



Beach Volleyball Sport Rules

Special Olympics





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1. GOVERNING RULES

- 1.1 The Official Special Olympics Sports Rules for Beach Volleyball shall govern all Special Olympics competitions. As an international sports program, Special Olympics has created these rules based upon Federation Internationale de Volleyball (FIVB) Rules for beach volleyball found at <http://www.fivb.org/>.
- 1.2 FIVB or National Governing Body (NGB) rules shall be employed except when they are in conflict with the Official Special Olympics Sports Rules for Beach Volleyball or Article I. In such cases, the Official Special Olympics Sports Rules for Volleyball shall apply. Refer to [Sport Rules Article 1](#), for more information pertaining to Codes of Conduct, Training Standards, Medical and Safety Requirements, Divisioning, Awards, Criteria for Advancement to Higher Levels of Competition, and Unified Sports.

2. OFFICIAL EVENTS

- 2.1 The range of events is intended to offer competition opportunities for athletes of all abilities. Programs may determine the events offered and, if required, guidelines for the management of those events. Coaches are responsible for providing training and event selection appropriate to each athlete's skill and interest.
- 2.2 The following is a list of official events available in Special Olympics:
 - 2.2.1 Unified Sports® Team Competition

3. BEACH VOLLEYBALL CHARACTERISTICS

- 3.1 Beach Volleyball is a sport played by two teams on a court divided by a net and on a variety of natural surfaces and is not restricted to coastal areas. There are different versions available for specific circumstances in order to offer the versatility of the game to everyone.
- 3.2 The object of the game is to send the ball over the net in order to ground it on the opponent's court, and to prevent the same effort by the opponent. The team has three hits for returning the ball (the block touch does not count).
- 3.3 The ball is put in play with a service: hit by the server over the net to the opponents. The rally continues until the ball is grounded on the playing court, goes "out" or a team fails to return it properly.
- 3.4 In Beach Volleyball, the team winning a rally scores a point (Rally Point System). When the receiving team wins a rally, it gains a point and the right to serve. Its serving player must rotate one position clockwise every time this occurs.

4. TEAM COMPOSITION

- 4.1 All matches shall start with four players. In competitions other than Special Olympics World Games, in the event of injury during a match whereby a team has been reduced to three players, a team may continue tournament competition. After a match begins, only the following lineups are allowed:
 - 4.1.1 2 athletes and 2 partners
 - 4.1.2 2 athletes and 1 partner



- 4.2 Unified Sports teams must be composed of two athletes and two partners. In extenuating circumstances, a Tournament Director may allow more athletes than partners if he/she deems that it is still in the spirit of Unified Sports.
- 4.3 It is required that athletes and Unified partners are of similar age and similar ability. For more information on similar age and ability, please see Sport Rules Article 1 Section 14.1.2.
- 4.4 The team roster, including substitutes, may not exceed eight players.
- 4.5 Each team shall have an adult, non-playing coach responsible for the lineup and conduct of the team during competition.

5. COMPETITION ADAPTATIONS

- 5.1 A time limit of 30 minutes may be established for each set (if time is limited).

Note: FIVB International Scoring System (based on matches won, sets won and point ratio) will be used to handle all ties during competition.

6. DIVISIONING

- 6.1 Prior to competition, the head coach must submit the scores from the four Beach Volleyball Skills Assessment Tests (BVSAT), i.e., serve, forearm pass, spike and bump-set, for each player on his/her roster. (These tests are for player/team assessment only and are not competition events for medals and ribbons. Information regarding the BVSAT follows in Section D).
- 6.2 The head coach also must identify his/her four best players in terms of their on-court playing ability by placing a star next to their names on the roster.
- 6.3 A "team score" shall then be determined by adding the top eight players' BVSAT scores and then dividing that total by eight.
- 6.4 Teams are initially grouped in divisions according to the BVSAT team score.
- 6.5 A classification process shall then be conducted as a means of finalizing the divisioning process. Suggestions for this process include, but are not limited to
 - 6.5.1 a) Playing classification rounds where teams will play one or more sets, with each set lasting at least five minutes or 10 points, whichever comes first. Each team will be required to play all team members.
 - 6.5.2 b) Playing "pool play" rounds to establish divisions.
 - 6.5.3 c) All players on a roster must participate during the divisioning round for a minimum time or points as established by the tournament committee.

7. FACILITIES AND EQUIPMENT

7.1 PLAYING AREA

- 7.1.1 The playing area includes the playing court and the free zone. It shall be rectangular and symmetrical.

7.1.1.1 DIMENSIONS

- 7.1.1.1.1 The playing court is a rectangle measuring 16 x 8 m, surrounded by a free zone, which is a minimum of 3m wide on all sides. The free playing space is the space



above the playing area, which is free from all obstructions. The free playing space shall measure a minimum of 7m in height from the playing surface.

7.1.1.1.2 For Special Olympics World Games, the free zone is a minimum of 5 m and a maximum of 6 m from the end lines / side lines. The free playing space shall measure a minimum of 12.5 m in height from the playing surface.

7.1.1.2 PLAYING SURFACE

7.1.1.2.1 The surface must be composed of levelled fine white sand, as flat and uniform as possible, free of rocks, shells and anything else which can represent risks of cuts or injuries to the players.

