM

- 8.1. In the main tournament subgroups, teams are allocated by draw on the day of the competition. Team tables will be available on the day of the event.
- 8.2. Court and ball advantage are decided by draw before the start of the match.
- 8.3. **The Tournament takes place in four stages:**
 - 8.3.1. **the subgroup tournament**, in which all approved teams participate. They are divided into 2 subgroups. The maximum number of teams in a subgroup is 5. In the main tournament, teams play each other within their subgroup;
 - 8.3.2. **the playoff stage**, where the teams placing 1st–4th in each subgroup continue the competition for a place in the final stage;
 - 8.3.3. the final stage, in which teams compete for prizes in the Tournament. 1st, 2nd, and 3rd place are played out;
 - 8.3.4. **the all-star match**, in which 1 participant from each playoff team is nominated and randomly combined into 2 teams. The match will be played as one set – 10 minutes or until 21 points (the 21st point is the final point). After 5 minutes of play, the teams switch sides and the set continues. Participants will compete for the title of all-star team.
- 8.4. In the main tournament and playoff matches, teams play one set for 10 minutes or until 21 points. After 5 minutes of play or after 10 points, the teams switch sides and the set continues;
- 8.5. In the final-stage matches, teams play until one of the teams first reaches 21 points with at least a 2-point advantage over the opponent. When one of the teams reaches 10 points, the teams switch sides and the set continues. If one of the teams has scored 21 points but the point difference is less than 2, the match continues until the point difference between the teams is at least 2 points.

9. PARTICIPANT RESPONSIBILITY

- 9.1. Each participant is responsible for their own state of health and personal belongings and confirms this with their signature when registering at the Tournament venue before the start of the matches.
- 9.2. Each participant is financially liable for any damage caused to the event venue, equipment, participants of the sports games, and organisers.
- 9.3. The team has an obligation to arrive at the indicated sports event venue presenting a unified team image, for example, uniforms, a slogan, or visual elements.
- 9.4. By completing the application form, Tournament participants agree to the condition that photography and filming will take place during the event. Materials obtained after the event may be published on social media.
- 9.5. A team may be disqualified from the Tournament in the following cases:
 - 9.5.1. by providing false information in the application form – name, surname, student ID card number, faculty, phone number, or e-mail address;

- 9.5.2.** if any representative of the respective team behaves in an unsportsmanlike manner or acts contrary to the official rules of the game.
- 9.6.** By participating in the Tournament, each team member confirms that they have familiarised themselves with the Tournament regulations and agree to their terms.
- 9.7.** To play fairly, respecting the decisions of the referee.

10.AWARDING

- 10.1.** The award ceremony will take place at the end of the Tournament.
- 10.2.** Prizes will be awarded to the teams placing 1st, 2nd, and 3rd.
- 10.3.** The winning team of the all-star match receives incentive prizes.
- 10.4.** The best results in individual and team activities in the overall standings will be awarded separately.

CONTACT PERSONS

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