

TABLE OF CONTENTS

	Page
Administration of the Game Commission.....	vii
Significant Rule Changes	ix
Introduction	B-1

OFFICIAL BEACH VOLLEYBALL RULES ORDER OF THE RULES

SECTION I THE GAME

Chapter One: Playing Area and Equipment	
Rule 1. Playing Area	B-2
Rule 2. Net and Posts	B-5
Rule 3. Ball	B-7
Chapter Two: Participants	
Rule 4. Teams	B-8
Rule 5. Players' Equipment	B-10
Rule 6. Rights and Responsibilities of the Participants	B-11
Chapter Three: Point, Game and Match Winner	
Rule 7. Scoring System	B-14
Chapter Four: Preparation for Match, Structure of Play	
Rule 8. Preparation for the Match	B-16
Rule 9. Team Line-Up	B-16
Rule 10. Players' Positions and Rotation	B-17

Chapter Five: Playing Actions	
Rule 11. States of Play	B-20
Rule 12. Playing Faults	B-21
Rule 13. Playing the Ball	B-21
Rule 14. Ball at the Net	B-25
Rule 15. Player at the Net	B-26
Rule 16. Service	B-28
Rule 17. Attack-Hit	B-32
Rule 18. Block	B-33
Chapter Six: Time-Outs and Delays	
Rule 19. Time-Outs	B-35
Rule 20. Delays to the Game	B-36
Rule 21. Exceptional Game Interruptions	B-36
Rule 22. Court Switches and Intervals	B-38
Chapter Seven: Misconduct	
Rule 23. Misconduct	B-39

SECTION II
THE OFFICIALS, THEIR RESPONSIBILITIES
AND OFFICIAL HAND SIGNALS

Chapter Eight: Officials and Their Responsibilities	
Rule 24. Corps of Officials and Procedures	B-41
Rule 25. First Referee	B-42
Rule 26. Second Referee	B-43
Rule 27. Scorekeeper	B-44
Rule 28. Line Judges	B-46
Chapter Nine: Official Hand Signals	
Rule 29. Official Hand Signals	B-47

Misconduct Sanction Scale	B-57
Instructions for Use of Outdoor Volleyball Scoresheets	B-59
Abbreviations	B-80
Metric Conversions	B-81
Guidelines for Outdoor Tournaments	B-83
Index to the Rules	
Official Outdoor Rules	B-87
Outdoor Scorekeeping Instructions	B-89

**INFORMATION FOR HEARING-IMPAIRED
VOLLEYBALL PLAYERS**

For additional information on the USA Deaf Volleyball Association
or the USA Deaf Sports Federation, contact:

John Knetzger

2625 E. Shorewood Blvd.
Milwaukee, WI 53211-2457

E-mail: johnjk@execpc.com

TTY: (414) 862-0637, FAX: (414) 962-0671

Wisconsin Relay - dial 711 for voice calls

or

USA Deaf Sports Federation

102 North Krohn Place

Sioux Falls, SD 57103-1800

E-mail: homeoffice@usadsf.org; www.usadsf.org

TOLL FREE TTY: (866) 273-3323, TOLL FREE 1-800-642-6410,

TTY (605) 367-5761, (605) 367-5760, FAX: (605) 367-5958

To obtain a copy of *Volleyball in American Sign Language*, which
illustrates more than 40 of the most important volleyball terms,
contact USA Volleyball at 88-USVOLLEY or info@usav.org.

INFORMATION FOR DISABLED VOLLEYBALL PLAYERS

For additional information on the Men's and Women's Standing
and Sitting Volleyball National Programs for the disabled contact:

National Disabled Volleyball

c/o USA Volleyball

715 S. Circle Drive

Colorado Springs, CO 80910

88-USVOLLEY

E-mail: info@usav.org

For additional information on grassroots programs, contact:

Disabled Sports USA

451 Hungerford Drive, Suite 100, Rockville, MD 20850;
(301) 217-0960; FAX (301) 217-0968; E-mail: information@dsusa.org

CHANGES

Suggestions for changes, results of experiences, innovative proposals and other rules-related ideas may be transmitted through members of the Administration of the Game Commission, regional officials, chairpersons or commissioners during the season. Explanation and rationale of proposed modifications must be in the chair's hands before **Jan. 1, 2003**, if they are to be considered at the annual meeting of the Administration of the Game Commission.

RULES INTERPRETATION

Questions regarding interpretation of the present rules and current practices may be addressed to:

USA Volleyball Beach Rules Interpreter

Patty Salvatore

920 Sturbridge Drive

Medina, OH 44256

Phone: (330) 725-2435; FAX: (330) 725-2435

E-mail: pasalvatore@earthlink.net

Enclose a self-addressed, stamped envelope with your inquiry for prompt return. All inquiries will receive replies. Because of the translation to international rules, some queries may involve consultations, but answers will be forwarded as soon as possible.

For information relevant to the interpretation and application of the rules specific match situations, please consult the:

USA Volleyball website at

www.usavolleyball.org

**INFORMATION FOR SPECIAL OLYMPICS
VOLLEYBALL PLAYERS**

For additional information on the Regular and Unified Special
Olympics Team Volleyball Program contact:

Special Olympics International

1325 G Street NW, Suite 500
Washington, DC 20005
Phone (202) 628-3630

**USA VOLLEYBALL
ADMINISTRATION OF THE GAME
COMMISSION
BEACH VOLLEYBALL COMMITTEE
2002**

Chair: Sue Lemaire, 21721 East Clydesdale Circle, Walnut,
CA 91789 (Phone: Res (909) 595-3245, E-mail:
SLTL4vb@earthlink.net)

USA National Referees Commission Representative:
Steve Owen, 1573 Mimosa, Abilene, TX 79603 (Phone:
Res (915) 676-0721, FAX: (915) 676-5968, E-mail:
swowen2@cs.com)

USA Volleyball Rules Interpreter: Patty Salvatore,
920 Sturbridge Dr., Medina, OH 44256-3224 (Phone:
FAX: (330) 725-2435, E-mail: pasalvatore@earthlink.net)

**USA National Scorekeepers Commission
Representative:** Emi Vishoot, P.O. Box 24142,
Dayton, OH 45424-0142 (Phone: Res (937) 236-1554,
FAX: (937) 236-6710, E-mail: emiv@infinet.com)

USA Volleyball Players' Representative:
Liz Masakayan, 2864 Palomino Circle, La Jolla, CA
92037-7066 (Phone: Res (858) 454-5146; E-mail:
Masakayan@yahoo.com)

USA Consultant with the FIVB: Bobby Clarke

Association of Volleyball Professionals:

To be determined.

A.A.U.: Gino Grajeda, P.O. Box 3177, Manhattan Beach, CA 90266 (Phone: Res (310) 547-4466, FAX: (310) 288-3317, E-mail: ggrajeda@harvardwestlake.com)

California Beach Volleyball Association: California Beach Volleyball Association, 28925 Pacific Coast Hwy, Suite 101, Malibu, CA 90265 (Phone: (800) 350-2282 or (310) 457-8451, FAX: (310) 457-6181, E-mail: info@cbva.com, web address: www.cbva.com)

Beach Division Representative: Liz Masakayan

Ex-Officio:

USA Volleyball President: Becky Howard, 11951 Ridgeview Lane, Parker, CO 80138 (Phone: (303) 841-5002, FAX: (303) 841-5482, E-mail: rebecca.howard@usav.org)

USA Volleyball Staff Liaison: Margie Mara, USA Volleyball, 715 South Circle Drive, Colorado Springs CO 80910 (Phone: Bus (719) 228-6800, FAX: (719) 228-6899, E-mail: margie.mara@usav.org)

SIGNIFICANT BEACH (OUTDOOR) RULE CHANGES FOR 2002-2003

- 1.1.2** (For Open Competition) The playing area consists of a rectangular playing court measuring 16m x 8m (52'6" X 26'3") and a surrounding free zone of 3m (9'10") wide.
- 1.3.6.1.1** (Added for Open Competition) The court dimensions for each team's side are 8m x 8m (29' 6" x 29' 6") square court. The length of each short diagonal is subsequently 11.31m (37' 1").
- 7.1** **TO WIN A MATCH IN RALLY-POINT SCORING**
DELETED: (Commentary: This change incorporates the rally-point scoring system.)
- 7.4** DELETED
- 7.5** Re-numbered 7.5 to 7.4 (note reference in current 7.5.2 will change to 7.4.1)
- 17.1.2** Change: a blocker to an opponent.
- 19.2** Change to read: Each team is entitled to one timeout per game.
- 19.2.1** Added: In games 1 and 2, a technical timeout (TTO) will occur when the sum of points reaches 21 points or in a single game to 30 points a TTO will occur when the sum of points reaches 20. NOTE: The TTO will be signaled and administered the same as a regular timeout.

19.3 DELETED Last sentence

22.1.1 Changed to read: In 30-point games or higher, court switches will occur each time the total number points scored is a multiple of 10.

22.1.2 Added: In 21-point games or higher, court switches will occur each time the total number points scored is a multiple of seven.

22.2.2 DELETED Commentary

23.2.1.3 Change rule reference 7.5.3 to 7.4.3

27.2.4.2 DELETED

27.2.4.3 Re-number to 27.2.4.2

HAND SIGNALS

Inserted correct photo for signal #2 and signal #24

Changed: METRIC CONVERSIONS (including STANDARD & OPEN COURT measurements)

Standard

Length of playing court	18m	=	59'
Width of playing court	9m	=	29'6"
Diagonal of half playing court	12.728m	=	41' 81/2"
Fix minimum length of net	9.75m	=	32'

Open

Length of playing court	16m	=	52'6"
Width of playing court	8m	=	26'3"
Diagonal of half playing court	11.31m	=	37'1"
Fix minimum length of net	8.5m	=	27' 101/2"

See new court diagram

USA Volleyball

OFFICIAL BEACH VOLLEYBALL

RULES

2002-2003

The Official Beach Volleyball Rules shall govern play on sand and grass.

Italicized terms are defined within that rule. These rules offer many options to allow for a wide range of use. It is the responsibility of the Tournament Director to specify in writing which options will be enforced. These *Tournament Regulations* involve control of tournament equipment and procedures and must be within the guidelines set by these rules. They are determined by the Tournament Director, Championship Committee and the Organization sanctioning the tournament. Players must be notified of all Tournament Regulations prior to the start of play and preferably before the acceptance of any entries.

Volleyball players accept many injury risks as a normal part of the game. The references to injury risks in these rules regard foreseeable, abnormal hazards that must be avoided.

SECTION I THE GAME

CHAPTER ONE

PLAYING AREA AND EQUIPMENT

1. PLAYING AREA

1.1 DIMENSIONS

- 1.1.1 The *standard playing area* consists of a rectangular *playing court* measuring 18 m x 9 m (59' x 29'6") and a surrounding *free zone* that is a minimum of 3 m (9'10") wide.
- 1.1.2 **For Open Doubles Play Only**, the *playing area* consists of a rectangular *playing court* measuring 16 m x 8 m (52'6" x 26'3") and a surrounding *free zone* that is a minimum of 3 m (9'10") wide. The smaller court is optional for all other levels of play.
 - 1.1.1.1 Only the players, coaches, corps of officials and equipment required for the conduct of play are allowed within the playing area.
 - 1.1.1.2 The *playing space* above the playing area shall be free of obstructions.

1.2 PLAYING SURFACE

- 1.2.1 The *surface* of the playing area shall be grass or leveled sand, as flat and uniform as possible. The playing surface shall be free of rocks, sprinkler heads and any other objects that may cause injury to players.

- 1.2.2 *Sand courts* shall consist of fine-grained sand and should be at least 30 cm (12") deep.
- 1.2.3 *Grass courts* shall consist of maintained grass surfaces that are free of holes, puddles and uneven ground.
- 1.2.4 Any hazardous areas should be designated as out of play.

1.3 LINES ON THE COURT

- 1.3.1 All lines and their anchors shall be installed in a manner that will not cause injury to players.
- 1.3.2 All lines and marks shall be of contrasting color from the playing surface.
- 1.3.3 All lines are considered to extend indefinitely.
- 1.3.4 It is the responsibility of the players to assure that all lines are in their proper location prior to the start of each play.
- 1.3.5 *Boundary lines* shall consist of two *sidelines* and two *end lines* marking the playing court. These lines are placed inside the dimensions of the playing court.
 - 1.3.5.1 Boundary lines shall consist of 0.5 cm to 1 cm ($\frac{3}{16}$ " to $\frac{3}{8}$ ") rope or 5 cm to 8 cm (2" to $3\frac{1}{8}$ ") wide flat bands or tape.
 - 1.3.5.2 Boundary lines that are moved during play shall not cause the rally to stop. If it cannot be determined whether a ball lands "in" or "out," the rally shall be canceled and replayed.
- 1.3.6 The *center line* divides the playing court into two 9 m x 9 m (29'6" x 29'6") square *team courts* and the playing area into two *team playing areas* (or *sides*). The center line is not marked for outdoor competition.

- 1.3.6.1 For proper court layout, the net is perpendicular to the court, which divides each team's side into a 9 m x 9 m (29'6" x 29'6") square court. The length of each short diagonal 12.728 m (41' 8 1/2") is measured from the outside edge of the side line center point directly below the net to the opposite outside corner. These short, diagonal measurements must be equal on both sides of the court.
- 1.3.6.1.1 **(For Open Competition)** The court dimensions for each team's side are 8m x 8m (29'6") square court. The length of each short diagonal is subsequently 11.31m (37'1").
- 1.3.7 **For Reverse Coed Doubles and all Six-Player Competition only:** *Attack lines* are marked 3 m (9'10") from the center line to the rear of the attack line.
- 1.3.7.1 Attack lines may consist of a non-toxic white powder, paint, tape or thin elastic line secured at each sideline.

1.4 SERVICE ZONE

The *service zone* is behind the end line and between the extension of the sidelines. It extends in depth to the end of the playing area.

1.5 TEMPERATURE

The temperature must be compatible with an outdoor competition.

