Beach Volleyball Quick-Guide 26 Feb 2019 (v 9.1)

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. NCAA rule differences are underlined.

- **Net Heights:** Note: Heights are measured at center. Height at antennas is allowed to be ¼” higher.
  - Men 7'11½” (2.43m)
  - Women/Mixed 7’ 4½” (2.24m)
  - Youth 6'11½” (2.12m)
  - Tens & Under 6’ 6” (1.98m)

- **Other Specifications:** Net: 26ft (7.92m), 28” to 30” (71-76cm) long. An additional 28” to 30” (71-76cm) of net is required. Posts and referee stands (which are suggested) should be padded.

- **Ball:** Light-colored, 9-10 oz. (260-280g) weight, with approx. 26” (66.68cm) circumference, at 2.5 to 3.2 psi (1.75-2.25 kg/cm2)

- **Court:** 263” x 526” (8.0 x 16.0 m) The short diagonal measures 7'11” (2.40m) from the midpoint of the outside boundary lines. The long diagonal measures 28'3” x 52'6” (8.6 x 16.0m): the short diagonal measures 28'3” x 52'6” (8.6 x 16.0m) from the midpoint of the outside boundary lines. The long diagonal measures 7'11” (2.40m) from the midpoint of the outside boundary lines. The short diagonal measures 28'3” x 52'6” (8.6 x 16.0m)

- **Lines:** Should be 2” wide and include adjustable buckles in all four sides. When possible, the free zone around the court should be marked with banners, etc.

**Spirit of the Game:**

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

**Teams (Players & Coaches):**

- Two Players - no substitutes. The Captain represents the team to the referees. (Exception: Coach-TO in Ages 18 & Under)

- Number of Coaches allowed: USAV: A coach and no more than one assistant coach. NCAA: No more than 3 coaches

- Coaches may only participate in on-court drills prior to the coin toss and official warm-up.

- 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 only takes place during timeouts, between sets, and (non-disruptively) during side-changes.

- Coaches may not attempt to influence or question the official’s judgment at any time.

**Uniforms:**

- USAV: Team uniforms may or may not be required. Bathing suits or “shorts & tops” are typical requirements. The 1” inseam guideline is encouraged.
- NCAA: Tank tops covering abdomen & shorts with min 1” inseam required. NCAA beach uniforms now “customizable”

- Partners wear identical uniforms. Team displays matched color scheme.

- Both Cold weather gear (sweats suits, etc.) may be allowed.

**Match Format:**

- “Ten Minute” Pre-Match Protocol: NCAA: coin toss at -10, then warm-up. USAV: coin toss at -7. (Juniors may vary)

- Winner of the coin toss chooses serve, receive or side. The other captain chooses from remaining options. Both captains state service order for the set.

- After the coin toss, the four players (only) share unlimited access to the entire court (Coaches may be on sideline, but not involved in drills)

- Beach volleyball is played as Match Play, best-of-three sets played to 21, 21, (15). Rally scoring; win by two.

- Scoring may be modified by Tournament Directors for specific events, ex: “one set to 28,” or “two sets only to 21, without deciding set”.

- All matches should utilize the etiquette of pre-match and post-match handshakes at the net between opponents.

- Coaches in age groups U11-U19 (10 & Under) may approach the referee to request a time out to their captain.

- Service Order: Players alternate terms of service. Officials actively prevent wrong-server faults and may “call out” the correct server when necessary.

- Position Faults: Players (other than server) must be on court at moment of service (any position on court). Server must initiate from playable area.

- Court switch: After 7 points of play in sets 1 and 2, the teams should switch sides. This is not a time out or water break; players switch, then resume play.

- Coaches may offer brief instruction during the court switch, but must not delay the match.

- Screening: Serving team must take positions so that the receiving team is able to see EITHER the server OR the flight of the ball.

- Fair play: Receiving team should use the “raised hand” signal to indicate a potential screen. Serving team should adjust position, without delay.

- Delay: The time between rallies should not exceed 12 seconds. In locations without banners or ball-retrievers, this guideline may be extended.

- Violation result in Delay Warning (Yellow card on wrist) contact with the nearest referee, this guideline may be extended.

- Each team may call one TIMEOUT per set. Timeouts last 30 seconds (NCAA: 90 sec) but teams are granted an extra 30 seconds to move from/to court.

- Thus USAV timeouts are max 60 sec total, while NCAA timeouts may take 2 minutes total, Early Resumption allowed. (Ref whistles when 15 sec. remain)

- Team are reminded that timeouts should be taken near court. (No running off to tents) Shade and water should be provided at team bench areas.

- Coaches in age groups U11 (18 & Under) may call time out for their team. NCAA: Coaches may suggest a time out to their captain.

- A “Technical Timeout” (TTO) after the 21st point of sets 1 and 2 is suggested. (Individual events may opt to add or reduce number of TTOS.)

- **2018-19 TEST RULE:** The interval between sets is 2 minutes. NCAA: Both the 2-minute set interval and 2 minute TO are fully approved.

- Referee offers “first choice for set 2” to the captain of the team that lost the first coin-toss, and confirms “who will serve first for the team in this set”

- If there is a deciding (3rd) set, the 1st referee should conduct another coin toss, and offer the same choices.

- Deciding 3rd Set: New coin toss; same choices. Play to 15, win by two. Switch sides on multiples of 5. There is not a Technical Time Out in the deciding 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 approach the referee to request an explanation of an applied rule. (exception: judgment calls). The Captain may also lodge a Protest.

- The referree(s) should be approachable and must offer an explanation based upon the rules, without prolonged discussion.

