

APPENDIX A BEACH VOLLEYBALL QUICK GUIDE

For the complete beach rules, see the USAV DCR (Rulebook) or study online at volleyballreftraining.com.

For Further information about Rules or Referee Certification, please contact us at info@beachcommission.org.

Rules Changes are flagged as NEW. **Points of emphasis are highlighted.**

Equipment and Area:

- Net 28' long. Height at center: Women 7' 4 1/8" and Men 7' 1 15/8" (youth 12U is 6' 1 11/2"). Antennas are required. Posts and referee stands should be padded.
- Court 26'3" x 52'6" square to 37'1" short diagonal. (8.0m x 16.0m with 11.31m short diagonal)
- Lines 2" wide are inside the court. (Buckles for adjusting the length of the lines, in all four sides, are suggested.)
- Ball: light-colored, 9-10 oz. weight, with approx. 26" circumference, at 2.5 to 3.2 psi
- When possible, the playing boundaries for each court should be established by banners, nets, curtains, etc.

Teams and Uniforms:

- Two Players with no substitutes. Only the team Captain may interact with the referees, to request Time Out or explanation of rule.
- Uniforms may or may not be required, as per event requirements. Bathing suits or "shorts & tops" are typical requirements.
 1. When uniforms are required, they should be worn so that player numbers are visible at the coin toss and thereafter.
 2. Legal uniform numbers are 1 or 2, in traditional beach doubles.
 3. Cold weather gear (sweatsuits, Lycra undergarments etc.) may be allowed. (Guideline temperature: "below 60 degrees")

Spirit of the Game:

- **Teams play without outside intervention or assistance of any type.**
 1. Spectators, including parents and club-mates, are encouraged to cheer, but may not assist at any time. (ex: "calling shots" is prohibited.)
 2. Coaches, when present, may cheer the exceptional play, but may only instruct during timeouts, court-switches, and between sets.

Coaches:

- Number of Coaches allowed: USAV: A coach and no more than one assistant coach.
- During the official timed warm-up, coaches may instruct from the sideline, but may not engage in drills.
- During play, coaches observe from the player area.

- Instruction may only take place during timeouts, between sets, and (non-disruptively) during side-changes.
- **NEW:** Coaches in age groups 18 & under may call time out for their team.
- Coaches may not influence or question the official's judgment at any time.

Match Format:

- Official timed warm-ups: The four players (only) share unlimited access to the entire court (Use good sportsmanship)
1. USAV: 3 min on court, coin toss at -7, then "5 minutes" formal warm-up. **Event may reduce warm-up to -3 or -5**
 - Beach volleyball is played as Match Play, best-of-three sets played to 21, 21, (15). Rally scoring; win by two.
 1. Scoring may be modified by Tournament Directors for specific events, (ex "one set to 28," or "two sets only to 21, without deciding set")
 - Winner of the toss chooses serve, receive or side. Other captain chooses from remaining options. Both captains state service order for the set.
 - All matches should utilize the etiquette of pre-match and post-match handshakes at the net.
 - **Officials identify the correct server for each rally, and actively prevent wrong-server faults.**
 - Service Order: Players alternate terms of service.
 - Position Faults: Players (other than server) must be on court at moment of service (no other requirement).
 - Screening: Serving team must take positions so that the receiving team is able to see EITHER the server OR the flight of the ball.
 1. **In the spirit of fair play, impeded receivers should use the "raised hand" signal & the serving players should adjust position, without delay**
 - Delay: The routine time between rallies should be 12 seconds.
 1. In locations without banners or ball-retrievers, this guideline may be extended.
 2. Violations result in Delay Warning, with subsequent occurrences leading to Delay Penalty.
 - Hand Signals: Both Referees should use a "full Signal Sequence:" Whistle, award rally, & show nature of fault. (R2 with clip-board is exempt)
 - After 7 points of play, indicate that teams should switch sides. This is not a time out. Teams do not go to their player areas.
 - Coaches may offer brief instruction during the court switch, **but must not delay the match.**

- Each team may call one Timeout per set. Total duration of a Regular Timeout is 60 seconds, as follows:
 1. 15 seconds to move to player areas, 30 seconds at player area, (whistle at 45 sec), 15 seconds to return to play.
- A “Technical Timeout” (TTO) after the 21st point of sets 1 and 2 is suggested in most formats. Event may opt to add or reduce number of TTOs
 1. TTO not usually used in a single set format
- The interval between sets is 1 minute.
 1. During that interval, a referee offers “first choice for set 2” to the captain of the team that lost the first coin-toss.
 2. Then the other captain makes the remaining choice, and both captains declare their service order for the set.
- If there is a deciding (3rd) set, the 1st referee should conduct another coin toss, and offer these same choices.
 1. Deciding sets: Play to 15 points, win by two. Switch sides on multiples of 5. There is not a TTO in the (3) set.
- At the end of the match, all players meet at the net near the referee stand to shake hands with each other, then with the officials.

Disputes:

- A Captain may occasionally approach the referee to request an explanation of a call (not judgment related).
- The referee(s) should be approachable, and must offer an explanation based upon the Rules, but without prolonged discussion.
- A Captain has the right to protest rules misinterpretations/misapplications, but not judgment calls or sanctions.

Warnings and Sanctions: ALL WARNINGS AND DELAY SANCTIONS REMAIN IN FORCE THROUGHOUT THE MATCH

- Delays are sanctioned by showing “Card on Wrist”: Yellow = warning-Red = Penalty (point and loss of rally)
 1. 1st round Delay by a player should result in a Team Delay Warning. Any further delay by that team, in the match, results in delay penalty.
 2. Multiple Delay Penalties may be assessed within a match.