1.6 LIGHTING

For competitions played at night, the lighting on the playing area should be 300 lux (27.9 foot candles) measured at 1 m (39") above the playing surface.

2. NET AND POSTS

2.1 NET

- 2.1.1 The *net* shall be not less than 9.5 m (31'2") long and 1 m (39") wide, positioned vertically over the center line. It is made of 10 cm (4") square mesh.
- 2.1.2 The *top band* of the net is a 5 cm to 8 cm (2" to 3¹/₈") wide horizontal band made of two-fold canvas (preferably in dark blue or a bright color) sewn along its full length. Each extreme end of the band has a hole through which passes a cord fastening the band to the posts to keep the top of the net stretched. Within the top band is a flexible rope or cable to keep the net taut.
- 2.1.3 The *bottom band* of the net shall keep the net taut. It is recommended that the bottom band meet the specifications for the top band [Rule 2.1.2].
- 2.1.4 The net shall not have any exposed wires or fasteners that may cause injury to players.

2.2 HEIGHT OF THE NET

- 2.2.1 The *height of the net* shall be 2.43 m (7'11⁵/₈") for men and 2.24 m (7'4¹/₈") for women. It is measured from the center of the playing court with a measuring rod. The two ends of the net (over the sidelines) must be at the same height from the playing surface and may not exceed the official height by more than 2 cm (³/₄").
- 2.2.1 *Commentary:*

Recommended Heights of Age Groups

	<i>Female</i>	<i>Male</i>
<i>17/18 and under</i>	2.24 m (7'4 ¹ / ₈ ")	2.43 m (7'11 ⁵ / ₈ ")
<i>15/16 and under</i>	2.24 m (7'4 ¹ / ₈ ")	2.43 m (7'11 ⁵ / ₈ ")
<i>13/14 and under</i>	2.24 m (7'4 ¹ / ₈ ")	2.24 m (7'4 ¹ / ₈ ")
<i>11/12 and under</i>	2.13 m (6'6")	2.13 m (7')
<i>10 and under</i>	1.98 m (6'6")	1.98 m (6')

- 2.2.2 A *net failure* occurs when there is a sudden loss of net height or tension. If the net failure is the result of a fault or does not affect the outcome of the rally, the rally is counted. Otherwise, the rally is canceled and replayed.

2.3 POSTS

- 2.3.1 The net *posts* shall support the net to its proper height and be of sufficient strength and construction that any ball in play will not affect the resting height of the net.
- 2.3.1.1 The recommended height of the posts is 2.55 m (8'4"), preferably adjustable.
- 2.3.2 The posts must be 30 cm to 1 m (12" to 39") outside each sideline, measured at both the top of the net and the ground.
- 2.3.3 It is recommended that the posts be rounded and smooth and free of any sharp edges or protrusions (nails, splinters, etc.) that may cause injury to players. All protrusions that cannot be removed must be padded. *Guy lines* securing posts to the ground must be made of bright colors or marked with flags. Anchors for guy lines must be free of sharp edges and driven flush with the playing surface.

2.4 SIDE BANDS

Tournament Regulations may specify that side bands are not used. If used, side bands shall meet the following specifications:

- 2.4.1 The *side bands* are two colored bands, 5 cm to 8 cm (2" to 3¹/₈") wide, fastened vertically across the width of the net above each sideline. The side bands are considered part of the net.
- 2.4.2 The side bands shall not contain parts that may cause injury to players.

2.5 ANTENNAS

Tournament Regulations may specify that antennas are not used. If antennas are not used, the posts shall act as antennas in all cases except those involving player contact [Rule 15.3.3]. If used, antennas shall meet the following specifications:

- 2.5.1 An *antenna* is a flexible rod 1.8 m (5'11") long and 1 cm ($\frac{3}{8}$ ") in diameter. It is made of fiberglass or similar material. One antenna is fastened vertically across the width of the net above each sideline. The top 80 cm (32") of each antenna extends above the net and is marked with 10 cm (4") stripes of contrasting colors, preferably red and white. The antennas are considered part of the net.
- 2.5.2 The antennas shall not contain hazardous or protruding parts. They shall not be fastened in a manner that may cause injury to players.

3. BALL

3.1 CHARACTERISTICS

The ball shall be spherical, made of a flexible leather or water-resistant leather-like cover and a rubber or rubber-like bladder. It may be of any color or multicolored.

Circumference: 65 cm to 67 cm (25.5" to 27")

Weight: 260 to 280 grams (9 to 10 ounces)

Inside pressure: 0.175 to 0.225 Kg/cm² (2.5 to 3.2 lb/sq in).

3.2 UNIFORMITY OF BALLS

All balls used in a match must have the same characteristics regarding circumference, weight, pressure and type.

3.3 OFFICIAL BALL FOR MATCH

The tournament director shall decide which ball will be used.

CHAPTER TWO

PARTICIPANTS

4. TEAMS

4.1 COMPOSITION AND REGISTRATION

- 4.1.1 A *team* consists of a maximum of one coach, one assistant coach, one trainer, one medical doctor and no more than the following total number of players and substitutes:
- 4.1.1.1 *Doubles*: two players and no substitutes;
 - 4.1.1.2 *Triples*: three players and two substitutes maximum;
 - 4.1.1.3 *Four-player*: four players and two substitutes maximum;
 - 4.1.1.4 *Six-player*: six players and six substitutes maximum.
- 4.1.1 *Commentary: Players are the team members on the team court. Substitutes are team members in uniform who are not in the starting line-up of a game.*
- 4.1.2 Beach volleyball may be played with two, three, four or six *players* per team. Types of outdoor *competitions* are:
- 4.1.2.1 *Doubles*: two players on the court per team;
 - 4.1.2.2 *Triples*: three players on the court per team;
 - 4.1.2.3 *Four-player*: four players on the court per team;
 - 4.1.2.4 *Six-player*: six players on the court per team.
- 4.1.3 All competitions must involve teams with the required number of players. Teams with fewer than the required number of players are *incomplete* and forfeit the game or match in accordance with Rule 7.5.3.
- 4.1.4 **For Three-Player, Four-Player and Six-Player Competition only:** Only players and substitutes

recorded on the *roster* may participate in the match. The roster shall be written prior to the start of each match on the scoresheet for the first game of the match. Once the team captain or coach has signed the roster, the recorded players and substitutes cannot be changed.

- 4.1.5 *Men's* teams are composed of male players competing on a 2.43 m (7'11⁵/₈") net, as specified in Rule 2.2.1.
- 4.1.6 *Women's* teams are composed of female players competing on a 2.24 m (7'4¹/₈") net, as specified in Rule 2.2.1.
- 4.1.7 *Coed* teams are composed of male and female players competing on a 2.43 m (7'11⁵/₈") net, as specified in Rule 2.2.1.
- 4.1.8 *Reverse Coed* teams are composed of male and female players competing on a 2.24 m (7'4¹/₈") net, as specified in Rule 2.2.1.
- 4.1.9 **For Doubles, Four-Player or Six-Player Competition only:** Coed or Reverse Coed teams must contain equal numbers of males and females on each team, unless otherwise specified in the Tournament Regulations.
- 4.1.10 **For Triples Competition only:** Each Coed or Reverse Coed team must contain at least one male and at least one female player. Unless otherwise specified in the Tournament Regulations, opposing teams need not contain equal numbers of males and females.

4.2 CAPTAIN

- 4.2.1 The *captain* is the player who represents his/her team in dealings with the corps of officials.
 - 4.2.1.1 **For Doubles Competition only:** Both players on a team shall have the rights of the captain.
- 4.2.2 The captains shall be indicated on the scoresheet.

4.3 SUBSTITUTES

- 4.3.1 **For Doubles Competition only:** Substitutes are not allowed.
- 4.3.2 **For Triples Competition only:** The roster size is limited to five players, unless otherwise specified in the Tournament Regulations.
- 4.3.3 **For Four-Player Competition only:** The roster size is limited to six players, unless otherwise specified in the Tournament Regulations.
- 4.3.4 **For Six-Player Competition only:** The roster size is limited to 12 players, unless otherwise specified in the Tournament Regulations.
- 4.3.5 Only players recorded on the scoresheet may participate in the match.

4.4 COACH

- 4.4.1 No coach is required for any team.
- 4.4.2 A team is limited to one coach and one assistant coach, unless otherwise specified in the Tournament Regulations.
 - 4.4.2.1 **For Doubles Competition only:** Only one coach per team is allowed in the free zone or on the team bench.

5. PLAYERS' EQUIPMENT

5.1 EQUIPMENT

- 5.1.1 A player's clothing must be presentable and appropriate for the competition. A bathing suit or shirt and shorts shall be worn, unless otherwise specified in the Tournament Regulations.
- 5.1.2 Players on the same team are permitted to wear clothing of different colors and designs, unless otherwise specified in the Tournament Regulations.
- 5.1.3 Player numbers are not required, unless otherwise

specified in the Tournament Regulations. If required, players' jerseys (or shorts if players are allowed to play without shirts) must be numbered on the front.

- 5.1.3.1 The numbers must be of a contrasting color to the jerseys (or shorts) and a recommended minimum of 10 cm (4") in height. The stripe forming the numbers shall be a minimum of 1.5 cm (1/2") wide.
- 5.1.4 Players may wear items such as jewelry, casts, hats, visors or eye wear, unless otherwise specified in the Tournament Regulations. Players wear these items at their own risk. It is not a fault if these items fall off during play and contact the net [Rule 15.3.1.2].
- 5.1.5 Socks or "booties" may be worn to protect the feet.
- 5.1.6 Light and pliable shoes with rubber or leather soles may be worn in competitions on grass surfaces. It is illegal to wear shoes with any type of non-flexible cleats or spikes.

5.2 FORBIDDEN OBJECTS AND UNIFORMS

It is forbidden to wear any objects that may cause an injury to another player.

6. RIGHTS AND RESPONSIBILITIES OF THE PARTICIPANTS

6.1 PLAYERS

- 6.1.1 All participants must know the Official USA Volleyball Beach Rules and abide by them.
- 6.1.2 Participants must behave respectfully and courteously in the spirit of fair play, not only toward the corps of officials, but also toward teammates, opponents and spectators.

- 6.1.3 Participants must refrain from actions or attitudes aimed at influencing the decisions of the referees or masking faults committed by their team.
- 6.1.4 Participants must accept referees' decisions with sportsmanlike conduct and without dispute. In case of doubt, clarification may be requested.
- 6.1.5 While the ball is out of play, a captain may request an explanation on the application or interpretation of the rules used during the previous rally.
 - 6.1.5.1 If the explanation is not satisfactory, a captain must indicate to the referee, before resuming play, that the team reserves the right to record that disagreement as an official protest immediately following the match.
- 6.1.6 While the ball is out of play during a match, a captain may speak to the referees to ask for authorization to:
 - 6.1.6.1 change uniforms or equipment,
 - 6.1.6.2 verify the serving player,
 - 6.1.6.3 check the net, ball, lines or other equipment, or
 - 6.1.6.4 realign an out-of-alignment court line.
- 6.1.7 While the ball is out of play during a match, a captain may speak to the referees to request time-outs [Rules 4.2.1, 4.2.1.1 and 19.3].
- 6.1.8 Participants must refrain from actions aimed at delaying the game.
- 6.1.9 Communication between members of opposite teams is permitted within the spirit of fair play and sportsmanlike conduct.
- 6.1.10 At the end of the match, if a captain had previously expressed a disagreement to the first referee, the team has the right to confirm it as a protest by recording it on the scoresheet [Rule 6.1.5.1].

6.2 CAPTAIN

Prior to the match, the captain signs the scoresheet and represents the team in the coin toss.

6.3 COACH

6.3.1 No coach is required to be present during the match.

6.3.2 If one or more coaches is present, s/he is permitted to sit at the team bench or stand near their bench in the free zone, unless otherwise specified by Tournament Regulations.

6.4 LOCATION OF THE PARTICIPANTS

If used, team benches are located beside the scorekeeper's table, outside the playing area, at least 3 m (9'10") from the sideline.

CHAPTER THREE

POINT, GAME AND MATCH WINNER

7. SCORING SYSTEM

7.1 TO WIN A MATCH IN RALLY-POINT SCORING

- 7.1.1 Format A: A *one-game match* is won by the team that wins a single game.
- 7.1.2 Format B: A *best-two-out-of-three-games match* is won by the team that wins two games.
- 7.1.3 In case of a 1-1 tie in a Format B match, the deciding game will be to 15 points.
- 7.1.4 The Tournament Director may alter the format of any match due to time considerations.

7.2 TO WIN A GAME IN RALLY-POINT SCORING

- 7.2.1 In Format A, a game is won by the team that scores 30 points with a two-point advantage.
- 7.2.2 For the first two games in a Format B match, a game is won by the team that first scores 21 points with a two-point advantage.
- 7.2.3 For the deciding game in a Format B match, the game is won by the team that first scores 15 points with a two-point advantage.
- 7.2.4 The Tournament Director may alter the format of any game due to time considerations.

7.3 TO WIN A RALLY (IN A RALLY-POINT GAME)

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

- 7.3.1 The serving team scores a *point* and continues to serve.
- 7.3.2 The receiving team scores a point and gains the right to serve.

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 0-1 in Format A (0-2 in Format B) for the match and 0-30 in Format A (0-21, 0-21 in Format B) for the game(s).
- 7.4.2 A team that, without justifiable reason, does not appear on the playing court on time is declared in default, with the same result as in Rule 7.5.1.
- 7.4.3 A team declared incomplete for the game or match loses the game or match. The opposing team is given the points, or points and games, needed to win the game(s) or match. The incomplete team retains its points (and games).

CHAPTER FOUR

PREPARATION FOR THE MATCH, STRUCTURE OF PLAY

8. PREPARATION FOR THE MATCH

8.1 COIN TOSS

- 8.1.1 Before the warm-up in the first game and before each deciding game, the first referee conducts a *coin toss* in the presence of the team captains. The winner of the coin toss chooses either: (1) to select to serve or receive service of the first ball or (2) the side of the court on which to start the game. The loser takes the remaining alternative.
- 8.1.2 For the second game of a Format B match, the loser of the coin toss receives the first choice of options.
- 8.1.3 If a coin is unavailable, any brief game of chance mutually agreed upon by the first referee and team captains may be used in its place.