7.1.1.2.2 For Special Olympics World Games, the sand must be at least 40 cm deep and composed of fine loosely compacted grains (fine white sand).

7.1.1.2.3 For local competitions grass may also be substituted, but the playing surface must not present any danger of injury to the players.

7.1.1.2.4 For Special Olympics World Games, the sand should also be sifted to an acceptable size, not too coarse, and free of stones and dangerous particles. It should not be too fine to cause dust and stick to the skin.

7.1.1.2.5 For Special Olympics World Games, a tarp to cover the central court is recommended in case of rain.

7.1.1.3 LINES ON THE COURT

7.1.1.3.1 All lines are 5 cm wide. The lines must be of a color which contrasts sharply with the color of the sand.

7.1.1.3.2 Boundary lines

7.1.1.3.2.1. Two side lines and two end lines mark the playing court. There is no center line. Both side and end lines are placed inside the dimensions of the playing court.

7.1.1.3.2.2. Court lines should be ribbons made of a resistant material, and any exposed anchors should be of a soft, flexible material.

7.1.1.4 ZONES AND AREAS - Service Line

7.1.1.4.1 The service line may be moved closer to the net, but no closer than 4.5 meters (14 ft, 9 in).

Note: There will be no modifications for Special Olympics World Games.

7.1.1.4.2 Service zone: The service zone is a 8m wide area behind each end line. It is laterally limited by the external edge of the extension of the side lines. In depth, the service zone extends to the end of the free zone.

7.1.1.4.3 Substitution zone: The substitution zone is limited by the side line and the scorer's table and extends from the net pole to an imaginary line drawn 3 meters distant.

7.1.1.4.4 Warm-up area: For Special Olympics World Games, a warm-up area, sized approximately 2 x 2m, is located in both of the bench-side corners, outside the free zone.



7.1.1.4.5 Penalty area: A penalty area, sized approximately 1 x 1m and equipped with two chairs, is located in the control area, outside the prolongation of each end line. They may be limited.

7.1.1.5 WEATHER

7.1.1.5.1 The weather must not present any danger of injury to the players.

7.1.1.6 LIGHTING

7.1.1.6.1 For Special Olympics World Games, played at night, the lighting on the playing area should be 1,000 to 1,500 lux measured at 1 m above the surface of the playing area.

7.2 NETS AND POSTS

7.2.1 HEIGHT OF THE NET

7.2.1.1 Placed vertically over the middle of the court there is a net whose top is set at the height of:

7.2.1.1.1 Male & Coed competition: 2.43 meters (7 ft, 11 5/8 in)

7.2.1.1.2 Female competition: 2.24 meters (7 ft, 4 1/8 in)

Note: The net may not be lower than 2.24 meters (7 ft, 4 1/8 in).

7.2.1.2 Its height is measured from the center of measuring rod. The net height (over the two the same and must not exceed the official height by more than 2 cm.

7.2.2 STRUCTURE

7.2.2.1 The net is 8.5 m long and 1 m (+/- 3 cm) wide when it is hung taut, placed vertically over the narrow axis at the middle of the playing court. It is made of 10 cm square mesh. At its top and bottom there are two 7-10 cm wide horizontal bands made of two-fold canvas, preferably in dark blue or bright colors, sewn along its full length. Each extremity of the upper band has a hole through which passes a cord fastening the upper band to the posts to keep the top of the net stretched taut. Within the bands, there is a flexible cable in the upper one and a cord in the bottom one for fastening the net to the posts and keeping its top and bottom taut. It is permissible to have advertising on the horizontal bands of the net.

7.2.3 SIDE BANDS

7.2.3.1 Two colored bands, 5 cm wide (same width as the court lines) and 1 m long, are fastened vertically to the net and placed directly above each side line. They are considered as part of the net. Advertising is permitted on the side bands.

7.2.4 ANTENNAE

7.2.4.1 An antenna is a flexible rod, 1.80 m long and 10 mm in diameter, made of fiberglass or similar material. An antenna is fastened at the outer edge of each side band. The antennae are placed on opposite sides of the net. The top 80 cm of each antenna extends above the net and is marked with 10 cm stripes of contrasting color, preferably red and white.

7.2.4.2 The playing court with a side lines must be exact.

7.2.4.3 The antennae are considered as part of the net and laterally delimit the crossing space.



7.2.5 POSTS

7.2.5.1 The posts supporting the net are placed at a distance of 0.70-1.00 m outside each side line. They are 2.55 m high and preferably adjustable. **For Special Olympics World Games, the posts supporting the net are placed at a distance of 1 m outside the side lines.**

7.2.5.2 The posts are rounded and smooth, fixed to the ground without wires. There shall be no dangerous or obstructing devices. Posts must be padded.

7.2.6 ADDITIONAL EQUIPMENT

7.2.6.1 All additional equipment is determined by FIVB regulations.

7.3 BALLS

7.3.1 STANDARDS

7.3.1.1 The ball shall be spherical, made of a flexible material (leather, synthetic leather, or similar) which does not absorb moisture, i.e. more suitable to outdoor conditions since matches can be played when it is raining. The ball has a bladder inside made of rubber or a similar material.

7.3.1.2 It should be as close as possible to the regulation-size volleyball. The specified standard ball only will be used in Special Olympics World Games.

