

Beach Volleyball (doubles)
USAV RVA Training Manual: Local - Beach Officials

Equipment and Facilities:

1. Court:

8x16m (26'3"x52'6") with 3-6m (9'10"-19'8") free zone

Diagonal measures: Short 11.31m (37'1") Long: 17.89m (58'7")

Lines (2") are the inside court boundary. No center or attack lines used.

Clean, leveled sand approximately 40cm (15") deep

2. Net:

Net 8.5 m (28') with padded posts, referee stand and adjustable antenna

Net heights (as indoor) Women 2.24m (7'4^{1/8"}) Men 2.43m (7'11^{5/8"})

3. Ball:

Leather or synthetic and light colors

Pressure: 175-.225 kg/cm² (2.5-3.2 psi)

Circumference: 66-68 cm (25.9-26.8")

Weight: 260-280g (8-10 oz)

Participants:

1. Teams:

Two players with no substitutes and one player is designated as captain

Either player may occasionally ask the referee to explain a call

The referee(s) must offer a brief but succinct explanation, based on rule.

The players have the option to protest rules interpretations, but not judgment.

2. Uniforms:

Uniforms are bathing suits or shorts/tops and must be of similar color/style.

Numbering recommended: Only the numbers 1 and 2 are legal

Barefoot unless socks authorized by referee

Hat, glasses and etc. may be worn at player's own risk. No items that may present hazard.

3. Spirit of the outdoor game:

Know the rules and abide by them. Respect the spirit of the game.

Either player may address referees for interpretation or for interval request.

Understand and employ protocols (handshakes, authorized court switches, etc.).

Behave respectfully and in spirit of fair play.

Refrain from influencing officials (**possible yellow card**).

Maintain pace of play as per 12 second guideline (**possible team delay yellow**).

Match Format:

1. Scoring:

“Best of Three Sets” Match Play:

Sets of 21, 21, and 15 points with rally scoring

No point cap. Win by two.

Switch sides every 7 points 1st and 2nd sets (every on 5 points in 3rd set)

At coin toss the 1st Referee designates each team as head or tail.

Winner of toss chooses serve/receive/side A or B.

Other captain chooses remaining option.

Both captains declare player service order and signs score-sheet.

2. Pre-Match:

10 Minute Protocol:

-10 min: Teams present? Check net height? Check ball pressure?

-7 min: Coin toss. Captains make choices & declare serving order,

-6 min: Whistle and declare “Five Minutes Warm-up”

(shared hitting: in coordination with opponents)

-1 min: Whistle “End of Warm-up.” Balls in and players return to team area.

0 min: Invite teams to end-lines, then to net for handshake

Match begins

3. Between Sets 1 & 2:

At the end of each set, teams return to their player boxes for a 1 minute interval.

2nd Referee allows the team that lost the first coin toss to choose serve/receive/side A or B.

After this selection, the other team makes the remaining choice

Both teams declare their player service order.

4. Deciding Set:

If there is a deciding 3rd set, the 1st Referee will conduct a second coin toss.

1st Referee gets off of the referee stand and conducts near the Scorekeeper area.

Both captains must be present for the toss

Winner chooses serve/receive/side A or B

Other captain chooses among remaining options

Both declare serving order

Duration between sets is still only 1 minute

Court Switches in the 3rd set are after every 5 points

Play to 15, win by two

5. End of match:

All officials and all players shake hands at the ref stand.

No post-match signature required.

During the Set:

1. Position Faults:

No requirement other than both players must be on their court at service

2. Service Order:

Players must alternate terms of service.

At the coin toss the captain indicates who will serve first for the team.

Each rally begins only when teams are prepared and ready.

Scorer confirms that correct server does serve.

Referees must inform players if wrong player attempts to serve.

If wrong player serves, immediately stop rally and replay with correct server.

If wrong player serves and rally is completed, that point will stand.

Employ the correct server for next service attempt.

Referees confirm that receiving team is “ready” with no screens.