8.2 WARM-UP SESSION

- 8.2.1 Prior to the match, if both teams have use of another playing court for warm-up, they will have a six-minute warm-up period at the net, and if not, they will have 10 minutes.
- 8.2.2 The Tournament Director may alter the warm-up period due to time considerations.

9. TEAM LINE-UP

9.1 TEAM LINE-UP

- 9.1.1 The service order of both teams must be recorded

- on the scoresheet prior to the start of play.
- 9.1.2 Once the service order of both teams has been recorded, no change in line-up is possible unless authorized.

9.2 ROTATION ORDER

- 9.2.1 The rotation order specified by the starting line-up must be maintained throughout the game.
- 9.2.2 There must always be the proper number of players per team in play [Rule 4.1].

9.3 SUBSTITUTIONS

- 9.3.1 **For Doubles Competition only:** No substitutions or replacements of players are allowed.
- 9.3.2 **For Triples, Four-Player or Six-Player Competition only:** Unlimited substitutions are allowed as long as one player does not occupy more than one position in the service order during a single game.
- 9.3.2.1 If a player becomes injured and no legal substitute is available for that position in the service order, a player on the roster not playing at the time of the injury may enter the game as an *exceptional substitution* for the injured player. This substitute may not be replaced for the remainder of the game, unless s/he also becomes injured. If no team members are available to make a legal or exceptional substitution, an injury time-out may be granted in accordance with Rule 21.1.2.

10. PLAYERS' POSITIONS AND ROTATION

10.1 PLAYERS' POSITIONS

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

- 10.1.2 **For Doubles, Triples or Four-Player Competition only:** Players are free to position themselves anywhere within their court. There are no positional faults.
- 10.1.3 **For Six-Player Competition only:** At the time the ball is contacted for service, the placement of players must conform to the service order recorded on the scoresheet as follows: In the front or back-row, the center player may not be as near the right sideline as the right player nor as near the left sideline as the left player. No back-row player may be as near the net as the corresponding front-row player.
- 10.1.3.1 The server is exempt from these restrictions.
- 10.1.3.2 After the ball is contacted for service, players may move from their respective positions.
- 10.1.4 A captain may request the scorekeeper to indicate which player should be serving for his/her team.

10.2 ROTATION

- 10.2.1 **For Six-Player Competition only:** When the receiving team has gained the right to serve, that team's players must rotate one position clockwise.

10.3 POSITION FAULTS

- 10.3.1 **For Six-Player Competition only:** The players of a team commit a *position* fault if they are not in their correct positions at the moment the ball is contacted by the server [Rule 10.1.3].
- 10.3.2 **For Six-Player Competition only:** If the server commits an illegal serve at the moment the ball is contacted [Rule 16.8], the illegal serve prevails over a position fault. If, after the server has contacted the ball, the service results in a fault [Rule 16.9], a position fault prevails.

10.3.3 For Six-Player Competition only: A position fault leads to the following consequences:

- 10.3.3.1 Fault is penalized with the loss of a rally [Rule 12.2.1]; and
- 10.3.3.2 Players are returned to their correct positions.

10.4 ROTATION FAULT

- 10.4.1 **For Six-Player Competition only:** A *rotation fault* is committed when the service is not made according to the rotation order [Rule 9.2]. The error is corrected, and the serving team is penalized according to Rule 10.3.3.

CHAPTER FIVE

PLAYING ACTIONS

11. STATES OF PLAY

11.1 BALL “IN PLAY”

The ball is *in play* from the service contact until the ball is out of play [Rule 11.2.1]. The *rally begins* when the referee authorizes service.

11.2 BALL “OUT OF PLAY”

The ball is *out of play* from the moment the ball contacts the ground or a fault is committed [Rule 12.2.2]. The *rally ends* when a referee halts play or the ball is out of play. *Exception:* [Rule 12.2.3]

11.3 BALL “IN”

The ball is “*in*” when, after being put in play, its first contact with the ground is on the playing court or a boundary line.

11.4 BALL “OUT”

11.4.1 The ball is “*out*” when:

- 11.4.1.1 after being put in play, its first contact with the ground is completely outside the playing court, and it does not cause boundary lines to move;
- 11.4.1.2 it completely crosses the net outside the crossing space after the attacking team’s third contact;
- 11.4.1.3 it touches an object outside the court, an overhead object or a person out of play; or
- 11.4.1.4 it completely crosses the vertical plane of the

- net, totally or even partly outside the crossing space during service;
- 11.4.1.5 it completely crosses under the net; or
 - 11.4.1.5.6 it touches a player and then contacts the ground or another object completely outside the boundary line.

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 A penalty is always charged for a fault. The team committing the fault is penalized with a *loss of rally* in accordance with Rule 7.3 or 7.4.
- 12.2.2 If two or more faults are committed successively, only the first one is penalized.
- 12.2.3 If there are no referees and a fault occurs after the ball has contacted the ground, but during the normal course or *continuation* of the play, the fault shall be penalized.
- 12.2.4 If two or more faults are committed by two opponents simultaneously, a *double fault* is declared, and the rally is replayed.

13. PLAYING THE BALL

13.1 TEAM CONTACTS

- 13.1.1 Each team is entitled to a maximum of three contacts to return the ball to the opponents.
- 13.1.2 These contacts of a team include not only

- intentional but also unintentional contacts with the ball by a player.
- 13.1.3 **For Doubles and Triples Competition only:** Blocking does constitute a team contact, and any player may make the second contact of the ball after the block.
- 13.1.3 *Commentary: **For Four-Player and Six-Player Competition only:** Blocking does not constitute a team contact, and any player may make the first contact of the ball after the block.*
- 13.1.4 A player may not contact the ball consecutively except during or after blocking [Rule 18.2] or at the team's first contact [Rule 13.4.2].

13.2 SIMULTANEOUS CONTACTS

- 13.2.1 When two non-blocking teammates touch the ball simultaneously, it is considered one contact, and any player may make the next contact.
- 13.2.1.1 **For Doubles and Triples Competition only:** When two blocking teammates touch the ball simultaneously, it is counted as one contact, and any player may make the second contact [Rule 13.1.4].
- 13.2.1.2 **For Four-Player and Six-Player Competition only:** When two blocking teammates touch the ball simultaneously, it is not counted as a contact, and any player may make the next contact [Rule 13.1.4].
- 13.2.2 If two opponents simultaneously and instantaneously contact the ball over the net, the ball remains in play, and the team receiving the ball is entitled to another three contacts. If such a ball lands "out," it is the fault of the team on the opposite side of the net from where the ball lands (unless the referee determines otherwise).

- 13.2.3 A *joust* occurs when players of opposing teams cause the ball to come to rest above the net through simultaneous contact. A joust is not a fault, and play continues as if the contact was instantaneous [Rule 13.2.2].

13.3 ASSISTED CONTACT

A player is not permitted to take support from a teammate or any object in order to reach the ball. However, a player who is about to commit a fault may be stopped or held back by a teammate.

13.4 CHARACTERISTICS OF THE CONTACT

- 13.4.1 A player may touch the ball with any part of the body.
- 13.4.2 A player may have successive contacts with the ball during a single attempt to make the team's first contact provided the fingers are not used to direct the ball.
- 13.4.2 *Commentary. It is legal to receive a served ball using the fingers in a setting action, provided that there is not a double contact or a held ball.*
- 13.4.3 The ball must be contacted cleanly and not held, lifted, pushed, caught, carried or thrown. The ball cannot roll or come to rest on any part of a player's body. It can rebound in any direction.
- 13.4.3.1 An exception shall be allowed during the defensive play of a *hard-driven ball* (an attack-hit or blocked ball traveling at a high rate of speed), as judged by the referee. In that case, the ball may be momentarily lifted or pushed.
- 13.4.4 A contact of the ball using the fingers (setting action) of one or two hands to direct the ball toward a teammate is a *set*. A player may set the ball in any direction toward his/her team's court.

- 13.4.4.1 Rotation of a set ball may indicate a held ball or multiple contacts during the set but in itself is not a fault.
- 13.4.5 **For Doubles and Triples Competition only:**
If the ball is intentionally set into the opponent's court, the player must contact the ball with two hands above his/her shoulders and set it directly forward or directly backward with relation to his/her body.
- 13.4.5 *Commentary: A legal set directed toward a teammate that crosses the net because of elements or in the case of a spectacular play is not a fault, regardless of the player's body position.*
- 13.4.6 **For Doubles, Triples and Four-Player Competition only:** When contacting the ball with one hand, other than for setting the ball toward a teammate, the ball must be cleanly hit with the heel or palm of the hand (a *roll shot*), with straight, locked fingertips (a *cobra*), knurled fingers (a *camel toe*) or with the back of the hand from the wrist to the knuckles. One-handed placement or redirection of the ball with the fingers (a *dink* or *open-hand tip*) is a fault.

13.5 FAULTS AT PLAYING THE BALL

- 13.5.1 The following types of faults can occur during an attempt to play the ball:
- 13.5.1.1 **Four hits:** A team contacts the ball four times before returning it to the opponents [Rule 13.1.1].
- 13.5.1.2 **Assisted hit:** A player takes support from a teammate or any object in order to reach the ball [Rule 13.3].
- 13.5.1.3 **Double contact:** A player contacts the ball

twice in succession or the ball contacts various parts of the player's body successively [Rule 13.1.4, with exceptions for a team's first contact in Rule 13.4.2 and the block in Rule 18.2].

13.5.1.4 **Held ball:** A player does not contact the ball cleanly [Rule 13.4.3].

13.5.1.4.1 Exceptions shall be made in the defensive action of a hard-driven ball [Rule 13.4.3.1] or when simultaneous contact by two opponents over the net results in a joust [Rule 13.2.3].

14. BALL AT THE NET

14.1 BALL CROSSING THE NET

14.1.1 A ball directed to the opponent's court must go over the net within the crossing space. The *crossing space* is the part of the vertical plane of the net limited as follows:

14.1.1.1 below - by the top of the net,

14.1.1.2 at the sides - by the antennas (posts) and their imaginary extensions, and

14.1.1.3 above - by any structure or obstacle.

14.1.2 The ball that has crossed the net plane to the opponents' free-zone totally or partly outside of the crossing space, may be recovered within the team hits provided that the ball, when recovered, crosses the net plane completely outside the crossing space on the same side of the court. The opposing team may not prevent such action.

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

14.2 BALL TOUCHING THE NET

The ball may touch the net while crossing it through the crossing space.

Commentary: This change incorporates the “Let Serve” rule.

14.3 BALL IN THE NET (OTHER THAN THE SERVICE)

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

14.3.2 If the ball rips the mesh of the net, comes to rest in the net or causes a net failure as the result of a fault and does not affect the outcome of the rally, the rally is counted. Otherwise, the rally is canceled and replayed.

15. PLAYER AT THE NET

15.1 REACHING BEYOND THE NET

15.1.1 While blocking, a player may touch the ball beyond the net, provided the player does not interfere with the opponent’s play before or during the attack-hit [Rule 18.3.1].

15.1.2 A player is permitted to pass his/her hand(s) beyond the net after an attack-hit provided the contact was made within his/her team’s playing space.

15.1.3 Within the limits of the three team contacts, a player may contact a ball that has crossed the net below the net in order to direct the ball to a teammate, as long as the ball has not been contacted by the opponents. The recovered ball must cross the net below the net.

15.1.4 Within the limits of the three team contacts, a player may contact a ball that has crossed the net completely outside the posts in order to direct the ball to a teammate, so long as the ball

has not been contacted by the opponents. The recovered ball must cross the net completely outside the posts.

15.2 PENETRATION INTO THE OPPONENT'S PLAYING AREA AND SPACE

- 15.2.1 Players may cross the center line below the net or outside the poles, either before, during or after a legal play of the ball, provided this does not interfere with the opponent's play. Incidental contact with an opponent is ignored, unless such contact interferes with the opponent's opportunity to play the ball.
 - 15.2.1.1 If a player crosses the center line and interferes with an opponent during play [Rule 12.2.2], it is a fault.
 - 15.2.1.2 While opposing players are not required to avoid the ball or the player, they cannot intentionally interfere with any legal attempt to play the ball on their court.

15.3 CONTACT WITH THE NET OR POSTS

- 15.3.1 It is a fault for a player or a player's clothing to touch any part of the net.
 - 15.3.1.1 Incidental contact of the net by a player's hair is not considered a fault. Contact of the net by a player's head is a fault.
 - 15.3.1.2 It is not a fault if a player's hat, visor or sunglasses fall off during play and then contact the net.
- 15.3.2 When a ball is driven into the net causing the net to touch a player, no fault is committed.
- 15.3.3 Once a player has contacted the ball, the player may touch the posts, ropes or any other object outside the total length of the net, provided this does not interfere with play. (Equipment failure is covered as with the net in 14.3.2)

15.4 PLAYERS' FAULTS AT THE NET

- 15.4.1 A play at the net results in a fault when a player:
 - 15.4.1.1 touches the ball or an opponent in the opponent's playing area before or during the opponent's attack-hit [Rule 15.1.1];
 - 15.4.1.2 penetrates into the opponent's playing area, interfering with the opponent's play [Rule 15.2.1.1];
 - 15.4.1.3 intentionally interferes with an opposing player's legal attempt to play the ball [Rule 15.2.1.2];
 - 15.4.1.4 touches the net [Rule 15.3.1]; or
 - 15.4.1.5 intentionally interferes with an opponent's legal attempt to play the ball by reaching out to make contact with the ball that is driven into the net [Rule 14.3.1].

16. SERVICE

16.1 DEFINITION

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

16.2 FIRST SERVICE IN A GAME

- 16.2.1 The first service of the first game and any deciding game is executed by the team determined by the coin toss [Rule 8.1.1].
- 16.2.2 The first service of the second game in a Format B match will be determined by the choice of the team captain who lost the coin toss prior to the first game [Rule 8.1.2].

