

Beach Volleyball Rules Guide

Adapted from the USA Volleyball Quick-Guide for beach doubles

This is a general guide to beach volleyball rules. Juana's leagues main objective is to have fun. Not all rules listed may apply. Each league has its own adaptations to these rules. This is merely a reference guide. Please refer to Juana's Beach Volleyball League Descriptions to clarify adaptations for each league.



Conflicts are no Fun; Avoid Conflicts:

- If you have questions about rules, clarify them with teams prior to the match to avoid conflicts during the games. If there is a question about a call/play, clarify, make a decision, and replay if necessary. Consistency can help avoid conflicts. If you see something done by an opposing team that you have a question about, but have let it slide for the match, be consistent and either talk to them about it and come to an agreement for future matches, or let it slide for the rest of the matches. Contact Mandy (850-366-2660 or volleyball@juanaspagodsa.com) for further clarification.

Equipment:

- Net 28' long. Height at center: Women 7'4 $\frac{1}{8}$ " and Men 7'11 $\frac{5}{8}$."
- Court dimensions: 30'x60' for 4s or 8m x 16m for doubles
- **Ball:** light-colored, approx 26" circumference, 9-10 oz weight, at 2.5 to 3.2 psi.
 - The teams need to come to a mutual agreement on which ball to use if more than one is available.
 - If an agreement can not be made, the score-keeper and/or referee will make the decision.

Spirit of the Game:

- Know the rules and protocols. Call your own faults
- Behave respectfully to players, score keepers, and tournament officials.
- Fun and competitive atmosphere

Playing Actions and Faults:

- **Interruptions in game play:** If anything comes onto court and interrupts play, replay the point. Ref's discretion.
- **Position Faults:** Players (other than server) must be on court at moment of service.
- **Screening:** Serving team may not impede the receiving teams' view of the server and the ball.
 - If asked to move, move.
- **Serves:**
 - No whistle for service.
 - Score keepers monitor the readiness of the receiving team and can ask for a replay if needed.
 - Scorer confirms that correct server will / does serve. There is no "wrong server" call.
 - Net serves are not a fault and should be played
 - Serve can not be blocked, attached, lifted, or double hit by the receiving. .
- **Blocks:** The block contact counts as first team contact.
 - Following block contact *any* player of the blocking team may make the 2nd team contact.
 - "Joust" is legal despite the ball coming briefly to rest. Any player may make next play as 1st contact.
- **Tips:** "Open hand" tipping is illegal. (signal "illegal attack")
 - To tip legally, the fingers must be "rigid and together" or knuckles must be used.
- **Hand setting:** Setting is judged more strictly than indoors.
 - The hands should act together smoothly, or a "double-hit" may be called.
 - Sets that visibly pause, or in which the ball is re-directed are "held ball" faults.
 - **"Setting over":** Hand-set attacks across the net are legal only if the setter is clearly facing directly toward, or back-setting squarely toward, the target. Faults are whistled as "illegal attacks."
 - If a set toward a team-mate is blown over the net by wind, etc, then play continues.

- Defense
 - It is legal for the ball to strike two or more parts of a defenders' body during a single action.
 - **Exception: Double contact with overhand finger action is NOT allowed... unless the double-contact was in defense of a "hard-driven attack"**
 - In judging hard-driven defense, the referee must consider a variety of factors such as: 1) "reactive" vs. "decisive" nature of the defense 2) speed/pace of ball 3) distance/time
 - SERVED balls are (by rule) "Never considered a hard-driven attack".
 - It is legal to receive serve open-handed (**NOT recommended**), but strict hand set judgment applies.
- Plane of Net: Players may only contact the ball within their own playing space.
 - Setters may not reach through the vertical plane of the net to retrieve the ball.
 - Attackers must initiate contact of the ball on their side of the net. (follow through is legal)
 - Blockers may penetrate the plane over the net and block only after an attack hit.
- Net-Contact: is a fault when it occurs during the action of playing the ball or interferes with the play.
- UNDER the net: Players contact the opponents' court as long as they do not interfere.
- Interference: is a fault
 - A player who interferes with the opponents' legitimate play must be called for the fault.
 - Note that contact between opponents **does not always** constitute interference, (bump knees, step briefly on toes etc) and that interference can occur without physical contact. (example: fallen player under net prevents defender covering short)
- Simultaneous Contact: team opposite of where the ball goes commits the foul
- Pursuit: Players can not go onto the dunes or into adjacent courts to play a ball.
- Line Calls: The ball is "in" if it *physically touches the line*.
 - Ball is in if it is completely between the net poles.