



Carolina Region USA Volleyball



Beach Volleyball Tour Rules

For a complete set of rules see: https://www.volleyballreftraining.com/rules_interpretations_beach_dcr.php
Region tour modifications to rules are highlighted in **bold** in this document.

Court Setup:

- Size: "Standard Beach Doubles Sized Court" - 16 m x 8 m (52'6" x 26'3") Playing surface consists of sand-preferably one foot or more deep - or grass, with at least six feet of unobstructed area beyond court boundaries.
- Court boundaries are defined by contrasting colored rope or flat webbing; no centerline exists,
- Net Height: (Note: For simplicity, directors can use a uniform net height (7' 4-1/8" female, 7' 11-5/8" male) across all age groups if desired)

Age Group	Females	Males
17 and older	7' 4-1/8"	7' 11-5/8"
16 and under	7' 4-1/8"	7' 11-5/8"
14 and under	7' 4-1/8"	7' 4-1/8"
12 and under	6' 11-1/2"	6' 11-1/2"

- Ball: more water-repellant version of indoor ball pumped to 2.5 to 3.2 psi. Unless under obligations to an event sponsor, there is no "official" ball. It is left at the discretion of the teams to decide.
- **Antennas are strongly recommended** and positioned on the net directly above the sidelines. If no antennas, then net standards typically serve as the "in bounds" area for crossing the ball over the net.

Team:

- Each team consists of 2 players (no substitutions allowed for tournament events)
- Either player can call timeouts; if one player calls timeout, it must be taken even if their partner disagrees.
- Uniforms consist of comfortable tops/shorts or bathing suits. **Players do not need to wear matching uniforms nor have numbers.** It is OK to wear hats, visors, or sunglasses to help with sun in the eyes.
- Competition is played on sand barefoot or with beach socks/cotton socks. Shoes are allowed on grass.
- No jewelry of any kind can be worn during competition.

Spirit of the Game:

- Teams play without outside intervention or assistance of any type
 - Coaches may participate in drills prior to the official warm-up but then remain outside the court boundaries.
 - **Tournament directors (TDs) can define based on facility layout where a coach may be positioned during play. It is strongly suggested to keep coaches from hovering along sidelines.** Games are almost exclusively player officiated with limited adult officials around to be monitoring coaches hovering by sidelines.
 - A coach can offer instruction **between sets and during timeouts only.**
 - All spectators, including coaches, are not allowed to interfere with any calls made by the referees.
 - All spectators, including coaches, are allowed to cheer for their players.
 - A coach may call a timeout on behalf of a team but it is encouraged that players make that decision.

Referee:

- Junior tournaments are mostly player officiated, meaning another team will serve as referee. TDs may decide to incorporate adult officials/monitors at their discretion.
- Players are encouraged to call their own faults.
- The referee will sit under or stand (preferable) near one of the net posts.
- A match can be run with one referee, but a second referee at the other net post is preferred
- The referees makes final calls, but if there is uncertainty about a call, please seek the tournament director at which time a decision will be made to stick with the call made by the referee or to replay the point.

Scoring/Timeouts:

- Match starts with 5 minute max warm-up period and coin-toss/rock-paper-scissors
- Winner determines whether to serve or receive first, or pick a side. Loser gets to select other option.
- If playing to 21 or higher, teams switch sides every 7 points. If playing to 15, teams switch every 5 points.
- Rally scoring (point per serve) and win by 2. TD may enforce a cap, such as first team to 25 for games to 21, etc. if space/time concerns exist.
- All timeouts last a total 60 seconds from time it's called to start of next point with 1 timeout per team per set.
- **An additional technical timeout when the sum of points equals 21 points may be used at TD's discretion.**
- The time between sets is only 1 minute.