16.3 SERVICE ORDER

- 16.3.1 Teams shall follow the service order recorded before each game [Rule 9.1.1].

- 16.3.1.1 **For Doubles Competition only:** If a player is discovered serving out of order, the scorekeeper and the second referee shall correct any incorrect server prior to the service. If it is not discovered until after the ball has been put into play, the second referee shall stop play and allow the correct player to serve. Should the incorrect server not be discovered until after points were scored, the service order is merely corrected with team(s) maintaining their points and a new service made.
- 16.3.1.1 *Commentary: If a scorekeeper is available, the scorekeeper shall attempt to correct any error in service order prior to the service contact. If such correction cannot be accomplished, Rule 16.3.1.1 will apply.*
- 16.3.2 If the serving team wins the rally or a replay is directed, the player who served the previous rally (or their substitute) serves again.
- 16.3.2.1 A server's *term of service* continues until his/her team loses a rally.
- 16.3.3 If the serving team loses the rally, it is a loss of service, and the next recorded server on the receiving team serves the ball.

16.4 AUTHORIZATION OF THE SERVICE

- 16.4.1 The first referee authorizes the service after having checked that the server is in possession of the ball in the service zone and the teams are ready to play.
- 16.4.2 If a whistle is not used to authorize service, it is the responsibility of the server to assure that both teams are ready for service. A player on the receiving team may stop play when not ready for a service as long as no attempt to play the ball is made. In this case, the rally is canceled and replayed.

- 16.4.2.1 If the referee judges that the receiving team was ready or has stopped play repeatedly to gain advantage, the receiving team is penalized with a team delay.

16.5 EXECUTION OF THE SERVICE

- 16.5.1 The server may move freely behind the end line. At the moment of the service or take-off for service, the server must not touch the ground outside the service zone. The player's foot may not go under a boundary line. After the service contact, the player may land on the court or outside the service zone.
- 16.5.2 If a boundary line moves without being touched by the server, it is not a fault.
- 16.5.3 The server must contact the ball within five seconds after the first referee authorizes service.
- 16.5.4 A service executed before the referee's authorization is canceled and replayed. A player may not repeat this more than once during any term of service.
- 16.5.5 The server shall contact the ball with one hand or any part of the arm after clearly tossing or releasing the ball and before the ball touches the playing surface.

16.6 SERVICE ATTEMPT

If the server releases the ball for service and does not complete the service, the team will be penalized with a loss of rally.

16.7 SCREENING

- 16.7.1 The server's teammates must not prevent the opponents, through *screening*, from seeing the server or the path of the ball. On an opponent's

request, a player must move sideways or bend over or down.

- 16.7.1.1 **For four-player or six-player competition only:** If the referee judges that screening did occur, the rally is ended, and the serving team is penalized with a loss of rally.
- 16.7.1.2 When whistles are not used, a player on the receiving team may stop play according to the procedures in Rule 16.4.2 if his/her view of the service was obstructed by the serving team. The rally is canceled and replayed.

16.8 ILLEGAL SERVE (WHEN THE BALL IS PUT IN PLAY)

- 16.8.1 A service attempt immediately results in a fault with contact of the ball when:
 - 16.8.1.1 the server does not execute the service properly [Rule 16.5.1 and 16.5.5] or
 - 16.8.1.2 the server violates the rule of service attempt [Rule 16.6];
 - 16.8.1.3 **For Triples, Four-Player or Six-Player Competition only:** the server violates the service order [Rule 16.3.3] or
 - 16.8.1.4 **For Six-Player Competition only:** the serving team is out of position [Rule 16.3.1].

16.9 SERVING FAULTS (AFTER CONTACTING THE BALL)

- 16.9.1 A service attempt results in a fault after the ball is contacted when the ball:
 - 16.9.1.1 touches a player of the serving team or fails to pass through the crossing space of the net [Rule 14.1.1],
 - 16.9.1.2 lands “out” [Rule 11.4.1], or
 - 16.9.1.3 passes over a screening player **in four-player or six-player competition** [Rule 16.7]

17. ATTACK-HIT

17.1 DEFINITION

- 17.1.1 All actions directing the ball toward the opponent's playing area, except the acts of serving and blocking, are *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 an opponent.
- 17.1.3 A player may contact an attack-hit at any height, provided that contact with the ball is made within the player's own playing space [Rule 17.1.3.1].
 - 17.1.3.1 **For Back-Row Players in Six-Player Competition and Males in Reverse Coed Competition only:** If a player contacts the ball completely above the height of the net, and the player's foot is touching or has last touched the ground on or in front of the attack line, the attack-hit must have an upward trajectory.

17.2 ATTACK-HIT FAULTS

An attack-hit results in a fault when a player:

- 17.2.1 contacts the ball within the playing space of the opponents [Rule 15.1.2],
- 17.2.2 hits the ball "out" [Rule 11.4.1],
- 17.2.3 completes an attack-hit on the opponent's service when the ball is entirely above the height of the net,
- 17.2.4 **For Doubles, Triples and Four-Player Competition only:** directs an attack-hit with the fingers, using an "open-hand tip" or "dink" [Rule 13.4.5],
- 17.2.5 **For Doubles and Triples Competition only:** intentionally completes an attack-hit using an overhand set that gives the ball a trajectory not

- perpendicular to the line of the player's shoulders [Rule 13.4.5], or
- 17.2.6 **For Back-Row Players in Six-Player Competition and Males in Reverse Coed Competition only:** contacts the ball completely above the height of the net, while his/her foot is touching or has last touched the ground on or in front of the attack line, and does not direct the attack-hit with an upward trajectory [Rule 17.1.3.1].

18. BLOCK

18.1 DEFINITION

Blocking is the action of player(s) close to the net to deflect the ball coming from the opponent while reaching above the height of the net.

18.2 CONTACTS BY THE BLOCKER

The first contact after the block may be executed by any player, including the player who 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 action does not interfere with the opponent's play. The player is not permitted to touch the ball beyond the net until the opponent has made an attack-hit.

18.4 BLOCKING CONTACT

18.4.1 **For Doubles and Triples Competition only:**
A blocking contact is counted as a team contact. The blocking team will have two contacts after the blocking contact.

18.4.1.1 **For Four-Player and Six-Player Competition only:** A blocking contact is not

- counted as a team contact. The blocking team will have three contacts after a blocking contact.
- 18.4.2 Consecutive, quick and continuous contacts may occur by one (or more) blocker(s), provided these contacts are made during one blocking action.
 - 18.4.3 The ball may contact any part of the body during a block.
 - 18.4.4 **For Doubles, Triples and Four-Player Competition only:** No restrictions exist as to which players may participate in a block except in Reverse Coed competition [Rule 18.4.6].
 - 18.4.5 **For Six-Player Competition only:** Back-row players may not participate in a block.
 - 18.4.6 **For Reverse Coed Competition only:** Male players may not participate in a block.
 - 18.4.7 When a ball is blocked back into an attacking player, the attacker is not considered a blocker. Therefore, that contact counts as the first team's three contacts.

18.5 BLOCKING FAULTS

- 18.5.1 A block results in a fault when:
 - 18.5.1.1 the blocker touches the ball in the opponent's space before the opponent's attack-hit [Rule 18.3];
 - 18.5.1.2 a player blocks the ball in the opponent's space from outside the antenna (post);
 - 18.5.1.3 a player blocks the opponent's service;
 - 18.5.1.4 the ball is sent "out" off the block;
 - 18.5.1.5 **For Six-Player Competition only:** a back-row player participates in a block [Rule 18.4.5]; or
 - 18.5.1.6 **For Reverse Coed Competition only:** a male player participates in a block [Rule 18.4.6].

CHAPTER SIX

TIME-OUTS AND DELAYS

19. TIME-OUTS

19.1 DEFINITION

A time-out is a regular game interruption. It shall last for 30 seconds.

19.2 NUMBER OF TIME-OUTS

Each team is entitled to one time-out per game.

19.2.1 In games 1 and 2, a technical time-out (TTO) will occur when the sum of points reaches 21 or in a single game to 30 points, a TTO will occur when the sum of points reaches 20. NOTE: The TTO will be signaled and administered the same as a regular time-out.

19.3 REQUEST FOR TIME-OUT

Time-outs may be requested by a captain (Rule 4.2.1 & 4.2.1.1) or coach, showing the corresponding hand signal, only when the ball is out of play and before the authorization for service.

19.4 IMPROPER REQUESTS

19.4.1 It is improper to request a time-out:

19.4.1.1 when the ball is in play or during or after the authorization for service [Rule 19.3.1], or

19.4.1.2 after the permitted number of time-outs have been used [Rule 19.2.1].

19.4.2 Any improper request that does not affect or delay the game shall be rejected without sanction unless repeated in the same game [Rule 20.1.1.2].

20. DELAYS TO THE GAME

20.1 TYPES OF DELAY

A *delay* is an improper action of a team that defers resumption of the game and includes:

- 20.1.1 prolonging time-outs after having been instructed to resume the game,
- 20.1.2 repeating an improper request in the same game [Rule 19.4.2],
- 20.1.3 delaying the game, or
- 20.1.3 *Commentary.* *The maximum time from the end of a rally until the whistle for service shall be no more than 12 seconds under normal playing conditions.*
- 20.1.4 **For Triples, Four-Player or Six-Player Competition only:** delaying a substitution.

20.2 SANCTIONS FOR DELAYS

- 20.2.1 The first delay by a team in a game is sanctioned with a *delay warning*.
- 20.2.2 The second and any subsequent delay of any type by the same team in the same game constitutes a fault, and the team is penalized with a *delay penalty*, which is the loss of a rally.

21. EXCEPTIONAL GAME INTERRUPTIONS

21.1 INJURY

- 21.1.1 if an injury occurs as the result of a fault or does not affect the outcome of the rally, the rally is counted. Otherwise, the rally is immediately canceled and replayed.
- 21.1.2 When no legal or exceptional substitute is available [as defined in Rule 9.3.2.1], an injured player is given a five-minute recovery time. In

Format A (Rule 7.1.1), one injury time-out will be granted. In Format B (Rule 7.1.2), one injury time-out will be granted per game. These *injury time-outs* do not count as any of the team's time-outs, and play will be resumed as soon as the injured player is able to continue. Regular time-outs may be taken at the conclusion of the five-minute injury time-out to allow the player additional recovery time. If, after the injury time-out, or at the expiration of time-out(s) granted subsequent to the injury time-out, the injured player cannot continue to play, the team is declared incomplete [Rule 4.1.3].

21.2 EXTERNAL INTERFERENCE

If an external interference does not affect the outcome of play, the rally is counted. Otherwise, the rally is immediately canceled and replayed. A shouted warning (such as "Ball on!") is sufficient to affect the outcome of play, provided a player had a chance to make a legal play of the ball. Misuse of this privilege constitutes minor misconduct [Rule 23.1.1, penalized by 23.2.1 and 23.3.1].

21.3 PROLONGED INTERRUPTION

- 21.3.1 If unforeseen circumstances interrupt the match, the referee shall decide the measures to be taken to reestablish normal conditions.
- 21.3.2 Should one or more interruptions occur, not exceeding four hours in total length, the results of concluded games shall stand, and:
 - 21.3.2.1 If the match is resumed on the same playing court, the interrupted game shall continue normally with the same score and players;
or

- 21.3.2.2 If the match is resumed on another court, the interrupted game is canceled and replayed with the same players.
- 21.3.3 Should one or several interruptions occur, exceeding four hours in total length, the entire match shall be replayed.

22. COURT SWITCHES AND INTERVALS

22.1 COURT SWITCHES

Commentary: Players may NOT stop at team area.

Court switches are team exchanges of playing courts that occur at specified times during a game.

- 22.1.1 In 30-point games or higher, court switches will occur each time the total number of points scored is a multiple of 10.
- 22.1.2 In 21-point games or higher, court switches will occur each time the total number points scored is a multiple of seven.
- 22.1.3 In 15-point games, court switches occur each time the total number of points scored is a multiple of five.

22.2 INTERVALS

- 22.2.1 When more than one game is played in a match or pool play competition, the interval between games is one minute.
- 22.2.2 During court switches in any rally-point game, the teams must exchange sides immediately.

CHAPTER SEVEN

MISCONDUCT

23. MISCONDUCT

23.1 CATEGORIES

Incorrect conduct by a team member toward officials, opponents, teammates or spectators is classified in four categories according to the degree of the offense:

- 23.1.1 **Unsportslike conduct:** arguing, intimidating, taking unfair or inappropriate advantage of player privileges, etc.
- 23.1.2 **Rude conduct:** acting contrary to good manners or moral principles, profanity, interfering with an opponent's ability to play, expressing contempt.
- 23.1.3 **Offensive conduct:** defamatory or insulting words or gestures.
- 23.1.4 **Aggression:** physical attack or intended aggression.

23.2 SANCTIONS

- 23.2.1 Depending on the degree of the incorrect conduct, according to the judgment of the first referee, the sanctions to be applied are:
 - 23.2.1.1 **Misconduct warning:** For unsportslike conduct, no penalty is charged, but the team member concerned is issued a warning against repetition in the same game.
 - 23.2.1.2 **Misconduct penalty:** For rude conduct, the team is penalized with the loss of rally.
 - 23.2.1.3 **Expulsion (Format B only):** Repeated rude conduct is sanctioned by expulsion; the player must leave the playing area for the remainder of

the game. Substitutions may be made only in accordance with Rule 4.3. **For Doubles Competition only:** The team member who is sanctioned with expulsion must leave the playing area and his/her team is declared incomplete for the game (Rule 7.4.3). Disqualified players may be subject to further sanctions by the Tournament Director.

- 23.2.2 All sanctions must be recorded on the scoresheet.

23.3 SANCTION SCALE

- 23.3.1 **Misconduct** is sanctioned as shown in the sanction scale (Diagram 1).
- 23.3.2 Repetition of misconduct by the same person in the same game is sanctioned progressively as shown in the sanction scale (Diagram 1). **For Doubles Competition only:** A player may be assessed multiple Misconduct Penalty sanctions during the same game.
- 23.3.3 Disqualification due to offensive conduct or aggression does not require a previous sanction. (In For mat A: Expulsion becomes Disqualification.)