Receiving team should raise a hand to indicate that a screen exists.

Serving team **must** alter positions if requested to avoid screen.

3. In and Out:

The ball is **IN** when it physically touches the line, or the court within the lines.

Note: That in beach volleyball the lines move, and are effected by the condition of the sand. Care should be taken to straighten the lines every play, and to rake or level the sand near the lines routinely to keep the court uniform.

The ball is **OUT** when it lands out of bounds, touches objects outside the free zone, hits the antennae or net support structure, completely crosses the lower space under the net or passes entirely beyond the plane of the net partly or totally outside the antennae during the serve or after a team’s third hit. (Pursuit is legal in beach volleyball!)

4: Result of a fault:

Rally scoring: If a team commits a fault it loses the rally, including both a point and the right to serve. Only the first fault in a rally is counted. Simultaneous faults by opponents leads to a replay.

5: Playing the ball:

Each team gets 3 hits and **THE BLOCK COUNTS AS A TEAM HIT** (except a joust).

Contact may be made with any part of the body and the ball can rebound in any direction.

Simultaneous contact by teammates is counted as TWO team hits.

The ball must be hit. It may not be caught or thrown. (**TIPS ARE ILLEGAL**)

Simultaneous contact by opponents (joust) is legal, even if momentarily held.

Both teams retain the right to three hits after a joust

Players may not take support from a person or object in order to play the ball.

Possible Faults in playing the ball include:

<i>Four Hits</i>	<i>Held Ball</i>
<i>Double Contact</i>	<i>Illegal attack</i>
<i>Service Faults</i>	<i>Block Faults</i>

6. Digs:

During the team's first contact it is legal for the ball to strike two or more parts of a defenders' body during a single action to play the ball.

In Beach Volleyball, however, there are exceptions that come into play:

- 1) Double contact with overhand finger action is **NOT** allowed unless;
- 2) the double-contact was in defense of a "hard –driven attack"

Also note:

"Hard driven" balls may be momentarily held (as well as "doubled with finger action").

Simultaneous contact by teammates counts as TWO hits.

SERVED balls are (by rule) declared "NOT AN ATTACK-HIT".

It is legal to receive serve open-handed, but strict hand setting judgment applies.

7. How to judge defensive plays:

If a player **DELIBERATELY** uses open-hand finger-action to contact ANY ball, that contact must be judged as a set. (The "hard driven" ball is considered to move too fast for "deliberate decision" to employ setting action... that's why we don't call the defender's "double" if we declare a ball hard-driven).

In judging defensive actions involving finger action, the referee must evaluate:

- 1) Speed: Was the ball hit very hard?
- 2) Distance: How far did the ball travel? Thus: How much time was there? and ultimately;
- 3) Was the defensive play "reactive" in nature? Or,
- 4) Did the defender "decide" to employ overhand setting action?

In the end the referee must come to a decision: "In this case, based on the three guiding criteria, this action will (or will not) be **JUDGED AS A SET.**"

8. Hand setting:

Setting is judged very strictly. Think “old school” indoor volleyball.

The hands must act together smoothly, or a “double-hit” should be called.

Spin is not a fault... but spin is an indicating factor of a possible fault.

Sets that visibly come to rest or are re-directed are “held ball” faults.

When a beach player uses a hand setting action to attack the opponent’s courts, it **MUST** be completed the trajectory of the ball perpendicular to the line of their shoulders.

9. Ball Near the Net:

Over:

The ball must be played across the net within the crossing space above the net.

Above the net, teams may play the ball only ON THEIR OWN SIDE (no reaching beyond the plane to “bring back” a set above net).

Blocks on the opponent’s side may occur provided this action does not interfere with opponents play or after the execution of an attack hit.

Under:

Balls passing under the net, but still in the plane, may be “played back.”

Balls completely crossing under the net are “out” (signal “under”).

Note: Pursuit is legal

The first or second ball must pass over or outside of an antenna.

The ball must be played back over/outside the same antenna.