- Misconduct by any player should be managed when possible through verbal warning(s).
 1. Referee may offer one Formal Warning (Yellow Card) to a player guilty of misconduct.
 2. Subsequent minor misconduct by either player on that team in that match must be sanctioned by Penalty (Red Card).
- Rude Conduct is sanctioned by Penalty (Red Card). **Maximum two Penalties per player per set.**
 1. If a player reaches the level of a third Penalty in a set, they are instead Expelled for the set (Red & Yellow together)
 2. AGGRESSIVE action by any player at any time results in Disqualification (Red and Yellow apart)
- Coaches are subject to individual sanctions as listed below; those sanctions apply through the match.
 1. 1st per match: Yellow (Warning); 2nd per match: Red Card (Penalty); 3rd per match: R+Y cards (EXPULSION)

Playing Actions and Faults:

Plane of Net:

1. Players must initiate contact with the ball within their own playing space (follow-through after contact is legal).
 2. Blockers may contact the ball in the opponent's space only after the attack hit or if opponents are unable to play the ball.
 3. It is always illegal to attack a ball in the opponents' space.
- Blocks:
 1. The block contact counts as first team contact; either player may make the 2nd team contact.
 2. Blocked balls may rebound in any direction. If the blocker clearly catches or throws the ball, they may be whistled for a fault.
 3. "Joust" between opponents is legal. Any player may make the next play, as their team's 1 contact
 - Tips:
 1. "Open hand tipping" is illegal. (use "illegal attack" signal)
 2. Knuckles may be used to "poke" the ball, provided that the ball rebounds (is not caught or thrown).
 3. Finger tips (including thumb) may be used to "poke" the ball only if those in contact with the ball are "rigid and together."
 - Ball Under the Net:

1. Players may contact any part of the ball until it has passed completely through the plane below the net.

- Simultaneous Contact by Teammates:

1. If teammates touch the ball simultaneously it counts as 2 team contacts. Either player may make the 3rd contact.

- Net Contact:

1. It is a fault to contact any part of the net between (and including) the antennas, during the action of playing the ball.

- Play Under the Net, and Interference:

1. There is no centerline. Players may contact any part of the opponents' court as long as they do not interfere with the opponents.
2. A player who interferes with an opponents' ability to make their next play must be called for the fault. > Point to the court under the net with your index finger, and say "interference." (this will generally require explanation)
3. Interference is a fault that results in a point, not a replay.
4. Note that this is sometimes a delayed call (the referee must wait to see if the opponents are truly hampered in their next action)
5. Incidental contact between opponents does not constitute interference, (bump knees, step briefly on toes, etc).
6. Interference can occur without physical contact. (ex: fallen player under net prevents defender covering short).

- Pursuit: Is legal in beach volleyball.

1. Only balls which pass "over or outside" an antenna are eligible to be pursued.
2. A player may pursue the ball by any route, including under the net and/or through the opponents' court.
3. Opponents may not interfere with legal pursuit.
4. The ball must be played back "over or outside" the same antenna.
5. Third contact must send the ball legally through the crossing space (between the antennas).

- Ball Marks:

1. The ball is "in" if it lands in bounds, or touches a boundary line
2. If the first referee is in doubt of a line call, s/he should immediately initiate a "ball mark protocol" > Players may not insist on a ball-mark review. They should step away from the mark, and not influence the decision in any way.

> Relevant line-judge(s) may assist as the referee views the mark from the sand.

> The referee must be careful to inspect the correct ball mark, to consider ball trajectory, and to understand "splash" of soft sand.

- Lines moved during the play should be replaced by the referee before judging the result.

- Hand setting:

1. There are two types of ball handling faults: “Catch Balls” and “Double Contacts.”

- > The ball must be played with one quick motion.

- > Balls which significantly move downwards, or visibly come to rest, are “Catch Ball” faults. (aka “deep dish,” “held-ball,” or “lift”)

- > Clearly distinct and separate contacts of the ball constitute a “Double-Hit.”

- Spin is not a fault... but spin may be an indication that a “double-contact” fault has occurred.

- Serve Receive:

1. Double hits are allowed in serve receive attempts, unless finger action is employed. In that case, judge the contact as you would any set.

2. It is legal to use techniques such as clenched fist(s), or the heels of the hands, in serve receive attempts > This is legal whether the hands/fists are together or apart.

3. It is also legal to receive serve “open-handed with finger action,” but strict hand-setting judgment must be applied to the contact.

- Defense:

1. It is legal for any first-team-contact to strike two or more parts of a defenders’ body during a single attempt to play the ball.

- > Includes serve-receive (hands do not have to be together)

- > Includes a double contact without finger action

- First-team-contact with finger action should be judged just as any setting contact. (The referee can call double- hit.) > Exception: ...unless the double contact was in defense of a “hard-driven attack”.

- It is legal to momentarily catch or double-contact a “hard driven” ball.

- In judging an attack as “hard-driven,” the referee must consider the following:

- 1) Player’s action: “reactive” (double allowed) or “intentional handset” (not allowed)

- 2) Speed and trajectory of the ball

- 3) Distance between attacker and defender.

- A serve is not an attack; therefore, the “hard-driven” exception does not apply.

- **Outdoor Safety:**

1. Stay hydrated. Use sunscreen, as well as clothing and headgear that protects from sun exposure.

2. Be prepared for cold or wet weather as well as for heat and sun! Play usually continues through wind or rain.

3. **Tournament directors should be familiar with local regulations regarding lightning safety.**