23.4 MISCONDUCT BEFORE AND BETWEEN GAMES

Any misconduct occurring before or between games is sanctioned according to Diagram 1, and sanctions apply in the following game.

SECTION II

THE OFFICIALS, THEIR RESPONSIBILITIES AND OFFICIAL HAND SIGNALS

CHAPTER EIGHT

OFFICIALS AND THEIR RESPONSIBILITIES

24. CORPS OF OFFICIALS AND PROCEDURES

24.1 COMPOSITION

The corps of officials for a match is composed of the following: first referee, second referee, scorekeeper and two or four line judges.

24.2 PROCEDURES

- 24.2.1 Unless otherwise specified in the Tournament Regulations, hand signals shall be used to start a rally and voice commands used in all other situations. When used, whistles authorize service, halt play and accept or deny a request.
- 24.2.2 The first referee *authorizes service* by giving the signal for service that begins the rally.
- 24.2.3 The first or second referee halts play to end a rally, provided s/he is sure a fault has been committed and has identified its nature.
- 24.2.4 The first or second referee may, during an interruption of play, accept or deny a team request.
- 24.2.5 Immediately after a referee ends a rally, s/he must indicate with the official hand signal [Rule 29]:
 - 24.2.5.1 the team to serve,
 - 24.2.5.2 the nature of the fault (when necessary), and
 - 24.2.5.3 the player at fault (when necessary).

25. FIRST REFEREE

25.1 LOCATION

The first referee carries out his/her functions from a position at the net post outside the playing court, unless otherwise specified by Tournament Regulations. When a referee's stand is used, the view should be approximately 50 cm (19") above the net.

25.2 AUTHORITY

The first referee:

- 25.2.1 directs the match from the start until the end. The first referee has authority over the corps of officials and the team members. During the match the first referee's decisions are final. The first referee is authorized to overrule the decisions of other members of the corps of officials. The first referee may replace any member of this corps who is not properly performing assigned functions.
- 25.2.2 controls the work of ball retrievers.
- 25.2.3 has the power to decide any matter involving the game, including those not provided for in the Rules.
- 25.2.4 shall not permit any discussion about game decisions. However, at the request of a captain, the first referee will give an explanation on the application or interpretation of the Rules on which the decision was based. A captain, having immediately indicated disagreement with the explanation, may reserve the right to submit an official protest of the incident at the end of the match. The first referee must authorize this [Rule 6.1.10].
- 25.2.5 determines before and during the match whether the playing area conditions and equipment meet playing requirements.

25.3 RESPONSIBILITIES

- 25.3.1 Prior to the match, the first referee:
 - 25.3.1.1 inspects the conditions of the playing area, the ball and other equipment,
 - 25.3.1.2 performs the coin toss with the team captains, and
 - 25.3.1.3 controls the teams' warm-ups.
- 25.3.2 During the match, only the first referee is authorized to:
 - 25.3.2.1 sanction misconduct and delays, and
 - 25.3.2.2 decide upon the:
 - 25.3.2.2.1 faults of the server,
 - 25.3.2.2.2 screening by the serving team,
 - 25.3.2.2.3 faults in playing the ball,
 - 25.3.2.2.4 faults above the net, and
 - 25.3.2.2.5 **for Six-Player Competition only:**
position faults by serving team [Rule 10.1.3].

26. SECOND REFEREE

Unless otherwise specified in the Tournament Regulations, or a *second referee* is assigned, the first referee shall perform the functions of the second referee.

26.1 LOCATION

The second referee performs functions from a position at the net post outside the playing court on the side opposite and facing the first referee.

26.2 AUTHORITY

The second referee:

- 26.2.1 is the assistant to the first referee but also has his/her own range of jurisdictions [Rule 26.3]. Should the first referee become unable to continue, the second referee shall replace the first referee.

- 26.2.2 may, without halting play, signal faults outside his/her jurisdiction to the first referee, but must not insist on them.
- 26.2.3 works in conjunction with the scorekeeper:
 - 26.2.3.1 **For Doubles Competition only:** shall assist the first referee with monitoring service order.
- 26.2.4 authorizes the time-outs, controls their duration and rejects improper requests.
- 26.2.5 controls the number of time-outs used by each team and reports the second time-out to the first referee and the captain involved.
- 26.2.6 authorizes and supervises the recovery time in the case of an injury to a player [Rule 21.1.2].
- 26.2.7 checks during the match that balls continue to meet all requirements.

26.3 RESPONSIBILITIES

During the match, the second referee decides, signals and halts play for:

- 26.3.1 player contact with the net and the antennas [Rule 15.3.1],
- 26.3.2 interference due to penetration by a player into the opponent's playing area under the net [Rule 15.2],
- 26.3.3 balls that cross the net outside the crossing space or touches the antennae [Rule 11.4],
- 26.3.4 contact of the ball with an outside object [Rule 11.4], or
- 26.3.5 **Six-Player Competition only:** position faults on receiving team [Rule 10.1.3].
- 26.3.6 **Six-Player Competition only:** attack-line violations [Rule 17.1.3.1].

27. SCOREKEEPER

Unless otherwise specified in the Tournament Regulations, or a *scorekeeper* is assigned, the second or first referee shall perform the functions of the scorekeeper.

27.1 LOCATION

The scorekeeper performs his/her functions seated on the opposite side of the court from and facing the first referee.

27.2 RESPONSIBILITIES

27.2.1 The scorekeeper prepares the scoresheet according to the rules and in cooperation with the second referee.

27.2.2 Prior to the match and game, the scorekeeper records the data of the match and teams, according to Tournament Regulations, and obtains the signatures of the captains.

27.2.3 During the match, the scorekeeper:

27.2.3.1 records the service order of each team prior to the start of play,

27.2.3.2 records the points scored and ensures that the scoreboard indicates the correct score,

27.2.3.3 records the time-outs for each team and provides the number taken to the referees,

27.2.3.4 notifies the referees when a request for time-out is improper,

27.2.3.5 records sanctions,

27.2.3.6 announces to the referees the ends of the games and the court switches [Rule 22.1],

27.2.3.7 **For Triples, Four-Player and Six-Player Competition only:** monitors the serving order of each team, indicating any error in rotation to the referees immediately after the service contact,

27.2.3.8 **For Doubles Competition only:** monitors the serving order of each team, indicating any error in rotation prior to the service contact.

27.2.4 At the end of the match, the scorekeeper:

27.2.4.1 records the final result,

- 27.2.4.2 writes, or permits the captain concerned to write, on the scoresheet a statement regarding a protest.

28. LINE JUDGES

Unless otherwise specified in the Tournament Regulations, or *line judges* are assigned, the first referee shall perform the functions of the line judges.

28.1 LOCATION

- 28.1.1 Two line judges are typically assigned to each match. They stand at diagonally opposite corners of the court, 1 m to 2 m (39" to 6'6") from the corner. Each monitors the end line and side-line that meet at his/her corner.
- 28.1.2 If four line judges are used, they stand in the free zone at 1 to 3 m (39" to 9'10") from each corner of the court, on the imaginary extension of the line they monitor.

28.2 RESPONSIBILITIES

The line judges perform their functions by using flags (30 cm x 30 cm) [12" x 12"].

- 28.2.1 They signal the ball "in" and "out" whenever the ball lands near their line(s).
- 28.2.2 They signal "out" when the ball crosses the net outside the crossing space, touches the antenna, etc. [Rule 14.1.1].
- 28.2.3 They signal touches of "out" balls.
- 28.2.4 The line judges monitoring the end lines signal foot faults by the server [Rule 16.5.1], and
- 28.2.5 At the first referee's request, a line judge must repeat his/her signal.

CHAPTER NINE

OFFICIAL HAND SIGNALS

29. OFFICIAL HAND SIGNALS

29.1 REFEREES' HAND SIGNALS

The referees and line judges must indicate by an official hand signal the nature of the fault called or the purpose of the interruption authorized in the following manner:



- 29.1.1 The referee starts the sequence by indicating which team scored a point or which team has the next service.
- 29.1.2 The referee signals the nature of the fault (if applicable) with the hand that corresponds to the side of the court of the team that has committed the fault or made a request.
- 29.1.3 The referee then indicates the player who committed the fault (if applicable) or the team that made the request.




29.2 LINE JUDGES' FLAG SIGNALS



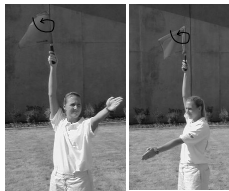
The line judges must indicate by an official flag signal, the nature of the fault called, and they must maintain the signal momentarily.




**Official Hand Signals
(Beach)**




1. All signals which are made with one hand shall be made with the hand on the side of the team that commits the fault or makes the request.
2. After the signal is made, the referee gestures to the player who has committed the fault or the team that has made the request.




<p>Loss of Rally 1</p> 	<p>Extend the arm in the direction of the team that will serve (palm perpendicular to the ground).</p>				
<p>Ball crossing plane under net 2</p> 	<p>Point to center line with open hand.</p>				
	<table border="1"> <tr> <td>R1</td> <td>R2</td> <td></td> <td></td> </tr> </table>	R1	R2		
R1	R2				
	<table border="1"> <tr> <td>R1</td> <td>R2</td> <td></td> <td></td> </tr> </table>	R1	R2		
R1	R2				




<p>Ball in 3</p> 	<p>Point with the flag down</p>	<table border="1"> <tr> <td></td> <td></td> <td></td> <td>LJ</td> </tr> </table>				LJ
			LJ			
<p>(1) Ball "out" (2) Player illegally in adjacent court 4</p> 	<p>Raise the forearms in a vertical position with hands open, palms facing away from the court.</p>	<table border="1"> <tr> <td>R1</td> <td>R2</td> <td></td> <td></td> </tr> </table>	R1	R2		
R1	R2					
<p>Ball "out" 5</p> 	<p>Raise the flag.</p>	<table border="1"> <tr> <td></td> <td></td> <td></td> <td>LJ</td> </tr> </table>				LJ
			LJ			




<p>Ball "out" after contact with a player</p> 	6	<p>Raise forearm on side that last contacted the ball, with elbow at ninety degrees, palm facing shoulder. Brush fingers of opposite hand once over palm of vertical hand.</p>	<table border="1"> <tr> <td data-bbox="885 798 933 856">R1</td> <td data-bbox="933 798 982 856">R2</td> <td data-bbox="982 798 1031 856"></td> <td data-bbox="1031 798 1096 856"></td> </tr> </table>	R1	R2		
R1	R2						
<p>Ball "out" after contact with a player</p> 	7	<p>Raise the flag to shoulder height in front of body and place the open palm of the other hand on top of flag (No flag - same as signal #6).</p>	<table border="1"> <tr> <td data-bbox="885 1123 933 1186"></td> <td data-bbox="933 1123 982 1186"></td> <td data-bbox="982 1123 1031 1186"></td> <td data-bbox="1031 1123 1096 1186">LJ</td> </tr> </table>				LJ
			LJ				
<p>(1) Ball outside the antenna (2) Service line fault</p> 	8	<p>(1) Wave the flag and point the arm toward the antenna. (2) Wave the flag and point to the service area.</p>	<table border="1"> <tr> <td data-bbox="885 1438 933 1501"></td> <td data-bbox="933 1438 982 1501"></td> <td data-bbox="982 1438 1031 1501"></td> <td data-bbox="1031 1438 1096 1501">LJ</td> </tr> </table>				LJ
			LJ				



<p>Ball contacted more than three times by a team.</p> 	<p>9</p>	<p>Raise forearm vertically with four fingers extended.</p>	<p>R1</p>		
<p>(1) Ball "in" (2) Line fault (3) Interference</p> 	<p>10</p>	<p>(1) Point to attack area with index finger. (2) Point to line with finger. (3) Point below the net with index finger.</p>	<p>R1</p>	<p>R2</p>	
<p>(1) Caught or thrown ball. (2) Ball held against net.</p> 	<p>11</p>	<p>Slowly lift the forearm and hand, with bent elbow, with the palm facing upward from the level of the waist to the level of the chest.</p>	<p>R1</p>		

<p>Ball illegally contacted more than once by a player.</p> 	<p>12</p>	<p>Raise forearm vertically with two fingers extended.</p>	<p>R1</p>		
<p>(1) End of game or match (R1). (2) Impossible to judge (LJ)</p> 	<p>13</p>	<p>Cross forearms in front of the chest (palms facing the body).</p>	<p>R1</p>		<p>LJ</p>
<p>Time-out</p> 	<p>14</p>	<p>Place the palm of one hand horizontally over the other hand, held in a vertical position, forming the letter "T." Indicate the team requesting the time-out.</p>	<p>R1</p>	<p>R2</p>	<p>S</p>

<p>Substitution 15</p> 	<p>Make a circular motion of open hands around each other at shoulder height.</p>
<p>Authorization for service 16</p> 	<p>Extend arm toward serving team with palm forward. Blow whistle for service and move hand in a sweeping motion to the opposite shoulder.</p>
<p>(1) Illegal hit or service (2) Ball not released at time of service (3) Assisted hit</p> 	<p>Lift the extended arm (palm up) from the level of the thigh to the level of the chest.</p>

<p>(1) Served ball does not cross plane of net, or touches teammate, or fails to reach net.</p> <p>(2) Player commits net fault.</p> 	18	<p>(1) Touch the net. (2) Touch the net and indicate the player committing the fault.</p>	R1	R2		
<p>(1) Double fault (2) Playover</p> 	19	<p>Raise the thumbs of both hands (hands held close together).</p>	R1			
<p>Illegal block or screen</p> 	20	<p>Raise hands to head height (palms facing away from body). Indicate player(s) committing the fault.</p>	R1	R2		