7.3.1.2.1 Color: Light uniform color or a combination of colors.

7.3.1.2.2 Circumference: No larger than 81cm (32 in).

7.3.1.3 Weight: No more than 226g (8 oz).

7.3.1.4 Inside pressure: 0.175 to 0.225 kg / cm² (171 to 221 mbar or hPa).

Note: A lighter weight, leather, modified volleyball may be used. This procedure is not mandatory.

7.3.2 UNIFORMITY OF BALLS

7.3.2.1 All balls used in a match must have the same standards regarding circumference, weight, pressure, type, color, etc. **Special Olympics World Games must be played with FIVB approved balls, unless by agreement of SOI.**

7.3.3 FIVE-BALL SYSTEM

7.3.3.1 For Special Olympics World Games, five balls shall be used. In this case, six ball retrievers are stationed one at each corner of the free zone and one behind each referee.

8. PARTICIPANTS

8.1 TEAMS

8.1.1 TEAM COMPOSITION

8.1.1.1 For the match, a team may consist of up to 6 players, plus one coach. Only those listed on the score sheet may normally enter the Competition/Control Area and take part in the official warm up and in the match.

8.1.1.2 Any Medical doctor or team therapist used in Special Olympics World Games must be part of the official Delegation and accredited beforehand by the SOI. However, for Special Olympics World Games they must sit against the delimitation fence, inside the



Competition-Control Area and may only intervene if invited by the referees to deal with an emergency to the players.

8.1.1.3 One of the players is the team captain, who shall be indicated on the score sheet.

8.1.1.4 All the players recorded on the score sheet must enter the court and play in the match. Once the coach and the team captain have signed the score sheet, (team list for electronic score sheet) the recorded players cannot be changed.

Note: There is no “Libero” option in Beach Volleyball.

8.1.2 LOCATION OF THE TEAM

8.1.2.1 The players not in play should either sit on their team bench or be in their warm-up area. The coach sits on the bench, but may temporarily leave it. The benches for the teams are located beside the scorer’s table, outside the free zone.

8.1.2.2 Only the team composition members are permitted to sit on the bench during the match and to participate in the official warm-up session.

8.1.2.3 Players not in play may warm-up without balls as follows:

8.1.2.3.1 during play: in the warm-up areas;

8.1.2.3.2 during time-outs in the free zone behind their court.

8.1.2.4 During set intervals, players may warm-up using balls within their own free zone. During any extended break (if necessary), players may use their own court as well.

8.1.3 EQUIPMENT

8.1.3.1 A player’s equipment consists of shorts or a bathing suit; and a jersey or tank-top. Players may wear a hat/head covering.

8.1.3.2 For Special Olympics World Games, players of a given team must wear uniforms of the same color and style according to tournament regulations. Player’s uniforms must be clean.

8.1.3.3 Players must play barefoot except when authorized by the 1st referee.

8.1.3.4 Players’ jerseys must be numbered from 1 to 8

8.1.3.4.1 The number must be placed on the chest, on the back and on the front of the shorts.

8.1.3.4.2 The number must be of a contrasting color to the jersey.

8.1.3.4.3 The numbers must be a minimum of 10 centimeters (4 in) in height on the chest, a minimum of 15 centimeters (6 in) in height on the back and a minimum of 10 centimeters (4 in) in height on the front of the shorts. The stripe forming the number shall be a minimum of 1.5 cm wide.

8.1.3.4.4 It is recommended (but not required) that the team captain have a stripe on his/her jersey underlining the number on the chest. Regardless, the captain will be designated on the roster.

8.1.4 CHANGE OF EQUIPMENT

8.1.4.1 If both teams arrive at a match dressed in jerseys of the same colour, a toss shall be conducted to determine which team shall change.

8.1.4.2 The first referee may authorize one or more players:

8.1.4.2.1 to play with socks and/or shoes,

8.1.4.2.2 to change wet jerseys between sets provided that the new ones also follow tournament and FIVB regulations.

8.1.4.2.3 If requested by a player, the first referee may authorize him / her to play with an undershirt and training pants.



8.1.5 FORBIDDEN OBJECTS

- 8.1.5.1 It is forbidden to wear objects which may cause injury or give an artificial advantage to the player.
- 8.1.5.2 Players may wear glasses or lenses at their own risk.
- 8.1.5.3 Compression pads (padded injury protection devices) may be worn for protection or support. For Special Olympics World Games, these devices or visible underwear must be of the same color as part of the uniform.

8.2 TEAM LEADERS

- 8.2.1 Both the team captain and the coach are responsible for the conduct and discipline of their team members.

8.2.2 CAPTAIN

- 8.2.2.1 PRIOR TO THE MATCH, the team captain signs the score sheet and represents his/her team in the toss.
- 8.2.2.2 DURING THE MATCH and while on the court, the team captain is the game captain. When the team captain is not on the court, the coach or the team captain must assign another player on the court to assume the role of game captain. This game captain maintains his/her responsibilities until he/she is substituted, or the team captain returns to play, or the set ends. When the ball is out of play, only the game captain is authorized to speak to the referees:
 - 8.2.2.2.1 to ask for an explanation on the application or interpretation of the Rules; if the explanation does not satisfy the captain, the captain must immediately inform the 1st referee of his/her wish to Protest; ^[SEP]
 - 8.2.2.2.2 to ask authorization:
 - 8.2.2.2.2.1. a) to change uniforms or equipment
 - 8.2.2.2.2.2. b) to verify the number of the serving player,
 - 8.2.2.2.2.3. c) to check the net, the ball, the surface etc.,
 - 8.2.2.2.2.4. d) to realign a court line;
 - 8.2.2.2.3 In the absence of the coach to request time-outs and substitutions. Note: the players must have authorization from the referees to leave the playing area.
- 8.2.2.3 AT THE END OF THE MATCH, the team captain:
 - 8.2.2.3.1 thanks the referees and signs the score sheet to ratify the result;
 - 8.2.2.3.2 If the captain previously requested a Protest Protocol via the 1st referee and this has not been successfully resolved at the time of the occurrence, he / she has the right to confirm it as a formal written protest, recorded on the score sheet at the end of the match.