Within the teams three contacts, must send the ball properly through the crossing space.

Pursuit outdoors allows a player to pursue across the opponents’ court during their attempt.

Referees must be aware potential interference!

10. Player Near Net

Net Contact:

Net-contact is not a fault unless it occurs during the action of playing the ball or unless it interferes with play.

Small contacts away from the play must be overlooked.

Over:

You may only contact the ball within your own “playing-space” (exception: blocking).

Setters/players may not reach beyond the vertical plane to retrieve the ball.

Attackers must only touch that part of the ball which is on their side of the net.

Follow-through across the plane of the net after the contact is **legal**.

Blockers may penetrate the plane over the net and block only after an attack hit.

Under:

There is no center line (literally) or in the sense of team possession.

Players may cross into the opponent's area (generally during "pursuit" or during an attempt to save a ball in or under the net) as long as they do not interfere with the opponents.

11. Interference:

Is the most difficult call that the (second) referee must consider.

Referees must use broad awareness of many factors in judging interference.

If a player interferes with the opponents' play, he must be called for the fault.

Signal "interference" by pointing with index finger under net (and verbalizing "Interference").

Note: Contact between opponents does not always constitute interference, (bump knees, step briefly on toes & etc.) and that interference can also occur without physical contact. (i.e. fallen player under net prevents defender covering short)

Interference is a fault that results in a point, not a replay!

12. Service:

The serve must be contacted with one hand or arm, within a **5** second time limit.

Server is permitted one toss per service attempt.

Server must be in (or jump from within) the 8m width of the court.

The server may not step on or under the baseline prior to contact of serve.

Movement of the line by pressed sand is not a fault.

Reminder: Officials prevent wrong-servers!

13. Screening:

The referee does not beckon for serve until both teams are prepared.

The serving team may not impede the receiving teams' view of the server or ball.

The receiving team typically raises a hand to indicate a screen.

The serving team is thereby required to change alignment.

The first referee will not authorize service until screens have been resolved.

14. Attack Hits:

Any contact that will send the ball to the opponents (except the serve) is an attack.

Attacks must take place within a team's playing space... not on the opponent's side.

Serves may not be attacked while still higher than the top of the net from anywhere on court.

Tips:

"Open hand" tipping is illegal (signal "illegal attack").

To dink legally, all fingers in contact with the ball must be "rigid and together".

Knuckles are exempted. The rule is intended to address fingertip control.

Setting over:

Setting the ball across to the opponent's court with finger action is only legal if the setter's body position is established and the set is made directly forward or directly behind that position ("square" to the attacker's facing direction).

Setting the ball across to the opponent's court while off-angle or pivoting and not setting a teammate; should be called for an "illegal attack".

15. Blocks:

A block is an action (close to the net and above the net) that attempts to intercept a ball coming from the opponents court.

The block **DOES** count as first team contact.

EITHER player of the team may make the 2nd team contact.

Multiple contacts at the block are counted as only one hit.

Serves may not be blocked.

Small contact at the block requires special attention from the officials:

The 2nd referee and lines-judges should quietly show "touch at block" during play, to assist the 1st referee in the event that the blocker makes contact, thus helping assure the correct outcome to the play.

16. Regular Game Delays

Timeout (T/O):

Each team may call **one** timeout per set.

The total duration last no more than 60 seconds :

Teams get 15 seconds to reach the player box,

The timeout itself is **30 seconds**,

We allow 15 seconds to return to play.

Technical Timeout (TTO):

Conducted when a combined total of 21 point are scored in sets 1 and 2.

It is administered just the same as a regular T/O.

There is **not a TTO** in the event of a 3rd set.

17. Improper Delays:

The maximum time between routine rallies should be 12 seconds.

Extra time (perhaps an extra 10 sec) can be allowed after big rallies.

Teams who delay the flow of play are verbally asked to return to play.

If a team continues to delay the flow of play, they are sanctioned with a (yellow) delay warning and subsequent delays are sanctioned by (red) delay penalty points.