- COACHES are not allowed to dispute calls, or to interact with match officials at all. Concerns should be addressed to the event Head Referee if necessary.

**Warnings and Sanctions:**

- **ALL DELAY AND MISCONDUCT WARNINGS REMAIN IN FORCE THROUGHOUT THE MATCH**

- Any Delay by a player or coach should result in a Team Delay Warning (Yellow card on wrist).
  - Any further delay by any member of that team, throughout the match, results in Delay Penalty. (Red card on wrist)

- Multiple Delay Penalties may be assessed within a match.

- Misconduct by any player or coach should be managed when possible through verbal warning(s).

- Referees may offer one FORMAL WARNING (Yellow Card) per MATCH to a TEAM (player or coach) guilty of misconduct.

- Subsequent misconduct by ANY player or coach on that team in that MATCH must be sanctioned by PENALTY (Red Card: point and serve to opponent)

- Rude Conduct is immediately sanctioned by Penalty (Red Card). It is not necessary that a Misconduct Warning (Yellow Card) have been issued previously.

- Players may receive a maximum of TWO Penalties per player per set. Further misconduct results in EXPULSION for the set. (Set is DEFENDED)

- Coaches may receive a maximum of ONE Penalty per set. Further misconduct results in the coach being EXPULLED for the set. (no further action)

- Physical aggression at any time, or repeated misconduct beyond the limits above, results in DISQUALIFICATION (Red and Yellow Cards held apart)

- Disqualification of a Player results in that team defaulting the match. Disqualification of a Coach does not involve a penalty point or further consequence.
Blocks and play above the net:
- Players must contact the ball within their own playing space (follow-through into the opponents' playing space after contact is legal).
- It is always illegal to attack a ball that is completely in the opponents' space.
- Blockers may contact a ball in the opponents' space after the attack hit, or if the referee's judgment the attackers are not attempting to play the ball.
- "Joust" (simultaneous contact above the net) between opponents is legal. Any player may make the next play, as their team's 1st contact.
- The block contact counts as first team contact; either player may make the 2nd team contact.
- A player may block a ball in any direction.
- "Directional" or "snap" blocks are legal unless the ball is caught or thrown. If the blocker clearly catches or throws the ball, the fault must be whistled.
  - As a guideline: the ball may be blocked quickly in one direction, with one motion.

Attacks and Tips:
- "Open hand tipping" is prohibited. Referees use "illegal attack" (Diagram 9, Signal 21).
- Knuckles may be used to "poke" the ball, provided that the ball rebounds (is not caught or thrown).
- Finger tips (including thumb) may be used to "poke" the ball only if those fingertips in contact with the ball are "rigid and together."
- Attacks with finger action (setting over the net) must be made perpendicular to the shoulders - either directly forward or backward.

Net Contact: It is a fault to contact any part of the net between (and including) the antennas, during the action of playing the ball.
- The action of playing the ball includes (but is not limited to) takeoff, hit (or attempt), and landing safely, ready for a new action.

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

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

Ball Marks:
- The ball is "IN" if it lands inside the court, or touches a boundary line. Corner "tie-downs" are not considered boundary lines.
- If the referee is in doubt of a line call, they should immediately initiate a "ball mark protocol". Players may not insist that a ball mark be reviewed.
  - Players cannot alter the ball mark (or court boundaries), cross under the net to review a mark, or attempt to influence the decision of the officials.
  - The line-judge(s) may assist as the referee inspects the ball mark.
  - The referee must be careful to inspect the correct ball mark, considering ball trajectory, the effect of raised lines, and possible "splash" of soft sand.
  - If the referee determines that the line was moved significantly during the rally in question, they should fix the line before judging the result.

Ball Handling / Hand Setting: There are two types of ball handling faults: "Catch Balls" and "Double Contact".
- The ball must be played with one quick motion.
- Balls that significantly move downwards while in the hands, 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.

Simultaneous Contact by Teammates: If teammates touch the ball simultaneously it counts as 2 team contacts. Either player may make the 3rd contact.

Defense:
- It is LEGAL for ANY first-team contact WITHOUT finger action to strike two or more parts of a player during a single attempt to play the ball. Including:
  - Any style of contact: hands or fists together or apart, heels of hands together or apart, tomahawk, etc. (see finger-action below).
  - All plays without finger action, even if the ball is observed to have been clearly double-contacted.
- First-team-contact WITH finger action should be judged just as any setting contact:
  - The referee should call a double-hit if the player uses finger action and the ball contact is a clear double.
  - EXCEPTION: If the double contact was in defense of a "hard–driven attack" then the referee should instruct play to continue.
  - In judging an attack as "hard driven," the referee may consider the following:
    - Speed and trajectory of the ball, as well as the distance between the attacker and defender.
    - The referee must judge the player’s action: "reactive" (double allowed) or "intentional" handset (double-contact called).

Serve Receive: In serve receive, a double contact is allowed. If finger action is used, the referee will judge the contact as a set.
- It is legal to use techniques such as: hands or fists together or apart, heels of hands together or apart, tomahawk, etc.
- REMINDER: It is legal to receive serve "open handed with finger action", but strict hand-setting judgment must be applied to the contact.

Outdoor Safety:
- Players
  - Stay hydrated. Use sunscreen, as well as clothing and headgear that protects from sun exposure.
  - Be prepared for cold or wet weather as well as for heat and sun! Play usually continues through wind or rain.

Outdoor Safety:
- Tournament directors
  - Be familiar with "best practices" regarding lightning safety.
  - In the event of high heat index, consider extending timeouts to 2 minutes, and/or adding Technical Time-Outs