8.2.3 COACH

- 8.2.3.1 A coach is permitted to get up from the bench and move around as long as the coach is not affecting the progress of the game.
- 8.2.3.2 Coaching from behind the end line is prohibited, but the coach may move within the "coaching zone" along the side line.
- 8.2.3.3 A coach is permitted to make a request for substitution. This request will be recognized by the referee even if the player has not yet entered the substitution zone.
- 8.2.3.4 A coach is permitted to assist the athlete to move in position for substitutions.
- 8.2.3.5 Coaches from both teams must sign the scoresheet after the match to verify the results.



- 8.2.3.6 Throughout the match, the coach conducts the play of his/her team from outside the playing court. He / she selects the starting line-ups, the substitutes, and takes time-outs. In these functions his/her contacting official is the 2nd referee.
- 8.2.3.7 **PRIOR TO THE MATCH**, the coach records or checks the names and numbers of his/her players on the score sheet team roster, and then signs it.
- 8.2.3.8 **DURING THE MATCH**, the coach:
 - 8.2.3.8.1 prior to each set, gives the 2nd referee or the scorer the line-up sheet(s) duly filled in and signed;
 - 8.2.3.8.2 sits on the team bench nearest to the scorer, except when switching courts, during set intervals and while instructing players during time outs.
 - 8.2.3.8.3 requests time-outs and substitutions;
 - 8.2.3.8.4 may give instructions to the players on the court only during the warm- up, change of set, between rallies, at switch of the court and during time-outs without disturbing or delaying the match. For FIVB, World and Official Competitions, the coach must wear a uniform which differs from the team (e.g. polo/track suit top, showing country name/code/flag).

9. PLAYING FORMAT

9.1 SCORING

9.1.1 To Score a Point

9.1.1.1 Point A team scores a point:

- 9.1.1.1.1 by successfully landing the ball on the opponent's court;
- 9.1.1.1.2 when the opposing team commits a fault;
- 9.1.1.1.3 when the opposing team receives a penalty.

9.1.2 Fault

9.1.2.1 A team commits a fault by making a playing action contrary to the rules (or by violating them in some other way). The referees judge the faults and determine the consequences according to the rules:

- 9.1.2.1.1 if two or more faults are committed successively, only the first one is counted;
- 9.1.2.1.2 if two or more faults are committed by opponents simultaneously, a **DOUBLE FAULT** is called and the rally is replayed.

9.1.3 Rally and Completed Rally

9.1.3.1 A rally is the sequence of playing actions from the moment of the service hit by the server until the ball is out of play. A completed rally is the sequence of playing actions which results in the award of a point. This includes the award of a penalty– loss of service for a service hit made after the time-limit.

- 9.1.3.1.1 If the serving team wins a rally, it scores a point and continues to serve.
- 9.1.3.1.2 If the receiving team wins a rally, it scores a point and it must serve next.

9.1.4 To Win a Set

9.1.4.1 A set is won by the team which first scores 21 points with a minimum lead of two points. In the case of a 20-20 tie, play is continued until a two-point lead is achieved (22-20; 23-21 etc).

9.1.5 To Win a Match

9.1.5.1 The match is won by the team that wins two sets.



9.1.6 Default and incomplete team

9.1.6.1 If a team refuses to play after being summoned to do so, it is declared in default and forfeits the match with the result 0-2 for the match and 0-21, 0-21 for each set.

9.1.6.2 A team that does not appear on the playing court on time is declared in default.

9.1.6.3 A team that is declared INCOMPLETE for the set or for the match, loses the set or the match. The opponent team is given the points, or the points and the sets, needed to win the set or the match. The incomplete team keeps its points and sets.

9.2 STRUCTURE OF PLAY

9.2.1 The Toss

9.2.1.1 Before the official warm up, the 1st referee conducts the toss to decide upon the first service and the sides of the court in the first set.

9.2.1.2 The toss is taken in the presence of the two team captains, where appropriate.

9.2.1.3 The winner of the toss chooses:

EITHER

9.2.1.3.1 the right to serve or to receive the service,

OR,

9.2.1.3.2 the side of the playing court. The loser takes the remaining choice.

9.2.1.3.3 In the second set the loser of the toss in the first set will have the choice of 9.2.1.3.1 or 9.2.1.3.2.

Note: If a deciding third set is necessary, a new toss shall again be conducted with the same options.

9.2.2 Official Warm-Up Session

9.2.2.1 Prior to the match, if the teams have previously had another playing court at their disposal, they will have a 5-minute official warm-up period at the net; if not, they may have 7 minutes.

