

FLORIDA REGION OF USA VOLLEYBALL

BEACH VOLLEYBALL RULES SUMMARY



❖ Playing the ball

- Any first ball contact can have consecutive contacts as long as it is one action to play the ball
- Exception: First team contact using finger action (*Fault*)
 - Contact at the block is considered the team's first contact either player can make the next team contact

❖ Ball at the net

- A ball that crosses over top or outside of antennae may be retrieved and played back within the team hits
- The ball is "out" when it completely crosses under the net between the posts

❖ Reaching beyond the net

- A blocker may reach beyond the plane of the net provided they do not interfere with an opponent's play on the ball
- An attacker may follow through beyond the plane of the net provided they initiated contact within their own playing space
- A player may **NOT** pass his/her hand into the opponent's playing space to initiate contact (*i.e. save*)

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❖ Contact with the net

- Net contact is legal as long as the player contacting the net is not in the act of playing the ball

❖ Interference

- Anytime a player penetrates the opponents playing space that impedes their opportunity to play the ball (*with or without contact*)
- This action may be intentional or unintentional
- A player may cross under the net on a follow through or to retrieve a ball provided they do not interfere with an opponent

❖ Service

- A player has 5 seconds to serve after the referee beckons for serve
- There should be no more than 12 seconds after a routine play and the referee's beckon for serve
- The server gets 1 toss to serve and it may not be caught or let drop to the ground

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❖ Screening

- Screening is not permitted and the referee will hold play until the receiving team is able to see the server and path of ball

❖ Timeouts

- Each team is entitled to 1 timeout per set (30 sec)
- A technical timeout will automatically occur at the first multiple score of 21 points in the first and second set
- No technical timeout in the third set

❖ Injury

- Play will be stopped immediately for a serious injury during play
- An injured player is given a maximum of a 5 minute injury timeout once during a match
- If medical assistance is requested that 5 minute injury timeout will start after properly accredited medical staff arrive on scene

❖ Prolonged interruption

- Interruptions in a match due to extreme weather or other unforeseen circumstances less than 4 hours in length; will resume at the same point it left off
- Interruptions exceeding 4 hours will result in replaying entire match

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❖ Court switch and intervals

- Court switches occur every 7 pts (*set 1&2*) and every 5pts (*set 3*)
- Court switches occur immediately after referee's authorization
 - Players pass directly under net to opposite side of court

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