



PARTICIPANTS

4 TEAMS

4.1 COMPOSITION AND REGISTRATION

- 4.1.1 A team is composed exclusively of two players.
- 4.1.2 Only the two players recorded on the scoresheet may participate in the match.
- 4.1.3 *For FIVB World Competitions, coaching is not allowed during a match.*

4.2 CAPTAIN

The team captain shall be indicated on the scoresheet.

5 PLAYERS' EQUIPMENT

5.1 EQUIPMENT

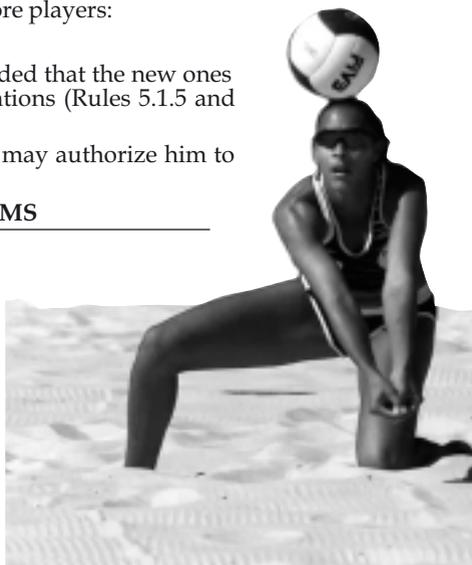
- 5.1.1 A player's equipment consists of shorts or a bathing suit. A jersey or "tank-top" is optional except when specified in Tournament Regulations. Players may wear a hat.
- 5.1.2 *For FIVB World Competitions players of a given team must wear uniforms of the same color and style according to tournament regulations.*
- 5.1.3 Player's uniforms must be clean.
- 5.1.4 Players must play barefoot except when authorized by the referees.
- 5.1.5 Player's jerseys (or shorts if players are allowed to play without shirt) must be numbered 1 and 2. The number must be placed on the chest (or on the front of the shorts).
- 5.1.6 The numbers must be of a contrasting color to the jerseys and a minimum of 10 cm in height. The stripe forming the numbers shall be a minimum of 1.5 cm wide.

5.2 AUTHORIZED CHANGES

- 5.2.1 If both teams arrive at a match dressed in jerseys of the same color, a coin toss shall be conducted to determine which team shall change.
- 5.2.2 The first referee may authorize one or more players:
 - a) to play with socks and/or shoes,
 - b) to change wet jerseys between sets provided that the new ones also follow tournament and FIVB regulations (Rules 5.1.5 and 5.1.6 above).
- 5.2.3 If requested by a player, the first referee may authorize him to play with undershirts and training pants.

5.3 FORBIDDEN OBJECTS AND UNIFORMS

- 5.3.1 It is forbidden to wear any object that may cause an injury to a player, such as pins, bracelets, casts, etc.
- 5.3.2 Players may wear glasses at their own risk.
- 5.3.3 It is forbidden to wear uniforms without official numbers (Rules 5.1.5 and 5.1.6 above).



6 RIGHTS AND RESPONSIBILITIES OF THE PARTICIPANTS

6.1 BOTH PLAYERS

- 6.1.1 Participants must know the Official Beach Volleyball Rules and abide by them.
- 6.1.2 Participants must accept referees' decisions with respectful conduct, without disputing them. In case of doubt, clarification may be requested.
- 6.1.3 Participants must behave respectfully and courteously in the spirit of FAIR PLAY, not only towards the referees, but also towards other officials, their teammate, the opponents, and spectators.
- 6.1.4 Participants must refrain from actions or attitudes aimed at influencing the decisions of the referees or covering up faults committed by their team.
- 6.1.5 Participants must refrain from actions aimed at delaying the game.
- 6.1.6 Communication between team members during the match is permitted.
- 6.1.7 During the match, both players are authorized to speak to the referees while the ball is out of play (Rule 6.1.2) in the 3 following cases:
- a) To ask for an explanation on the application or interpretation of the Rules. If the explanation does not satisfy the players, either one must immediately indicate to the first referee their wish to institute a Protest Protocol.
 - b) To ask authorization:
 - to change uniforms or equipment,
 - to verify the number of the serving player,
 - to check the net, the ball, the surface etc.,
 - to realign a court line.
 - c) To request time-outs (Rule 19.3).
Note: the players must have authorization from the referee to leave the playing area.
- 6.1.8 At the end of the match:
- a) Both players thank the referees and the opponents.
 - b) If either player previously requested a Protest Protocol to the first referee, he/she has the right to confirm it as a protest, having it recorded on the scoresheet (Rule 6.1.7 a) above).