18. Exceptional Interruptions:

Injury:

Minor issues get the typical 30 second evaluation.

For serious medical issues (of any sort) a Medical Timeout can be granted.

For particulars, see the protocol section below.

Note: A player may only receive a Medical T/O once in a MATCH

Partners are not allowed to request Medical for each other.

External Interference:

Play must be stopped and a replay directed in the case of external interference.

Examples may include:

*Balls on from adjacent court,
Birds, trees overhanging playable surface,
court personnel,
mobile cameras and cameramen.*

Weather and Prolonged Delays:

Inclement weather, equipment failure, or tournament issues can delay play.

If delay is less than 4 hrs, match can resume from point of interruption (on any court).

Matches delayed longer than 4 hrs must be replayed entirely.

19. Court Switches and Intervals:

After every 7 points, the 2nd referee whistles & signals for teams to switch sides of the court

NOTE: Switch must not be whistled if a ball mark request is under consideration

Players may not switch before authorized.

Players may not delay in returning to play.

If a switch is missed, simply switch "late" with no penalty or change.

On the third switch (21 total points scored) teams receive a TTO.

Deciding Sets:

In a third (deciding) set, court switches occur every 5 points.

There is not a TTO in a deciding set.

Between sets:

The interval between sets is one minute.

Between sets 1 and 2 the 2nd referee meets with the team that has choice to determine

Serve/Receive/Side then gives opponents remaining choice.

In a **deciding** set, the 1st referee will conduct a new coin toss, as in the pre-match protocol.

MISCONDUCT:

(**Yellow Card** = Warning, **Red Card** = Penalty)

1. Delay Sanctions:

Teams who delay beyond the 12 second guideline,
Teams who are overly-insistent in questioning the officials,
“Yellow card” warning (max 1 per set),
Subsequent offense: “Red card” and loss of rally.
Teams may receive multiple penalties within the same set.

2. Individual Sanctions:

Unsportsmanlike conduct → Individual Yellow (warning).
Rude conduct → Individual Red (penalty point, loss of rally).
Multiple IRC penalties can be assessed within a set.
Escalation to Expulsion is not mandatory.
Expulsion or Disqualification are used only in extreme or violent circumstances.

OFFICIAL CORPS & PROCEDURES

1. Bearing and Composure:

It is critical that officials be approachable and remain professional at all times.
Allow players to ask occasional questions and answer in the spirit and language of the rules before returning to play.
Know the rules, the interpretations, and the protocols.
Implement them consistently, while being fair to both teams.
Insist that they treat the officiating staff professionally.
Maintain a standard of play that allows spectacular action, but rewards superior play.
Establish and maintain a smooth tempo based on the 12 second guideline.
Be aware of the way you are viewed by players, fans and the press; while constantly exhibiting a positive attitude and calm demeanor.

2. Duties and Mechanics:

First Referee (R1):

Pre-match:

Court inspection (esp. net height: get approval of players).
Instruct lines-judges and ball retrievers.
Conduct coin-toss and time warm-up period.

During the match:

Check that both teams are prepared before whistling for service.

Beckon for serve, observe play, whistle end of play.

Signal most results by simply awarding the ball with team to serve signal.

Show “nature of fault” signal only when necessary.

Show in/out generally only when ball strikes within a foot of line.

Do show:

ball handling errors

in and out calls close to the line only

net faults (1st referee does not mimic net signal initiated by the 2nd referee)

Be familiar with all protocols.

Implement Ball Mark Protocol whenever necessary.

Oversee any Medical Timeout Protocol.

Control the match, its tempo and all participants.

Respond to a player’s question only after listening carefully to their concern.

Answer using the language and spirit of the rules.

Accept all protests without prejudice or comment.

Allow tournament administrators to deny “invalid” protests.

Accept protest rulings and resume play.

Post-match:

Handshake with all court officiating staff and all players takes place next to referee stand.

Confirm results with scorer and/or tournament administration.