9.2.3 Team Starting Line-Up

9.2.3.1 There must always be four players per team in play. The team's starting line-up indicates the rotational order of the players on the court. This order must be maintained throughout the set.

9.2.3.2 Before the start of each set, the coach has to present the starting line-up of his/her team on a line-up sheet or via the electronic device, if used. The sheet is submitted, duly filled in and signed, to the 2nd referee or the scorer.

9.2.3.3 The players who are not in the starting line-up of a set are the substitutes for that set.

9.2.3.4 Once the line-up sheet has been delivered to the 2nd referee or scorer, no change in the line-up may be authorized without a regular substitution.

9.2.3.5 Discrepancies between players' position on court and on the line-up sheet are dealt with as follows:

9.2.3.5.1 when such a discrepancy is discovered before the start of the set, players' positions must be rectified according to those on the line-up sheet – there will be no sanction;

9.2.3.5.2 when, before the start of the set, any player on court is found not to be registered on the line-up sheet of that set, this player must be changed to conform to the line-up sheet – there will be no sanction;

9.2.3.5.3 however, if the coach wishes to keep such non-recorded player(s) on the court, he/she has to request regular substitution(s), by use of the corresponding hand



signal, which will then be recorded on the score sheet. If a discrepancy between players' positions and the line-up sheet is discovered later, the team at fault must revert to the correct positions. The opponent's points remain valid and in addition they receive a point and the next service. All points scored by the team at fault from the exact moment of the fault up to the discovery of the fault are cancelled.

9.2.3.5.4 Where a player is found to be on court but he / she is not registered on the team roster, the opponent's points remain valid, and in addition they gain a point and service. The team at fault will lose all points and/or sets (0:21, if necessary) gained from the moment the non-registered player entered the court, and will have to submit a revised line-up sheet and send a new registered player into the court, in the position of the non-registered player.

9.2.4 Positions

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

9.2.4.2 The positions of the players on the court, when receiving the serve, must be fixed as established in the service order (Line Up Sheet) and alternated between athletes and partners. During the rally players can change positions.

9.2.5 Service Order

9.2.5.1 The service order is determined by the team's starting line-up and must be maintained throughout the set.

9.2.5.2 The serving order and positions on the court shall be an alternation of athletes and Unified partners.

9.2.5.3 When the receiving team has gained the right to serve, its server rotates one position clock-wise.

9.2.5.4 The first server of each set is the one indicated on the scoresheet. Thereafter, the right front player rotates to the back row position. The team receiving first services shall rotate upon the first side out.

9.2.5.5 A team continues to serve until it commits a violation or a server has served three consecutive points in a row. Once a server has scored three consecutive points, his/her team shall rotate to the next server and shall continue to serve. If the player who performed 3 services is replaced, then the player who takes over will be involved in the rotation without the possibility to serve.

9.2.6 Service Order Fault

9.2.6.1 A service order fault is committed when the service is not made according to the service order. The team is sanctioned with a point and service to the opponent.

9.2.6.2 The scorer(s) must correctly indicate the service order and correct any incorrect server prior to the whistle for service.

9.3 PLAYING ACTIONS

9.3.1 States of Play

9.3.1.1 Ball in Play

9.3.1.1.1 The ball is in play from the moment of the hit of the service authorized by the 1st referee.

9.3.1.2 Ball out of Play

9.3.1.2.1 The ball is out of play at the moment of the fault which is called by one of the referees; in the absence of a fault, at the moment of the whistle.



9.3.1.3 BALL "in"

9.3.1.3.1 The ball is "in" if at any moment of its contact with the playing surface, some part of the ball touches the court, including touching the boundary lines.

9.3.1.4 BALL "out"

9.3.1.4.1 The ball is "out" when it:

- 9.3.1.4.1.1. falls on the ground completely outside the boundary lines (without touching them);
- 9.3.1.4.1.2. touches an object outside the court, or a person out of play;
- 9.3.1.4.1.3. touches the antennae, ropes, posts or the net itself outside the side bands;
- 9.3.1.4.1.4. crosses the vertical plane of the net either partially or totally outside the crossing space during service or during the third hit of the team;
- 9.3.1.4.1.5. crosses completely the lower space under the net.
- 9.3.1.4.1.6. Each team must play within its own playing area and playing space. The ball may, however, be retrieved from beyond the free zone.

9.4 PLAYING THE BALL

9.4.1 TEAM HITS

9.4.1.1 A hit is any contact with the ball by a player in play.

9.4.1.2 Each team is entitled to a maximum of three hits for returning the ball over the net. If more are used, the team commits the fault of "FOUR HITS".

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

9.4.2 Consecutive Contacts

9.4.2.1.1 A player may not hit the ball two times consecutively, except in blocking.

9.4.3 Simultaneous Contacts

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

9.4.3.1.1 When two teammates touch the ball simultaneously, it is counted as two hits (with the exception of blocking). If they reach for the ball but only one of them touches it, one hit is counted. If players collide, no fault is committed.

9.4.3.1.2 When two opponents touch the ball simultaneously over the net and the ball remains in play, the team receiving the ball is entitled to another three hits. If such a ball goes "out", it is the fault of the team on the opposite side.