6.2 CAPTAIN

- 6.2.1 Prior to the match, the team captain:
- a) Signs the scoresheet.
 - b) Represents his/her team in the coin toss.
- 6.2.2 At the end of the match, the team captain verifies the results by signing the scoresheet.

6.3 LOCATION OF PARTICIPANTS (Diagram 1)

The player's chairs must be 5 m from the sideline, and no closer than 3 m from the scorer's table.



POINT, SET AND MATCH WINNER

7 SCORING SYSTEM

7.1 TO WIN A MATCH

- 7.1.1 The match is won by the team that wins two sets.
- 7.1.2 In the case of a 1-1 tie, the deciding set (the 3rd) is played to 15 points with a minimum lead of 2 points.

7.2 TO WIN A SET

- 7.2.1 A set (except the deciding 3rd set) is won by the team that first scores 21 points with a minimum lead of two points. In the case of a 20-20 tie, play is continued until a two-point lead is reached (22-20, 23-21 etc).
- 7.2.2 The deciding set is played according to Rule 7.1.2 above.

7.3 TO WIN A RALLY

Whenever a team fails in its service or fails to return the ball, or commits any other fault, the opposing team wins the rally, with one of the following consequences:

- 7.3.1 If the opposing team served, it scores a point and continues to serve.
- 7.3.2 If the opposing team received the service, it gains the right to serve and also scores a point.

7.4 DEFAULT AND INCOMPLETE TEAM

- 7.4.1 If a team refuses to play after being summoned to do so, it is declared in default and forfeits the match with the result 0-2 for the match and 0-21, 0-21 for the sets.
- 7.4.2 A team that does not appear on the playing court on time is declared in default with the same result as in Rule 7.4.1 above.
- 7.4.3 A team declared incomplete for the set or for the match loses the set or the match (Rule 9.1). The opposing team is given the points, or the points and the sets needed to win the set or the match. The incomplete team keeps its points and sets.



PREPARATION OF THE MATCH, STRUCTURE OF PLAY

8 PREPARATION OF THE MATCH

8.1 COIN TOSS

Before the warm-up, the first referee carries out a coin toss in the presence of the two team captains. The winner of the coin toss chooses:

- a) Either the right to serve or receive the service or
- b) The side of the court

The loser takes the remaining choice.

In the second set the loser of the coin toss in the first set will have the choice of a) or b).

A new coin toss will be conducted for the deciding set.

8.2 WARM-UP SESSION

Prior to the match, if the teams have previously had another playing court at their disposal, they will have a 3-minute warm-up period at the net; if not, they may have 5 minutes.

9 TEAM LINE-UP

9.1 PLAYERS

Both players of each team (Rule 4.1.1) must always be in play.

9.2 SUBSTITUTIONS

There are NO substitutions or replacement of players.

10 PLAYERS' POSITIONS

10.1 POSITIONS

10.1.1 At the moment the ball is hit by the server, each team must be within its own court (except the server).

10.1.2 The players are free to position themselves. There are NO determined positions on the court.

10.1.3 There are NO positional faults.

10.2 SERVICE ORDER

Service order must be maintained throughout the set (as determined by the team captain immediately following the coin toss).