<p>(1) Illegal attack beyond the net. (2) Illegal block beyond the net.</p> 	21	<p>Hold the forearm (palm down over the top of the net). Indicate the player committing the fault.</p>	R1		
<p>(1) Illegal back-row attack. (2) Illegal attack of the serve.</p> 	22	<p>Make a forward and downward motion from the shoulder with the forearm and hand. Indicate the player committing the fault.</p>	R1	R2	
<p>Individual sanctions: (1) Warning (2) Penalty (3) Disqualification</p> 	23	<p>(1) show a yellow card. (2) Show a red card. (3) Show red and yellow cards in one hand.</p>	R1		

<p>Team sanctions: 24</p> <p>(1) Team delay warning.</p> <p>(2) Team penalty warning.</p> 	<p>(1) Show yellow card held against opposite wrist.</p> <p>(2) Show red card held against opposite wrist.</p>				
	<table border="1"> <tr> <td data-bbox="868 793 928 856">R1</td> <td data-bbox="928 793 987 856">R2</td> <td data-bbox="987 793 1045 856"></td> <td data-bbox="1045 793 1096 856"></td> </tr> </table>	R1	R2		
R1	R2				
<p>Change of courts 25</p> 	<p>Raise the forearms front and back and twist them around the body.</p>				
	<table border="1"> <tr> <td data-bbox="868 1129 928 1192">R1</td> <td data-bbox="928 1129 987 1192"></td> <td data-bbox="987 1129 1045 1192"></td> <td data-bbox="1045 1129 1096 1192"></td> </tr> </table>	R1			
R1					

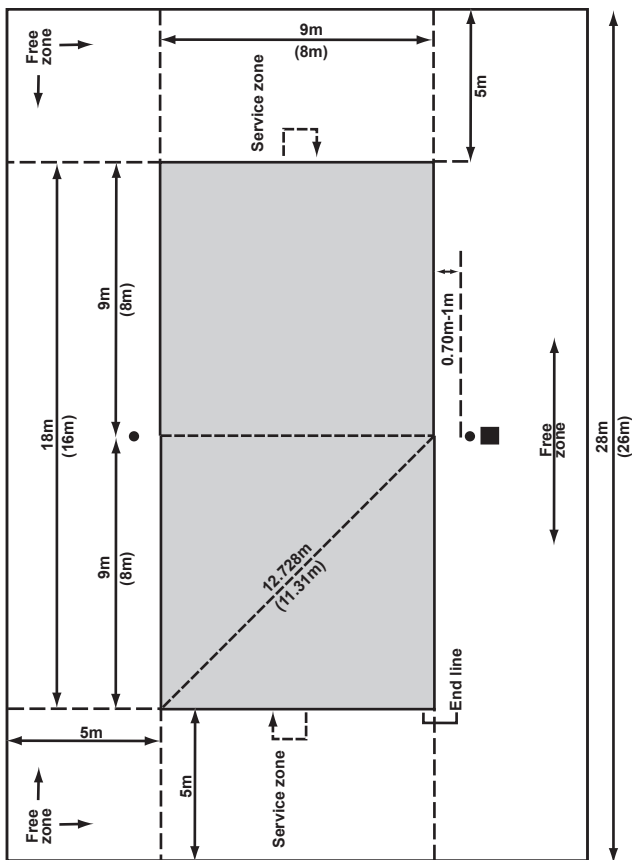
MISCONDUCT SANCTION SCALE (BEACH)

Behavior	Occurrence	Sanction	Card Shown	Consequence
Unsportsmanlike Conduct	First	Warning	Yellow	Warning: no penalty
	Subsequent	Penalty	Red	Loss of rally
Rude Conduct	First	Penalty	Red	Loss of rally
	Subsequent	Penalty	Red	Loss of rally
Offensive Conduct	First	*Expulsion	Y/R Together	Dismissed from the playing area for the game
	Second	Disqualification	Y/R Apart	Dismissed from the playing area, team area and spectator area for the match
Aggressive Conduct	First	Disqualification	Y/R Apart	Dismissed from the playing area, team area and spectator area for the match

*Format B only

Diagram 1

OUTDOOR COURT DIAGRAM



() = Open Competition

INSTRUCTIONS FOR USE OF THE USA VOLLEYBALL OFFICIAL BEACH VOLLEYBALL SCORE SHEETS

1. PRELIMINARY

- a. The following instructions, specific for Beach Doubles, are the procedures to be used if a scorekeeper (separate from the referee) is assigned to the match. A referee who is also keeping score may modify these instructions in accordance with Tournament Regulations and/or tournament conditions.
- b. Updated score sheets and instructions for Beach Triples, Four-Player, and Six-Player competition are available at the USA Volleyball web site (<http://www.usavolleyball.org>). The USAV web site will have the International (FIVB) beach score sheets and instructions as well.

2. BEFORE THE MATCH

- a. If this is a Format A match (single game), use the side with the single game (write “1” in the space below “GAME”). A Format B match should start on the side with two games (pre-printed as “GAME 1” and “GAME 2”).
- b. Use blue or black ink to record the pertinent match information in the Heading area. All proper names are in lowercase letters except for the first letter (e.g., Hermosa; Smith, John). Do not fill in the “A” or “B” team designations until after the coin toss. For a Format B match, fill in the Heading information on both sides.

- Match #:** from the tournament schedule
- Beach:** Beach name
- Court:** #
- Date:** DD/MM/YY (e.g., June 8, 2002 = 08/06/02)
- Format:** X the appropriate box (A = single game; B = best two out of three games)
- Level:** e.g., 18's, AA, Open, 40's
- Women,**
- Men, Coed:** X the appropriate box
- Juniors:** X the box, as appropriate, in addition to the category above
- Team:** Last Name, First Name/Last Name, First Name (e.g., Johnson, Nick/Morris, John). List players in the same order as shown on the tournament schedule, with the higher-seeded team listed first. If necessary, the last name may be written above the first name.

USA VOLLEYBALL SCORESHEET - BEACH DOUBLES																				
Match #	7	Beach	Clearwater	Court	12	Date	2/10/02	Format	A <input type="checkbox"/> B <input checked="" type="checkbox"/>	Level	16's	Men	<input checked="" type="checkbox"/>	Women	<input type="checkbox"/>	Juniors	<input checked="" type="checkbox"/>	Coed	<input type="checkbox"/>	
<input type="checkbox"/> Choice									<input type="checkbox"/> Choice											
A or B	O		Swarez, Mario / Tyler, Andrew		TEAM		VS.		A or B		O		Johnson, David / Onuki, Benjamin							

- c. In the **PRINTED NAMES** section of the **RESULTS** box (lower left corner of the single-game side), print the players' names in the same order as in the Heading, with the second name below the first.

CAPTAIN'S PRE-MATCH SIGNATURE			CAPTAIN'S PRE-MATCH SIGNATURE		
PRINTED NAMES	Points	Duration (Min.)	Points	PRINTED NAMES	
	1				1
Swarez, Mario	2		2	Johnson, David	
Tyler, Andrew	3		3	Onuki, Benjamin	
Total Duration:					
Winning Team: _____			_____ (:) (:) (:)		

- d. In the **OFFICIALS** box (lower right corner of the single-game side), fill in the officials' names in ink, using the format Last Name, First Name. Do not

sign the score sheet until after the match is complete and the score sheet's accuracy has been verified.

Format A = single game; Format B = best of 3 games

REFEREE	NAME
1st	Beech, Sandy
2nd	Schein, Sonny
SCOREKEEPER	Korder, Rhea
SCOREKEEPER SIGNATURE	

- e. After the coin toss, find out from the referee(s) the following information:
- 1.) which team won the coin toss (X that team's "Choice" box in the Heading)
 - 2.) what each team chose for Game 1 (record one of the following codes in the space behind each team's "Choice")
 - S = Serve
 - R = Receive
 - A = Court on left side
 - B = Court on right side

The team that starts on the left side for Game 1 will be designated Team A for the entire match. Using ink, write the appropriate "A" or "B" in the circle next to the team names in the Heading (both sides for Format B match) and in the **RESULTS** box. The team that serves first will be in the top portion of Game 1's scoring section (use ink to write the appropriate "A" or "B" in the "Team" circle next to Service Order **I** and **III**). The team that receives first will be in the lower portion of Game 1 (write the remaining team designation in the "Team" circle next to Service Order **II** and **IV**).

USA VOLLEYBALL SCORESHEET - BEACH DOUBLES																				
Match #	7	Beach	Clearwater	Court	12	Date	27/07/02	Format	A <input type="checkbox"/> B <input checked="" type="checkbox"/>	Level	16's	Men	<input checked="" type="checkbox"/>	Women	<input type="checkbox"/>	Juniors	<input type="checkbox"/>	Coed	<input type="checkbox"/>	
Choice	B								Choice	R										
A	⊗		Suarz, Mario		Tyler, Andrew		TEAM		VS.		⊗		Johnson, David		Onuki, Benjamin					

- f. As soon as possible after the coin toss, obtain each team captain's signature (in ink) in the appropriate space above the **PRINTED NAMES** section of the **RESULTS** box. The captain should indicate the team's service order at this time. If helpful, write a small marker (e.g., asterisk, dot) next to the name of each team's first server. Write each player's last name in the appropriate "Player Identification" box. If there are duplicate last names, write the first name as well. Since players usually don't wear uniform numbers, write a useful identifier (e.g., knee brace, green shorts, blonde, red suit) next to each name. It may be necessary to revise the identifying characteristic during the match (e.g., player removes brace). The "Player Identification" data may be recorded using lowercase letters and pencil.

CAPTAIN'S PRE MATCH SIGNATURE		(B)	Duration (Min.)	(A)	CAPTAIN'S PRE MATCH SIGNATURE	
<i>Andrew Tyler</i>		Points		Points	<i>David Johnson</i>	
PRINTED NAMES		1		1	PRINTED NAMES	
<i>Suarez, Mario</i>		2		2	<i>Johnson, David</i>	
<i>Tyler, Andrew</i>		3		3	<i>Onuki, Benjamin</i>	
		Total Duration:				

G A M E	Service Order	Team	Player Identification		Misconduct Sanctions		
			Warning	Penalty	Penalty	Penalty	
1	I	(B)	<i>Tyler, Andrew</i>	<i>goatee</i>	:	:	:
	III		<i>Suarez, Mario</i>	<i>red</i>	:	:	:
	Time-Outs		Delay Sanctions				Team Points: 1 2 3 4 5 6 7
	:	:	Warning	Penalty	Penalty	Penalty	
1	II	(A)	<i>Johnson, David</i>	<i>blue w/stripes</i>	:	:	:
	IV		<i>Onuki, Benjamin</i>	<i>necklace</i>	:	:	:
	Time-Outs		Delay Sanctions				Team Points: 1 2 3 4 5 6 7
	:	:	Warning	Penalty	Penalty	Penalty	

3. DURING THE MATCH

- a. Record the time of the first service whistle/beckon in ink in the “Game Start Time” (above the Service Round boxes). Format is HH:MM and 24-hour clock (e.g., 9:15 a.m. = 09:15; 1:45 p.m. = 13:45). Once the start time is recorded, it’s acceptable to switch to pencil for the duration of the game.

Game Start time		13:04		Game End Time		:		Game Duration		(min.)									
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20

6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35

- b. The scorekeeper is responsible for ensuring the players serve in the correct order. The scorekeeper will **make every effort to prevent a wrong server** by informing the second referee of the error before the serve occurs. If a player serves out of rotation and is discovered after the ball has been put in play, the rally is stopped immediately and the correct server is allowed to serve. If the wrong server is discovered after the rally is completed, the correct player will serve the next ball. The team keeps any points earned with the “wrong server.”
- c. The scorekeeper monitors and records the results of each player’s term of service using the numbered Service Round boxes that extend to the right of each name (numbered 1 through 20).
- 1.) When the first server (“Service Order” **1**) serves the ball to start the term of service, the scorekeeper writes a small check mark (**3**) over the “1” in the upper right corner of box 1. If the serving team wins the rally,

the scorekeeper slashes the earned point in the "Team Points" row (numbered 1 through 35) below the team's Service Round boxes. If the same player continues to serve, no additional marks are recorded in that Service Round box until the team loses

Product Sanctions		Game Start time		Game End Time								
Penalty	Penalty	13:04		:								
:	:	✓	2	3	4	5	6	7	8	9	10	11
:	:	1	2	3	4	5	6	7	8	9	10	11

Points:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
---------	---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----	----	----	----

- 2.) At the loss of service, the scorekeeper records in the checked Service Round box the total cumulative score (called the Exit Score) earned by the serving team at that point of the game. The scorekeeper will also immediately record the Rally Point for the receiving team by slashing the appropriate point in the "Team Points" row below that team's Service Round boxes.

Product Sanctions		Game Start time		Game End Time								
Penalty	Penalty	13:04		:								
:	:	✓	2	3	4	5	6	7	8	9	10	
:	:	3	1	2	3	4	5	6	7	8	9	10

Points:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
---------	---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----	----	----

Product Sanctions		SEE REVERSE SIDE									
Penalty	Penalty										
:	:	1	2	3	4	5	6	7	8	9	10
:	:	1	2	3	4	5	6	7	8	9	10

Points:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
---------	---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----	----	----

- 3.) The scorekeeper repeats this process for the remaining Service Round I boxes, following the “Service Order” **II**, **III**, and **IV**. When the player in “Service Order” **I** serves again, the scorekeeper will use Service Round 2 box, and so on.

d. Court Switch

- 1.) **Format A:** The teams switch courts when the combined team scores equal multiples of 10 (e.g., 6-4, 11-9, 15-15). **Format B:** For the first two games, the teams switch courts when the combined team scores equal multiples of seven (e.g., 2-5, 6-8, 10-11). For the deciding game, the teams switch courts when the combined team scores equal multiples of five (e.g., 2-3, 4-6, 9-6).
- 2.) The scorekeeper should inform the second referee (during the dead ball period) when the next rally will result in a court switch, and repeat the reminder at the time of the court switch, if needed.
- 3.) When the teams switch courts, the scorekeeper records each team’s score in the **COURT SWITCH SCORE** box on the far right, making sure to enter team A’s score in the left column each time. If the teams switch courts and the combined team scores do not equal the correct multiple value, record the actual scores and note the discrepancy in the **COMMENTS** section (e.g., “Game 1, late court switch at 14 points”). For Game 1 or

Game 2 of a Format B match only, place an “x” in the appropriate **SEE REVERSE SIDE FOR COMMENTS** box.

ctions		Game Start time	Game End Time	Game Duration (min.)	COURT SWITCH SCORE																
Penalty		13:04	:																		
.	✓	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	A : B 3 : 4
.	✓	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
.	✓	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
X Z B # 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35																					
ctions																					SEE REVERSE SIDE FOR COMMENTS
Penalty																					
.	✓	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	COURT SWITCH SCORE
.	✓	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
.	✓	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
X Z B # 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35																					

- 4.) A Technical Time-Out (TTO), if used, will occur at the third court switch of a Format A match or the first two games of a Format B match. The **COURT SWITCH SCORE** box for this circumstance is specially indicated. There will be no TTO in the deciding game of a Format B match. If a TTO is not used, draw a vertical line through the “TTO” next to the third **COURT SWITCH SCORE** box.
- e. Time-outs are recorded in the space below each team’s “Service Order” numbers and “Team” designation. The score at the time of a team’s time-out is recorded with the requesting team’s score first. At the beginning of the time-out period, signal the number of time-outs taken by each team, matching the team info with the team bench location. After the time-out period, repeat the time-out signal, this time matching the team info with the team location on the court (see Diagram next page).