- **Any break for water/fluids is considered a timeout. TDs may adapt the frequency and length of timeouts if excessive heat conditions exist.**

Serving/Rotation:

- You may serve from anywhere behind the end-line but not beyond the extension of the side lines.
- Players alternate who serves each time the team wins a "side-out" rally point.
- Referees should make every attempt to ensure the service order is correct. When corrections are made, there is no loss of already won points.
- There are no player position or rotation requirements.
- Only 1 ball toss per serve allowed; if ball is not contacted for serve when tossed, other team wins the point.
- A foot fault occurs when the foot touches on or over the end line, or outside the extended side lines, before the ball is contacted for service. In the referee's judgment, if only sand moves the line, no foot fault.

Blocking:

- The block contact counts as first team contact; either player of the blocking team may make the 2nd team contact
- You cannot legally block the ball over your opponent's court before some portion of the ball reaches the vertical plane of the net (unless the opponents have ended their attack by using all three contacts).
- A joust – when opponents block the ball simultaneously above the net – does not count as a team contact, or as a held or lifted contact by either player; either player may then make the first of their team's 3 maximum contacts.

Ball Contact (Setting/Defense):

- If using fingers (i.e. hand set), the contact must be:
 - clean (both hands simultaneously contacting the ball resulting in little sideways spin on the ball and **no more than 2 rotations of forward/backward spin**)
 - without lifting the ball (hands stay above shoulders during setting action)
 - **Referee and player making contact are both responsible for calling a fault if they know it is.**
- Any hard-driven ball (i.e. ball hit above the top of the net with downward trajectory and does NOT touch the net when going over) can be handled with a double contact (either above or below head)
- **Hand-setting on serve-receive is not allowed as almost every time the set is either a double or a lift.**
- Any first team contact that hits 2 or more parts of the body as part of the same play on the ball is permitted. This is why hands (open or closed) on serve-receive can be together or apart as long as no finger-action is used.
- Hand-setting on a free ball (first contact) must be very clean and **is not encouraged.**
- **16U/18U Divisions: A hand-set over the net can only be allowed when the set goes in the direction the player's body is facing (forward or backwards) and is clean. Not permitted for 14U and younger divisions.**
- A hand set that is not intended to go over the net but obviously pushed over due to wind is not a fault.

Net Play:

- Touching the net between and including the antennas while the ball is in play is a fault. Hair touches are OK.
- You are allowed to reach or step below the net to play a ball as long as you do not interfere with your opponent.
- You are allowed to chase down a ball that goes around the outside of the net standards as long as the ball travels back to your side of the court outside of the pole.
- Tips/Dinks must be made with firm hand or knuckles/fist. No finger action allowed.
- You may pursue your partner's first contact ball outside the net posts and on the other team's side as long as your (second) contact brings the ball back to your side of the court **outside** of the antenna (or net posts), after which your third team contact must then travel over the net **inside** the antenna (or net posts).

Ball Marks:

- The ball is "in" if it physically touches the line prior to making contact with the ground (even if ball mark is actually outside the line) or lands on or inside of the lines
- If lines move during the course of play, they may be repositioned afterwards to determine if ball mark is "in".

Injuries/Delays/Penalties:

- One 5 minute medical timeout per team is allowed per competition (which is defined as either a full match or the number of sets played between 2 teams if not playing full matches). The time allotment begins immediately after the player starts to receive treatment from authorized medical staff. If no medical staff is present, the time allotment starts as soon as play stops due to the injury. A team forfeits if not able to compete further after the time allotment has passed.
- A team repeatedly taking longer than 12 seconds from end of rally to serve will be warned once then all subsequent infractions result in 1 point penalty and loss of serve.
- A player that interferes with the ability of an opposing team's player to make a play is called for a fault with the opposing team earning a point. Incidental contact (brushing of knees or slightly stepping on toes) is not a fault.
- In general, any minor misconduct by a player is handled by first issuing a warning (i.e. Yellow Card). Any subsequent infractions result in penalties (i.e. Red Cards) resulting in a loss of rally each time. A 3rd penalty in the same set results in expulsion and forfeit of match. The same policy holds for coaches but applies to the entire match instead of within a single set.
- Verbal or physical threats lead to an immediate disqualification.