10.3 SERVICE ORDER FAULT

10.3.1 A service order fault is committed when the service is not made according to the service order.

10.3.2 The scorer must correctly indicate the service order and correct any incorrect player.

10.3.3 A service order fault is punished by loss of rally (Rule 12.2.1).



PLAYING ACTIONS

11 STATES OF PLAY

11.1 BALL IN PLAY

The rally begins with the referee's whistle. However, the ball is in play from the service hit.

11.2 BALL OUT OF PLAY

The rally ends with the referee's whistle. However, if the whistle is due to a fault made in play, the ball is out of play from the moment the fault was committed (Rule 12.2.2).

11.3 BALL "IN"

The ball is "in" when it touches the ground of the playing court including the boundary lines (Rule 1.3).

11.4 BALL "OUT"

The ball is "out" when it:

- a) falls on the ground completely outside the boundary lines (without touching them);
- b) touches an object outside the court, the ceiling or a person out of play;
- c) touches the antennae, ropes, posts or the net itself outside the side bands and antennae;
- d) crosses completely the vertical plane of the net, totally or even partly outside the crossing space during service (Rule 14.1.3, Diagram 3) or the third hit of the team.

12 PLAYING FAULTS

12.1 DEFINITION

12.1.1 Any playing action contrary to the Rules is a playing fault.

12.1.2 The referees judge the faults and determine the penalties according to these Rules.

12.2 CONSEQUENCES OF A FAULT

12.2.1 There is always a penalty for a fault: the opponents of the team committing the fault wins the rally according to Rule 7.3.

12.2.2 If two or more faults are committed successively, only the first one is counted.

12.2.3 If two or more faults are committed by the two opponents simultaneously, a DOUBLE FAULT is counted and the rally is replayed.

13 PLAYING THE BALL

13.1 TEAM HITS

13.1.1 Each team is entitled to a maximum of three hits for returning the ball over the net.

13.1.2 These team hits include not only intentional hits by the player, but also unintentional contacts with the ball.

13.1.3 A player may not hit the ball two times consecutively (exceptions, see Rules: 13.4.3 a), b) and 18.2).

13.2 SIMULTANEOUS CONTACTS

13.2.1 Two players may touch the ball at the same moment.

13.2.2 When two teammates touch the ball simultaneously, it is counted as two hits (except at blocking, Rule 18.4.2).

If two teammates reach for the ball but only one player touches it, one hit is counted.

If players collide, no fault is committed.

- 13.2.3 If there are simultaneous contacts by the two opponents over the net and the ball remains in play, the team receiving the ball is entitled to another three hits. If such a ball goes “out”, it is the fault of the team on the opposite side.

If simultaneous contacts by the two opponents over the net lead to a “held ball”, it is NOT considered a fault.

13.3 ASSISTED HIT

Within the playing area, a player is not permitted to take support from a teammate or any structure/object in order to reach the ball. However, the player who is about to commit a fault (touch the net or interfere with an opponent, etc.) may be stopped or held back by a teammate.

13.4 CHARACTERISTICS OF THE HIT

- 13.4.1 The ball may touch any part of the body.

- 13.4.2 The ball must be hit, not caught or thrown. It can rebound in any direction.

Exceptions:

- a) In defensive action of a hard driven ball. In this case, the ball can be held momentarily overhand with the fingers.
- b) If simultaneous contacts by the two opponents leads to a “held ball”.

- 13.4.3 The ball may touch various parts of the body, only if the contacts take place simultaneously.

Exceptions:

- a) At blocking, consecutive contacts (Rule 18.4.2) by one or more blockers are authorized, provided that they occur during one action.
- b) At the first hit of the team, unless it is played overhand using fingers (exception Rule 13.4.2 a), the ball may contact various parts of the body consecutively, provided that the contacts occur during one action.

13.5 FAULTS AT PLAYING THE BALL

- 13.5.1 **FOUR HITS:** a team hits the ball four times before returning it (Rule 13.1.1).