9.4.3.1.3 If the ball hits the antenna after simultaneous hits by two opponents over the net, the rally should be replayed

9.4.4 Assisted Hit

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

9.4.5 Characteristics of the Hit

9.4.5.1 The ball may touch any part of the body.

9.4.5.2 The ball must not be caught or thrown. It can rebound in any direction.

9.4.5.2.1 Simultaneous Contacts:



9.4.5.2.1.1. The ball may touch various parts of the body, provided that the contacts take place simultaneously.

9.4.5.2.2 Consecutive contacts:

9.4.5.2.2.1. At the first hit of the team, provided it is not made overhand with fingers consecutive contacts are permitted provided that the contacts occur during one action. During the first hit of the team if it is played overhand using fingers, the ball may NOT contact the fingers/hands consecutively, even if the contacts occur during one action.

9.4.5.2.2.2. However, at blocking, consecutive contacts may be made by one or more players, provided that they occur during one action;

9.4.5.2.3 Extended contacts:

9.4.5.2.3.1. In defensive action of a hard driven ball, the ball contact can be extended momentarily even if an overhand finger action is used.

9.4.6 Faults in Playing

9.4.6.1 FOUR HITS: a team hits the ball four times before returning it.

9.4.6.2 ASSISTED HIT: a player takes support from a teammate or any structure/object in order to hit the ball within the playing area.

9.4.6.3 CATCH: the ball is caught and / or thrown; it does not rebound from the hit.

9.4.6.4 DOUBLE CONTACT: a player hits the ball twice in succession or the ball contacts various parts of his/her body in succession.

9.4.6.5 Return of service may occur by any legal hit. Serves may not be received with two hands 'open handed', or overhead as permitted indoor, unless the hands are firmly locked together.

Note: Ball handling will be called in accordance with the ability level of the athletes.

9.5 BALL AT THE NET

9.5.1 Ball Crossing the Net

9.5.1.1 The ball sent 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:

9.5.1.1.1 below, by the top of the net;

9.5.1.1.2 at the sides, by the antennae, and their imaginary extension;

9.5.1.1.3 above, by the ceiling or structure (if any).

9.5.1.2 The ball that has crossed the net plane to the opponent's free zone totally or partly through the external space, may be played back within the team hits, provided that:

9.5.1.2.1 The ball when played back crosses the vertical plane of the net again totally, or partly through the external space on the same side of the court.

9.5.1.2.2 The opponent team may not prevent such action.

9.5.1.3 The ball is "out" when it crosses completely the lower space under the net.

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

9.5.2 Ball Touching the Net

9.5.2.1 While crossing the net, the ball may touch it.

9.5.3 Ball in the Net

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

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



9.6 PLAYER AT THE NET

9.6.1 Reaching Beyond the Net

9.6.1.1 In blocking, a player may touch the ball beyond the net, provided that he/she does not interfere with the opponent's play, before or during the latter's attack hit.

9.6.1.2 After an attack hit, a player is permitted to pass his/her hand beyond the net, provided that the contact has been made within his/her own playing space.

9.6.2 Penetration into Opponent's Space, Court and/or Free Zone

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

9.6.3 Contact with the Net

9.6.3.1 Contact with the net by a player between the antennae, during the action of playing the ball, is a fault.

9.6.3.2 The action of playing the ball includes (among others) take-off, hit (or attempt) and landing safely, ready for a new action.

9.6.3.3 Players may touch the post, ropes, or any other object outside the antennae, including the net itself, provided that it does not interfere with the play.

9.6.3.4 When the ball is driven into the net, causing it to touch an opponent, no fault is committed.

9.6.4 Player's Fault at the Net

9.6.4.1 A player touches the ball or an opponent in the opponent's space before or during the opponent's attack hit.

9.6.4.2 A player interferes with the opponent's play while penetrating into the opponent's space under the net.

9.6.4.3 A player interferes with play by (amongst others):

9.6.4.3.1 touching the net between the antennae or the antenna itself during his/her action of playing the ball;

9.6.4.3.2 using the net between the antennae as a support or stabilizing aid;

9.6.4.3.3 creating an unfair advantage over the opponent by touching the net ;

9.6.4.3.4 making actions which hinder an opponent's legitimate attempt to play the ball;

9.6.4.3.5 catching/holding on to the net. Any player close to the ball as it is played, and who is him / herself trying to play it, is considered in the action of playing the ball, even if no contact is made with it. However, touching the net outside the antenna is not to be considered as a fault.

9.7 SERVICE

9.7.1 The service is the act of putting the ball into play by the correct serving player placed in the service zone.

9.7.2 First Service in a Set

9.7.2.1.1 The first service of a set is executed by the team determined by the toss.

9.7.3 Service Order

9.7.3.1 The players must follow the service order recorded on the line-up sheet.

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

9.7.3.2.1 when the serving team wins the rally, the player (or his / her substitute) who served before, serves again;



9.7.3.2.2 when the receiving team wins the rally, it gains the right to serve and rotates one position clock- wise, before actually serving. The next player in the service order recorded on the line-up sheet, serves

9.7.4 Authorization of the Service

9.7.4.1 The 1st referee authorizes the service, after having checked that both teams are ready to play and that the server is in possession of the ball.