Service Order	Team	Player Identification	Misconduct Sanctions			Game Start time								
			Warning	Penalty	Penalty	13:04								
I	B	Tyler, Andrew goatee	:	:	:	3	✓	2	3	4	5	6	7	8
III		Suarez, Mario red	:	:	:	4	✓	2	3	4	5	6	7	8
Time-Outs		Delay Sanctions			Team Points:		123456789 10 11 12 13 14 15 16 17 18							
:		Warning Penalty Penalty Penalty Penalty			:									
G A M														
Service Order	Team	Player Identification	Misconduct Sanctions			SEE RE								
			Warning	Penalty	Penalty									
II	A	Johnson, David blue w/ stripe	:	:	:	2	✓	2	3	4	5	6	7	8
IV		Onuki, Benjamin necklace	:	:	:	3	✓	2	3	4	5	6	7	8
Time-Outs		Delay Sanctions			Team Points:		123456789 10 11 12 13 14 15 16 17 18							
3:8		Warning Penalty Penalty Penalty Penalty			:									
E														

f. Correcting Mistakes

- 1.) If the scorekeeper makes an inadvertent error or the referee makes a mind change and the information is recorded in ink, the scorekeeper must place an "x" through the incorrect information and neatly record the correct information immediately following the "x." The scorekeeper must not miss any action while making the correction.
 - 2.) If the scorekeeper makes an inadvertent error or if the referee makes a mind change and the information is recorded in pencil, the scorekeeper may erase the error and record the correction. The scorekeeper must not miss any action while making the correction.
- g. Game/Match points: during the dead ball period, inform the second referee (verbally and with a signal) when a team is one point away from winning the game or match. Repeat this information each time there is a game- or match-point situation.

h. Misconduct and Team Delay Situations

- 1.) Misconduct **Warning** (individual **yellow** card) is recorded in the space to the right of the individual's "Player Identification." Record the score at the time of the warning, with that team's score recorded first. No other action is taken against the team/player.

Service Order	Team	Player Identification	Misconduct Sanctions			Game Start time				
			Warning	Penalty	Penalty	1	2	3	4	
G A M E	B	Tyler, Andrew goatee	9:4	:	:	✓	✓	3	4	
		Suarez, Mario red	:	:	:	✓	2	3	4	
Time-Outs		Delay Sanctions				Team Points:				
		Warning	Penalty	Penalty	Penalty	1	2	3	4	
		:	:	:	:	123456789	10	11	12	13
1	A	Johnson, David blue w/stripe	:	:	:	2	2	3	4	
		Onuki, Benjamin necklace	:	:	:	3	2	3	4	
Time-Outs		Delay Sanctions				Team Points:				
		Warning	Penalty	Penalty	Penalty	1	2	3	4	
3:8		:	:	:	:	123456789	10	11	12	13

- 2.) Misconduct **Penalty** (individual **red card**) is recorded in the space to the right of the individual's Misconduct Warning box. A player may receive a penalty without previously receiving a warning and may receive multiple penalties in the same game. Record the score at the time of the penalty (before the resultant loss of rally), with that team's score recorded first. Slash the next point of the opposing team, and circle this point to indicate it was earned via a penalty. In addition, the opposing team will serve the next ball. If the player receiving the penalty was on the serving team, record the Exit Score in the appropriate Service Round box (note that

if the penalty resulted in a loss of rally before that team serves, there is no check mark in that Service Round box).

Service Order	Team	Player Identification	Misconduct Sanctions			Game Start time			
			Warning	Penalty	Penalty	1	2	3	4
I	(B)	Tyler, Andrew <i>gastec</i>	9:4	:	:	✓	✓	3	4
III	(B)	Swarez, Mario <i>red</i>	:	10:6	:	✓	✓	4	10
Time-Outs		Delay Sanctions				Team Points:			
:		Warning	Penalty	Penalty	Penalty	1 2 3 4 5 6 7 8 9 10 11 12 13			
:		:	:	:	:	1 2 3 4 5 6 7 8 9 10 11 12 13			

Service Order	Team	Player Identification	Misconduct Sanctions			Game Start time			
			Warning	Penalty	Penalty	1	2	3	4
II	(A)	Johnson, David <i>blue w/ stripe</i>	:	:	:	✓	✓	2	6
IV	(A)	Onuki, Benjamin <i>necklace</i>	:	:	:	✓	✓	3	3
Time-Outs		Delay Sanctions				Team Points:			
:		Warning	Penalty	Penalty	Penalty	1 2 3 4 5 6 7 8 9 10 11 12 13			
3:8		:	:	:	:	1 2 3 4 5 6 7 8 9 10 11 12 13			

- 3.) Format B only: A player may be **expelled (yellow and red card)** in one hand) from a game, and the team must default the game. The expulsion and default must be recorded in the **COMMENTS** section (e.g., “Exp, game #, A or B player name, score”; “Default, game #, A or B, incomplete due to exp, score”). Give the opposing team the points needed to win the game by slashing the necessary points. For Game 1 and Game 2 only, place an “X” in the **SEE REVERSE SIDE FOR COMMENTS** box (below the Service Round boxes).
- 4.) Improper requests are not formally recorded on the score sheet.
- 5.) Team Delay **Warning (yellow card)** on opposite wrist) is recorded in the box to the right of the “Time-Out” boxes. Record the score at the time of the warning, with the score of the sanctioned team recorded first. No other action is taken against the team (see Diagram next page).

Service Order	Team	Player Identification	Misconduct Sanctions			Game							
			Warning	Penalty	Penalty	Start time	1	2	3	4	5		
I	B	Tyler, Andrew	goutee	9:4	:	:	3	9	4	5			
III		Suarez, Mario	red	:	10:6	:	4	10	3	4	5		
Time-Outs			Delay Sanctions			Team Points:							
:	:	:	Warning	Penalty	Penalty	Penalty	XXXXXX						
Service Order			Player Identification <td colspan="3">Misconduct Sanctions <td colspan="5">Game</td> </td>			Misconduct Sanctions <td colspan="5">Game</td>			Game				
Team			Warning			Penalty			Start time				
II	A	Johnson, David	blue w/ stripe	:	:	:	2	6	3	4	5		
IV		Onuki, Benjamin	necklace	:	:	:	3	8	3	4	5		
Time-Outs			Delay Sanctions			Team Points:							
3:8	:	:	Warning	Penalty	Penalty	Penalty	XXXXXX						

- 6.) Team Delay **Penalty (red card)** on opposite wrist) is recorded to the right of the Team Delay Warning box. Record the score at the time of the penalty (before the resultant loss of rally), with the sanctioned team's score recorded first. Slash the next point of the opposing team, and circle this point to indicate it was earned via a penalty. In addition, the opposing team will serve the next ball. If the team receiving the penalty was the serving team, record the Exit Score in the appropriate Service Round box (note that if the penalty resulted in a loss of rally before that team serves, there is no check mark in that Service Round box).
- 7.) If a player/team receives more sanctions than available boxes, record the sanction(s) in the **COMMENTS** section. For Format B Game 1 and Game 2 only, place an "X" in the appropriate **SEE REVERSE SIDE FOR COMMENTS** box.

4. POST-GAME PROCEDURES

- a. When the referee blows the whistle to end the last play of the game, slash the winning point in the "Team Points" row. Record this final point as the

Exit Score for the winning team. If the receiving team earned the winning point from the opponent's loss of service, record the winning point in the Service Round box of the player who would have been the next server and do not make a check mark in the upper right corner of the box. Additionally, record the appropriate Exit Score in the Service Round box of the losing team's last server. Switch to pen, if necessary, to record the remaining post-game and post-match information.

Misconduct Sanctions			Game Start time		Game End Time		Gar Dur																						
Warning	Penalty	Penalty																											
1:4	:	:	3	9	16	19	21																						
:	10:6	:	4	10	17	20																							
by Team Points:			1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27

Misconduct Sanctions																													
Warning	Penalty	Penalty																											
:	:	:	2	6	13	16																							
:	:	:	3	8	15	17																							
by Team Points:			1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27

- b. The "end-of-game" signal by the first referee marks the time the game ended. Record the time (using the correct 24-hour clock format, HH:MM) in the "Game End Time" space, located to the right of "Game Start Time."

- 1.) Calculate the duration of the game by determining the elapsed time between the "Game Start Time" and "Game End Time." Record this data in minutes in the "Game Duration" space to the right of "Game End Time."

Game Start time			Game End Time		Game Duration		COURT SWITCH SCORE
13:04			13:27		23 (min.)		
3	9	16	19	21			
4	10	17	20				

- c. Circle the final Exit Score (in the Service Round box) for each team and write each team's score in the appropriate "Team Points" box, located to the left of the "Team Points" row.

Misconduct Sanctions			Game Start time 13:04							
Warning	Penalty	Penalty	1	2	3	4	5	6	7	
9:4	:	:	3	9	16	19	20	5	6	7
:	10:6	:	4	10	17	20	5	6	7	
ally	Team Points: 21	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18								

Misconduct Sanctions			SEE RE							
Warning	Penalty	Penalty	1	2	3	4	5	6	7	
:	:	:	2	6	13	16	5	6	7	
:	:	:	3	8	15	17	5	6	7	
ally	Team Points: 17	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18								

- d. Transfer the game duration and the final scores to the appropriate columns in the **RESULTS** box.

CAPTAIN'S PRE MATCH SIGNATURE		Duration (Min.)		CAPTAIN'S PRE MATCH SIGNATURE	
<i>Andrew Tyler</i>		(B)		(A)	<i>David Johnson</i>
POINTS	1 21	23	1 17	POINTS	
PRINTED NAMES	1 Suarez, Mario	2	2 Johnson, David	PRINTED NAMES	
	2 Tyler, Andrew	3	3 Onuki, Benjamin		
	Total Duration:				
Winning Team:	/ (:) (:) (:)				

- e. Cancel the unused **COURT SWITCH SCORE** boxes by drawing a single large X through the empty boxes.

- f. Cancel each team's unearned points by drawing a vertical line to the right of the last slashed point, then drawing a horizontal line through the unearned points (. . . 21 ~~22 23 24~~ . . . 35)

:04		Game End Time 13:27										Game Duration 23 (min.)										COURT SWITCH SCORE								
6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	A : B
															3 : 4															
															5 : 9															
															8 : 13															
SEE REVERSE SIDE FOR COMMENTS															12 : 16															
6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	16 : 19
															X															
															X															
															X															

NOTE: If this is a Format A match, proceed to the **POST-MATCH PROCEDURES**. The remaining **POST-GAME PROCEDURES** apply to Format B matches.

- g. The interval between Game 1 and Game 2 is one minute. The scorekeeper should add one minute to the “Game End Time” and record this time as the “Game Start Time” for Game 2.
- h. The team that lost the coin toss for Game 1 can choose (1) to serve or receive or (2) the side of the court on which to start the game, while the other team will select the remaining choice. Therefore, the scorekeeper must wait for these decisions before preparing Game 2. Record the appropriate code (see paragraph 2e(2)) in the space behind each team's Game 2 “Choice.” Each captain will also indicate the service order, which may be different from the previous game. Once the scorekeeper has the necessary data, fill in the scoring section for Game 2, **remembering that the**

teams retain their original “A” and “B designations. Record the Game 2 action, using the same match and post-game procedures described above.

Choice <u>A</u>										Choice <u>S</u>									
Service Order	Team	Player Identification	Misconduct Sanctions			Score	Game	Score	Game										
			Warning	Penalty	Penalty	Start Time	13:28	End Time	1	2	3	4	5	6	7	8	9	10	
G A M E	I III A	Druki, Benjamin	:	:	:														
		Johnson, David	:	:	:														
		Time-Outs	Delay Sanctions					Team Points											
		Warning	Penalty	Penalty	Penalty	Penalty			1	2	3	4	5	6	7	8	9	10	
		:	:	:	:	:													
Service Order										SEE REVERSE SIDE									
Service Order	Team	Player Identification	Misconduct Sanctions			Score	Game	Score	Game										
			Warning	Penalty	Penalty	Start Time		End Time	1	2	3	4	5	6	7	8	9	10	
G A M E	II IV B	Tyler, Andrew	:	:	:														
		Suarez, Mario	:	:	:														
		Time-Outs	Delay Sanctions					Team Points											
		Warning	Penalty	Penalty	Penalty	Penalty			1	2	3	4	5	6	7	8	9	10	
		:	:	:	:	:													

i. Deciding Game

- 1.) If the teams are tied 1-1 after Game 2, the referee(s) will conduct a coin toss for the deciding game.
- 2.) Flip to the single-game side and write “3” in the space below “GAME.” The interval between Game 2 and Game 3 is one minute. Place an “X” in the “Choice” box of the team that won the coin toss. Record the coin toss results in the space behind each team’s “Choice” and prepare the score sheet accordingly. Record the Game 3 action, using the same match and post-game procedures described above, except the teams will switch courts when the combined scores equal multiples of five.