- 13.5.2 **ASSISTED HIT:** a player takes support from a teammate or any structure/object in order to reach the ball within the playing area (Rule 13.3).

- 13.5.3 **HELD BALL:** a player does not hit the ball (Rule 13.4.2) unless when in defensive action of a hard driven ball (Rule 13.4.2 a) or when simultaneous contacts by the two opponents over the net lead to a momentary “held ball” (Rule 13.4.2 b).

- 13.5.4 **DOUBLE CONTACT:** a player hits the ball twice in succession or the ball touches various parts of his/her body successively (Rule 13.1.3, 13.4.3).

14 BALL AT NET

14.1 BALL CROSSING THE NET

- 14.1.1 The ball sent to the opponent’s court must go over the net within the crossing space (Diagram 3). The crossing space is the part of the vertical plane of the net limited as follows:

- a) below, by the top of the net,
- b) at the sides, by the antennae and their imaginary extension,
- c) above, by a ceiling or structure (if any).

14.1.2 The ball that has crossed the vertical plane of the net to the opponent's free zone (Rule 15) totally or partly outside of the crossing space, may be played back within the team hits provided that:

- The ball when played back crosses the vertical plane of the net again outside, or partly outside, the crossing space on the same side of the court.

The opposing team may not prevent such action.

14.1.3 The ball is "out" when it crosses completely the lower space under the net (Diagram 3).

14.1.4 A player, however, may enter the opponents' court in order to play the ball before it crosses completely the lower space or passes outside the crossing space (Rule 15.2).

14.2 BALL TOUCHING THE NET

While crossing the net (Rule 14.1.1 above), the ball may touch the net.

14.3 BALL IN THE NET

14.3.1 A ball driven into the net may be recovered within the limits of the three team hits.

14.3.2 If the ball rips the mesh of the net or tears it down, the rally is cancelled and replayed.

15 PLAYER AT THE NET

Each team must play within its own court and playing space. The ball may, however, be retrieved from beyond the free zone.

15.1 REACHING BEYOND THE NET

15.1.1 In blocking, a blocker may touch the ball beyond the net, provided that he/she does not interfere with the opponent's play, before or during the latter's attack-hit (Rule 18.3).

15.1.2 A player is permitted to pass his/her hand beyond the net after his/her attack-hit, provided that his/her contact has been made within his/her own playing space.

15.2 PENETRATION INTO THE OPPONENT'S SPACE, COURT AND/OR FREE ZONE

A player may enter into the opponent's space, court and/or free zone, provided that this does not interfere with the opponent's play.

15.3 CONTACT WITH THE NET

15.3.1 It is forbidden to touch any part of the net or the antennae (exception: Rule 15.3.4).

15.3.2 Once the player has hit the ball, he/she may touch the posts, ropes or any other object outside the total length of the net provided that this action does not interfere with play.

15.3.3 When the ball is driven into the net, which causes it to touch an opponent, no fault is committed.

15.3.4 Incidental contact of hair is not a fault.

15.4 PLAYER'S FAULTS AT THE NET

15.4.1 A player touches the ball or an opponent in the opponent's space before or during the opponent's attack-hit (Rule 15.1.1).

15.4.2 A player penetrates into the opponent's space, court and/or free zone interfering with the latter's play (Rule 15.2).

15.4.3 A player touches the net (Rule 15.3.1).

16 SERVICE

16.1 DEFINITION

The service is the act of putting the ball into play by the correct serving player who, positioned in the service zone, hits the ball with one hand or arm.

16.2 FIRST SERVICE IN A SET

The first service of a set is executed by the team determined by the coin toss (Rule 8.1).

16.3 SERVICE ORDER

After the first service in a set, the player to serve is determined as follows:

- a) when the serving team wins the rally, the player who served before, serves again.
- b) when the receiving team wins the rally, it gains the right to serve and the player who did not serve last time will serve.