9.7.5 Execution of the Service

9.7.5.1 The ball shall be hit with one hand or any part of the arm after being tossed or released from the hand(s).

9.7.5.2 Only one toss or release of the ball is allowed. Moving the ball in the hands is permitted.

9.7.5.3 The server may move freely within the service zone. At the moment of the service hit or take-off for a jump service, the server must not touch the court (the end line included) or the ground outside the service zone. His/her foot may not go under the end line. After the hit, he / she may step or land outside the service zone, or inside the court. If the line moves because of the sand pushed by the server, it is not considered a fault.

9.7.5.4 The server must hit the ball within 8 (eight) seconds after the 1st referee whistles for service.

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

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

9.7.5.7 No further service attempt will be permitted.

Note: A served ball touching the net and continuing over the net shall remain in play, and the receiving team has three plays to return the ball to the opponents.

9.7.6 Screening

9.7.6.1 The players of the serving team must not prevent their opponent, through individual or collective screening, from seeing the server and the flight path of the ball.

9.7.6.2 A player or a group of players of the serving team make(s) a screen by waving arms, jumping or moving sideways during the execution of the service, or by standing grouped, and in so doing hides both the server and the flight path of the ball until the ball reaches the vertical plane of the net.

9.7.7 Faults Made During the Service

9.7.7.1 Serving faults

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

9.7.7.2.1 violates the service order,

9.7.7.2.2 does not execute the service properly (i.e. stepping on or over the line when the ball is contacted).

9.7.7.3 Faults after the service hit

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

9.7.7.4.1 touches a player of the serving team or fails to cross the vertical plane of the net completely through the crossing space;

9.7.7.4.2 goes "out";

9.7.7.4.3 passes over a screen

9.8 ATTACK HIT

9.8.1 Characteristics of the Attack Hit



- 9.8.1.1 All actions which direct the ball towards the opponent, with the exception of service and block, are considered as attack hits.
- 9.8.1.2 An attack-hit is completed the moment the ball completely crosses the vertical plane of the net or is touched by an opponent.
- 9.8.1.3 Any player may attack the ball, there are no backrow restrictions. Any player may carry out an attack-hit at any height, provided that his/her contact with the ball has been made within the player's own playing space.
- 9.8.1.4 During an attack hit, tipping is permitted only if the ball is cleanly hit, and not caught or thrown.
- 9.8.1.5 The attacking player is not permitted to "lob" the ball (an overhead pass using the fingers). The attack must be in the direction of the body position.
- 9.8.2 Faults of the Attack Hit
 - 9.8.2.1 A player hits the ball within the playing space of the opposing team.
 - 9.8.2.2 A player hits the ball "out".
 - 9.8.2.3 A player completes an attack hit on the opponent's service, when the ball is entirely higher than the top of the net.
- 9.9 BLOCK
 - 9.9.1 Blocking
 - 9.9.1.1 Blocking is the action of players close to the net to intercept the ball coming from the opponent by reaching higher than the top of the net, regardless of the height of the ball contact. At the moment of the contact with the ball, a part of the body must be higher than the top of the net.
 - 9.9.1.2 Block Attempt
 - 9.9.1.2.1 A block attempt is the action of blocking without touching the ball.
 - 9.9.1.3 Completed Block
 - 9.9.1.3.1 A block is completed whenever the ball is touched by a blocker.
 - 9.9.1.4 Collective Block
 - 9.9.1.4.1 A collective block is executed by more than one player close to each other and is completed when one of them touches the ball.
 - 9.9.2 Block Contact
 - 9.9.2.1 Consecutive (quick and continuous) contacts may occur by one or more blockers provided that the contacts are made during one action. These contacts may occur with any part of the body.
 - 9.9.3 Blocking within the Opponent's Space
 - 9.9.3.1 In blocking, the player may place his/her hands and arms beyond the net, provided that this action does not interfere with the opponent's play. Thus, it is not permitted to touch the ball beyond the net until an opponent has executed an attack hit.
 - 9.9.4 Block and Team Hits
 - 9.9.4.1 A block contact is not counted as a team hit. Consequently, after a block contact, a team is entitled to three (3) hits to return the ball.
 - 9.9.4.2 The first hit after the block may be executed by any player, including the one who has touched the ball during the block.
 - 9.9.5 Blocking the Service
 - 9.9.5.1 To block an opponent's service is forbidden.
 - 9.9.6 Blocking Faults



- 9.9.6.1 The blocker touches the ball in the OPPONENT'S space either before or simultaneously with the opponent's attack hit.
- 9.9.6.2 Blocking the ball in the opponent's space from outside the antenna.
- 9.9.6.3 A player blocks the opponent's service.
- 9.9.6.4 The ball is sent "out" off the block.