Match #	1	Team	Clearwater	Court	12	Date	2/7/02	Format	A	B	<input checked="" type="checkbox"/>	Level						
Choice	A																	
TEAM	A	Suarez, Mario	/	Tyler, Andrew	VS.	B	A	Johnson, D										
Service Order	Team	Player Identification	Misconduct Sanctions			Score	Game	Score	Game									
			Warning	Penalty	Penalty	Start Time	13:45	End Time	1	2	3	4	5	6	7	8	9	10
G A M E	I III B	Tyler, Andrew	:	:	:													
		Suarez, Mario	:	:	:													
		Time-Outs	Delay Sanctions					Team Points										
		Warning	Penalty	Penalty	Penalty	Penalty			1	2	3	4	5	6	7	8	9	10
		:	:	:	:	:												
Service Order	Team	Player Identification	Misconduct Sanctions			Score	Game	Score	Game									
			Warning	Penalty	Penalty	Start Time		End Time	1	2	3	4	5	6	7	8	9	10
G A M E	II IV A	Druki, Benjamin	:	:	:													
		Johnson, David	:	:	:													
		Time-Outs	Delay Sanctions					Team Points										
		Warning	Penalty	Penalty	Penalty	Penalty			1	2	3	4	5	6	7	8	9	10
		:	:	:	:	:												

5. POST-MATCH PROCEDURES

- a. In the **RESULTS** box, calculate and record the “Total Duration” in minutes. **For a Format B match, include the interval(s) between games in the “Total Duration.”** Write the name of the “Winning Team,” listing the names in the same order as in the Heading. Behind the team name, record the game score(s) with the match winner’s scores listed first (take care to use the data in the “Points” columns and not the “Duration” column).

CAPTAIN'S PRE MATCH SIGNATURE		ⓑ		Duration (Min.)		Ⓐ		CAPTAIN'S PRE MATCH SIGNATURE	
<i>Andrew Tyler</i>		Points				Points		<i>David Johnson</i>	
PRINTED NAMES		1	21	23	1	17	PRINTED NAMES		
Suarez, Mario		2	11	16	2	21	Johnson, David		
Tyler, Andrew		3	9	11	3	15	Onuki, Benjamin		
		Total Duration:		52					
Winning Team: <u>Johnson, David / Onuki, Benjamin</u> (17 : 21) (21 : 11) (15 : 9)									

- b. Review the score sheet(s) to verify they are accurate and complete; then sign below your printed name.
- c. Deliver the completed score sheet(s) to the tournament coordinator.

ABBREVIATIONS

m	=	meter
'	=	foot (feet)
cm	=	centimeter
"	=	inches
gm	=	grams
mbar	=	millibars
kg/cm ²	=	kilograms per square centimeter
lbs/sq in	=	pounds per square inch lbs/sq in = 68.0 mbar = 0.0703 kg/cm ²
°C	=	degrees Celsius (Centigrade)
°F	=	degrees Fahrenheit

METRIC CONVERSIONS (INCLUDING STANDARD AND OPEN COURT)

Standard

Length of playing court	18 m	=	59'
Width of playing court	9 m	=	29'6"
Diagonal of half the playing court	12.728 m	=	41'8 ^{1/2} "
Minimum length of net	9.75 m	=	32'

Open

Length of playing court	16 m	=	52'6"
Width of playing court	8 m	=	26'3"
Diagonal of half playing court	11.31 m	=	37'1"
Minimum length of net	8.5 m	=	27'10 ^{1/2} "
Minimum width of free zone	3 m	=	9'10"
Recommended height of posts	2.55 m	=	8'4"
Height of men's net	2.43 m	=	7'11 ^{5/8} "
Height of women's net	2.24 m	=	7'4 ^{1/8} "
Height of 12 & under net	2.13 m	=	6'6"
Height of 10 & under net	1.98 m	=	6'
Length of antenna	1.8 m	=	5'11"

Net width:

Max. side line – post distance	1 m	=	39"
Length of antenna above net	0.8 m	=	32"
Circumference of ball	65-67 cm	=	25.5-27"
Referee's view above net	50 cm	=	19 ^{1/2} "

Sand depth:

Min. side line – post distance	30 cm	=	12"
Size of net mesh squares	10 cm	=	4"
Max. width of side line band	8 cm	=	3 ^{1/8} "
Min. width of side line band	5 cm	=	2"
Max. width of side line rope	1 cm	=	3/8"
Min. width of side line rope	0.5 cm	=	3/16"
Max. distance of net height			
From side line to center	2 cm	=	3/4"

Min. temperature	10° C	=	50° F
Weight range of ball	260-280 gm	=	0.5-0.6 lb
Internal air pressure of ball (indoor)	0.30-0.325 kg/cm ²	=	4.3-4.6 lb/sq in
Internal air pressure of ball (outdoor)	0.175-0.225 kg/cm ²	=	2.5-3.2 lb/sq in
Min. light at 1 m above court	300 lux	=	27.9 foot candles

GUIDELINES FOR OUTDOOR VOLLEYBALL TOURNAMENTS

MATCH WARM UP

Ten minutes is allowed for warm-up (ball handling, shared hitting) for the first match of the day played by a team. Six minutes (maximum of three minutes on, three minutes ball retrieving) warm-up is allowed for all other matches. Once the match start has been called, a team is penalized one point per minute until the forfeit is declared at 15-0 or 11-0. A late arriving team or player shall have no warm-up time, and the team receives serve, with the score zero to whatever number of minutes have passed from the match start. A double forfeit is also possible.

In pools, the refereeing duties are assigned. In elimination events, the losing team referees the next match. Teams should be warned not to skip refereeing assignments after they lose. They do not have to referee personally, but they are responsible. Failure to referee should have pre-announced penalties. When there is a choice of two losers to referee one match, the earlier finishing loser should be excused (not the losing team that is a "better" team).

OPTIMUM POOL DESIGNATIONS

Note: Waiting list teams should not be accepted unless the addition creates a desirable number of teams. In large events (30+ teams), only four team pools should be used or very good court supervision is required.

Avoid teams with same names or obvious associations (same city, same car, etc.), in the same pool. For this reason it is not a good idea to put the first four in Pool 1, the next four in Pool 2,

etc. Assign teams granted late starts to the team No. 2 slot in four-team pool and the team No. 3 in a five-team pool. As the event goes on, split the pool onto two courts if unused courts become available. This is to ensure that pool play ends on time and the tournament finishes before dark.

Each court should have a clipboard, pool chart and pencil, and a team on that court in charge of keeping the score posted. Pool winners should return the pool sheets to the Tournament Desk.

- 1-3 teams:** Move teams upwards or downwards to avoid this situation unless there is no alternative.
- 4 teams:** 1 pool of 4, 3 games to 11 pts.
(top two can playoff if desired)
- 5 teams:** 1 pool of 5, 2 games to 11 pts.
(top two can playoff if desired)
- 6 teams:** 1 pool of 6, 2 games to 11 pts.
(top two can playoff if desired)
- 7 teams:** AVOID if possible
1 pool of 7, 1 game to 11 pts., no playoffs
or
1 pool of 4 and 1 pool of 3, 3 games to 11 pts., with all teams into playoffs
- 8 teams:** 2 pools of 4, 3 games to 11 pts.
- 9 teams:** 1 pool of 4 (3 games to 11 pts.) and 1 pool of 5 (2 games to 11 pts.)
- 10 teams:** 2 pools of 5, 2 games to 11 pts.
- 11 teams:** AVOID if possible
1 pool of 5 and 1 pool of 6 (2 game to 11 pts.)
- 12 teams:** 3 pools of 4, (two games to 11 pts.) or 2 pools of 6, 1 game to 15 pts. as time permits

- 13 teams:** 2 pools of 4 (2 games to 11pts.) and
1 pool of 5 (1 game to 15 pts.)
- 14 teams:** 1 pool of 4 and 2 pools of 5 (2 games to
11 pts.)
- 15 teams:** 3 pools of 5 (2 games to 11 pts.)
- 16 teams:** 4 pools of 4 (2 games to 11 pts.)

Follow the above guidelines for higher numbers of teams in a division. While pools of four are the ideal number, you can put more teams on a court, using pools of five, if space is limited. Many tournaments have four team pools that play only two games to 11 instead of three games.

When figuring out point differential when you have different numbers of teams in various pools in the same division, figure it out as average point differential per game (since teams playing in a four-team pool will play a different number of games than those teams in a five-team pool.).

Four-, five-, and six-team formats:

Team A vs. Team B (Work Team)

four-person:

- 1 vs. 4 (2)
- 2 vs. 3 (1)
- 1 vs. 3 (4)
- 2 vs. 4 (3)
- 3 vs. 4 (2)
- 1 vs. 2 (3)

five-person:

- 2 vs. 5 (4)
- 3 vs. 4 (2)
- 1 vs. 5 (3)
- 2 vs. 3 (5)
- 1 vs. 4 (2)
- 3 vs. 5 (1)
- 2 vs. 4 (3)
- 1 vs. 3 (5)
- 4 vs. 5 (1)
- 1 vs. 2 (4)

six-person: (on two courts):

(1) 1 vs. 6 (4)	2 vs. 5 (3)
(2) 3 vs. 4 (2)	1 vs. 5 (6)
(3) 4 vs. 6 (5)	2 vs. 3 (1)
(4) 1 vs. 4 (6)	3 vs. 5 (2)
(5) 2 vs. 6 (4)	1 vs. 3 (5)
(6) 2 vs. 4 (1)	5 vs. 6 (3)
(7) 1 vs. 2 (4)	3 vs. 6 (5)
(8) 4 vs. 5 (3)	

Tie Breakers:

In the case of ties, tie breaking procedures are as follows:

Ties for first place:

Head-to-head games, head-to-head point differential, overall point differential.

Ties for second place:

two teams - one game to 11.

three teams - seed teams (using procedure for first-place ties) then have the highest seed play against the winner of the other two teams. Both games are one to 11 points.

Teams shall NOT be eliminated from assignment to championship competition on a point or any other non-competitive system.

PLAYOFFS

The top two teams in each pool advance.

Teams are reseeded according to:

1. Placement after pool play (first or second)
2. Game record
3. Point differential

One game to 15 points if time/weather permits, otherwise, one game to 11 points.

INDEX

OUTDOOR RULES

RULE/COMMENTARY/ HAND SIGNAL/DIAGRAM		PAGE #
ATTACK LINES	R 1.3.7.1	B-4
BALL	R 3	B-7
BALL CROSSING THE NET	R 14.1	B-25
BALL "IN"	R 11.3	B-20
BALL IN PLAY	R 11.1	B-20
BALL "OUT"	R 11.4	B-20
BALL OUT OF PLAY	R 11.2	B-20
BALL, PLAYING UNDER THE NET	R 15.2.1	B-27
BALL, SETTING	R 13.4.4	B-23
BLOCKING, DEFINED	R 18.1	B-33
BOUNDARY LINES & MARKINGS	R 1.3.5.2	B-3
CAPTAIN	R 4.2	B-9
	R 6.2	B-13
CENTER LINE	R 1.3.6	B-3
CENTER LINE, CROSSING	R 15.2.1	B-27
CLEARANCE, PLAYING AREA	R 1.1.1	B-2
COACH	R 4.4	B-10
COIN TOSS & OPTIONS	R 8.1	B-16
COMPOSITION OF TEAMS	R 4.1	B-8
CONDUCT	R 23.1	B-39
CONTACTS, TEAM	R 13.5.1.1	B-24
COURT DIMENSIONS	R 1.1	B-2
COURT, OBJECTS ON	R 1.2.1	B-2
COURT SWITCHES	R 22.1	B-38
	R 22.2.2	B-38
CROSSING THE CENTER LINE	R 15.2.1	B-27
DELAY OF GAME	R 6.1.8	B-12
	R 8.2.2	B-16
	R 20.1	B-36

“DINKING”	R 17.2.4	B-32
EQUIPMENT	R 5.1	B-10
FAULT, ROTATIONAL	R 10.4	B-19
FAULTS, CONSEQUENCES	R 12.2	B-21
FAULTS, PLAYING, DEFINED	R 12.1	B-21
FAULTS, POSITIONAL	R 10.3	B-18
GAME DELAY	R 6.1.8	B-12
	R 8.2.2	B-16
	R 20.1	B-36
INJURY TIME-OUT	R 21.1.2	B-36
JOUST	R 13.2.3	B-23
LINE-UP	R 9.1	B-16
MISCONDUCT, CATEGORIES	R 23.1	B-39
NET	R 2.1	B-5
NET, PLAYING BALL UNDER	R 15.2.1	B-27
NET POSTS	R 2.3	B-6
OBJECTS ON COURT	R 1.2.1	B-2
PLAYERS, POSITIONS AT		
SERVICE	R 16.5.1	B-30
PLAYING AREA CLEARANCE	R 1.1.1	B-2
PLAYING BALL UNDER NET	R 15.2.1	B-27
ROTATION ORDER	R 9.2	B-17
SCORE, WINNING	R 7.2	B-14
SERVICE, DEFINED	R 16.1	B-28
SERVICE, PLAYERS POSITIONS	R 16.5.1	B-30
SERVICE ZONE	R 16.5.1	B-30
SETTING THE BALL	R 13.4.4	B-23
STATES OF PLAY	R 11	B-20
SUBSTITUTIONS	R 4.3	B-10
	R 9.3	B-17
TEAM, COMPOSITION	R 4.1	B-8
TEAM CONTACTS	R 13.5.1.1	B-24
TEAM LINE-UP	R 9.1	B-16
TIME-OUT	R 19	B-35
TIME-OUT, INJURY	R 21.1.2	B-36
WINNING SCORE	R 7.2	B-14

SCOREKEEPING INSTRUCTIONS

PRE-GAME/MATCH PROCEDURES	B-59
MATCH PROCEDURES	B-63
AFTER THE MATCH	B-70
SCORESHEET, DOUBLES SAMPLES	B-76-77
	B-78-79