16.4 AUTHORIZATION OF THE SERVICE

The first referee authorizes the service after having checked that the correct server is in possession of the ball behind the end line and that the teams are ready to play (Diagram 8, fig. 1).

16.5 EXECUTION OF THE SERVICE

16.5.1 The server may move freely within the service zone. At the moment of the service hit or take-off for a jump service, the server must not touch the court (the end line included) nor the ground outside the zone. His/her foot may not go under the line. After his/her hit, the server may step or land outside the zone, or inside the court.

16.5.2 If the line moves because of the sand pushed by the server, it is not considered a fault.

16.5.3 The server must hit the ball within 5 seconds after the first referee whistles for service.

16.5.4 A service executed before the referee's whistle is cancelled and repeated.

16.5.5 The ball shall be hit with one hand or any part of the arm after being tossed or released and before it touches the playing surface.

16.5.6 If the ball, after having been tossed or released by the server, lands without being touched or caught by the server, it is considered as a service.

16.5.7 No further service attempt will be permitted.

16.6 SCREENING

The teammate of the server must not prevent either opponent, through screening, from seeing the server or the path of the ball. On the opponent's request, they must move sideways (Diagram 4).

16.7 SERVING FAULTS

The following faults lead to a change of service. The server:

- a) violates the service order (Rule 16.3),
- b) does not execute the service properly (Rule 16.5).

16.8 SERVING FAULTS AFTER HITTING THE BALL

After the ball has been correctly hit, the service becomes a fault if the ball:





- a) touches a player of the serving team or fails to cross the vertical plane of the net,
- b) goes “out” (Rule 11.4).

17 ATTACK HIT

17.1 DEFINITION

- 17.1.1 All actions to direct the ball towards the opponent, except when serving and blocking, are considered attack-hits.
- 17.1.2 An attack-hit is completed the moment the ball completely crosses the vertical plane of the net or is touched by the blocker.
- 17.1.3 Any player may carry out an attack-hit at any height, provided that his/her contact with the ball has been made within the player’s own playing space (except Rule 17.2.4 below).

17.2 ATTACK-HIT FAULTS

- 17.2.1 A player hits the ball within the playing space of the opposing team (Rule 15.1.2).
- 17.2.2 A player hits the ball “out” (Rule 11.4).
- 17.2.3 A player completes an attack-hit using an “open-handed tip or dink” directing the ball with the fingers.
- 17.2.4 A player completes an attack-hit on the opponent’s service, when the ball is entirely above the top of the net.
- 17.2.5 A player completes an attack-hit using an overhand pass, which has a trajectory not perpendicular to the line of the shoulders, except when setting his or her teammate.

18 BLOCK

18.1 DEFINITION

Blocking is the action of players close to the net to intercept the ball coming from the opponent by reaching higher than the top of the net (Diagram 5).

18.2 HITS BY THE BLOCKER

The first hit after the block may be executed by any player, including the one who has touched the ball at the block.

18.3 BLOCK WITHIN THE OPPONENT’S SPACE

In blocking, the player may place his/her hands and arms beyond the net provided that his/her action does not interfere with the opponent’s play. Thus, it is not permitted to touch the ball beyond the net until the opponent has executed an attack-hit.

18.4 BLOCKING CONTACT

- 18.4.1 A blocking contact is counted as a team hit. The blocking team will have only two more hits after a blocking contact.
- 18.4.2 Consecutive (quick and continuous) contacts may occur by one or more blockers provided that the contacts are made during one action. These are counted as only one team hit (Rule 18.4.1 above).
- 18.4.3 These contacts may occur with any part of the body.

18.5 BLOCKING FAULTS

- 18.5.1 The blocker touches the ball in the opponent’s space either before or simultaneously with the opponent’s attack-hit (Rule 18.3, above).
- 18.5.2 A player blocks the ball in the opponent’s space from outside the antenna.
- 18.5.3 A player blocks the opponent’s service.
- 18.5.4 The ball is sent “out” off the block.