Second Referee (R2):***Pre-Match:***

Obtain and inspect balls.

Attend coin toss and collect (serve/receive/side and service order) information.

Meet with scorer and supervise preparation of scoresheet.

Assist 1st referee with timing of warm-up if requested.

During match:

Observes receiving team prior to serve (for screens, readiness).

Carefully ensures an accurate visible score is shown and proper service order is kept.

Correct wrong server before the attempt to serve.

Whistle/signal court switches and Technical Timeouts.

Whistle and administrative Timeouts.

Be prepared for requests (always know T/O status).

Whistle at 45 seconds and proactively encourage teams to return to court for play.

Show "Ready" signal when scorekeeper is ready and players have returned to the court.

Whistles "net-touch" & "interference" faults during play.

Whistles "out on 2nd referee's side" for a ball contacting antenna, net cables, post & etc.

Be aware of pursuable balls.

Assists 1st referee by showing all block-touches (discreet signal)

Observe & signal side-line foot-faults of server on the 2nd referee's sideline.

Assess and initiate Medical Timeout, then assist in timing and record keeping.

Time all formal intervals and encourage timely return to play.

Between sets 1 and 2:

Know which team "has choice" for 2nd set.

Confirm serve/receive/side & service orders with each team.

Inform the scorer of results.

Whistle at 60 seconds for prompt return to play for second set.

After confirmation from the scorekeeper, signal set and match point to the 1st referee.

Post-match:

Quickly cross the court to 1st referee's left side to participate in handshake.

Gather and secure match balls.

Confirm / submit completed scoresheet.

Special Protocols:

1. Ball Marks (BM):

The ball is “in” if it physically touches the line.

Players may occasionally request a lines-call be reviewed and judged, using the “ball-mark” left in the sand.

Line movement or irregular position can complicate the judgment, but contact of ball-to-line is the rule. Be aware that “splash” of soft sand, footprints or raised humps of sand can all have bearing on the final ruling.

Note: Smooth sand and well-tended lines are critical to accurate lines calls!

A line moved **during** that rally may be replaced to the original position for the purpose of making the call.

Whenever there is doubt regarding a line call, the 1st referee should run the BM protocol.

Note: Switch must not be whistled if a ball mark request is under consideration

The 1st referee moves to area to observe the ball mark.

The 1st referee questions Lines-judge:

“Is this the correct ball mark?”

“Has the line been moved during this play?”

“Did you see the ball touch the line?”

The 1st referee may include the 2nd referee or the opposite lines-judge in the assessment, as needed.

After making a decision, the 1st referee meets near the referee stand with both captains.

After communicating with the teams, the 1st referee returns to the referee stand, whistles, and indicates the result of the play.

Regular play is then resumed.

MEDICAL TIMEOUT (MTO):

Play stops immediately in the event of serious injury and replay awarded.

The 2nd referee moves to the injured player and allows a brief (30 sec) assessment period.

Note: A regular Timeout may be used if available.

The 2nd referee questions player regarding injury:

“Are you able to continue play?”

“Do you require a Medical Time Out?”

“Do you require medical assistance?”

If so, “What kind of medical assistance?”

If a MTO is required, the 2nd referee signals “5” to the 1st referee

The 1st referee comes onto the sand and oversees timing of the protocol.

The 2nd referee ensures that tournament and medical staff are advised.

The MTO officially begins either:

- a) when the player requests MTO but declines medical assistance, or
- b) when the accredited medical assistance arrives on court.
- c) If timing begins as in (a) above, and then the player requests medical assistance, timing is simply suspended until the medicos arrive, and is then resumed.

During the MTO, the 2nd referee ensures that MTO particulars are recorded on scoresheet

After 5 minutes, the injured player either returns to play, or forfeits the match.

(The incomplete team retains sets/points acquired)

FORFEIT

Forfeits for teams that arrive late are handled by tournament administration.

Officials should assist in locating/communicating with teams prior to match time.

The officials then contact tournament directors for permission to forfeit.