10. INTERRUPTIONS, DELAYS, AND INTERVALS

10.1 INTERRUPTIONS

- 10.1.1 An interruption is the time between one completed rally and the 1st referee's whistle for the next service.
- 10.1.2 The only regular game interruptions are timeouts and substitutions.
- 10.1.3 Number of Game interruptions
 - 10.1.3.1 Each team may request a maximum of one time-out and four substitutions per set.
- 10.1.4 Sequence of Regular Game Interruptions
 - 10.1.4.1 Request for one time-out, and one request for substitution by either team may follow one another, within the same interruption.
 - 10.1.4.2 However, a team is not authorized to make consecutive requests for substitution during the same interruption. Two players may be substituted at the same time within the same request.
 - 10.1.4.3 There must be a completed rally between two separate substitution requests by the same team. (Exception: a forced substitution due to injury or expulsion/disqualification).
- 10.1.5 Request for Regular Game Interruptions
 - 10.1.5.1 Regular game interruptions may be requested by the coach, or in the absence of the coach, by the game captain, and only by them.
 - 10.1.5.2 Substitution before the start of a set is permitted, and should be recorded as a regular substitution in that set.
- 10.1.6 Time Outs
 - 10.1.6.1 Time-out requests must be made by showing the corresponding hand signal, when the ball is out of play and before the whistle for service. All requested time-outs last for 30 seconds.
 - 10.1.6.2 During all time-outs and set intervals, the players in play must go to the free zone near their bench.
- 10.1.7 Substitution
 - 10.1.7.1 A substitution is the act by which a player or his/her replacement player, after being recorded by the scorer, enters the game to occupy the position of another player, who must leave the court at that moment.
 - 10.1.7.2 When the substitution is enforced through injury to a player in play this may be accompanied by the coach (or game captain) showing the corresponding hand signal.
- 10.1.8 Limitations of Substitutions
 - 10.1.8.1 Unlimited individual entries by a substitute within the team's allowable 4 substitutions.
 - 10.1.8.2 Maximum 4 team substitutions per set.
 - 10.1.8.3 Unlimited number of players may substitute into a single position.



10.1.8.4 A player in the starting lineup may start a set and re-enter, but only in the same position in which he started the set. Likewise, a substitute who has left the set may re-enter, but only in the position he/she had just previously played.

10.1.9 Exceptional Substitution

10.1.9.1 A player who cannot continue playing due to injury or illness, should be substituted legally. If this is not possible, the team is entitled to make an EXCEPTIONAL substitution, beyond the limits of the Official Rules. An exceptional substitution means that any player who is not on the court at the time of the injury/illness, may be substituted into the game for the injured/ill player. The substituted injured/ill player is not allowed to re-enter the match. An exceptional substitution cannot be counted in any case as a regular substitution, but should be recorded on the score sheet as part of the total of substitutions in the set and the match.

10.1.10 Illegal Substitution

10.1.10.1 A substitution is illegal, if it exceeds the limitations indicated in the Official Rule or an unregistered player is involved.

10.1.10.2 When a team has made an illegal substitution and the play has been resumed the following procedure shall apply, in sequence:

10.1.10.2.1 the team is penalized with a point and service to the opponent,

10.1.10.2.2 the substitution must be rectified,

10.1.10.2.3 the points scored by the team at fault since the fault was committed are cancelled; the opponent's points remain valid.


10.1.11 Substitution Procedure

10.1.11.1 Substitutions must be carried out within the substitution zone (close to the side line near the pole on the 2nd referee side).

10.1.11.2 A substitution shall only last the time needed for recording the substitution on the score sheet, and allowing entry and exit of the players.

10.1.11.2.1 At the time of the request for substitution, the substitute player(s) must be sitting at the position(s) besides the coach's' seat at the teams bench.

10.1.11.2.2 If the player(s) is / are not ready, the substitution is not granted and the team is sanctioned for a delay.

10.1.11.2.3 The request for substitution is acknowledged and announced by the scorer or 2nd referee, by use of the buzzer or whistle respectively. The 2nd referee authorizes the substitution.  For Special Olympics World Games, numbered paddles are used to facilitate the substitution.

10.1.11.3 If a team intends to make simultaneously two substitutions, the two substitute players must be sitting at the appropriate position on the team bench to be considered in the same request. In this case, substitutions must be made in succession, one pair of players after another. If one is illegal, the legal one(s) is / are granted and the illegal rejected and subject to a delay warning/sanction

10.1.12 Improper Requests

10.1.12.1 It is improper to request any regular game interruption:

10.1.12.1.1 during a rally or at the moment of or after the whistle to serve,

10.1.12.1.2 by a non-authorized team member,



10.1.12.1.3 for a second substitution by the same team during the same interruption (i.e. before the end of next completed rally), except in the case of injury/illness of a player in play.

10.1.12.1.4 after having exhausted the authorized number of time-outs and substitutions.

10.1.12.2 The first improper request by a team in the match that does not affect or delay the game shall be rejected, but it must be recorded on the score sheet without any other consequences.

10.1.12.3 Any further improper request in the match by the same team constitutes a delay.

10.2 GAME DELAYS

10.2.1 Types of Delay

10.2.1.1 An improper action of a team that defers resumption of the game is a delay and includes, among others:

10.2.1.1.1 delaying regular game interruptions;

10.2.1.1.2 prolonging interruptions, after having been instructed to resume the game;

10.2.1.1.3 requesting an illegal substitution;

10.2.1.1.4 repeating an improper request;

10.2.1.1.5 delaying the game (12 seconds shall be the maximum time from the end of a rally to the whistle for service under normal playing conditions);

10.2.1.1.6 delaying the game by a team member.

10.2.2 Delay Sanctions

10.2.2.1 "Delay warning" and "delay penalty" are team sanctions.

10.2.2.1.1 Delay sanctions remain in force for the entire match.

10.2.2.1.2 All delay sanctions are recorded on the score sheet.

10.2.2.2 The first delay in the match by a team member is sanctioned with a "DELAY WARNING".

10.2.2.3 The second and subsequent delays of any type by any member of the same team in the same match constitute a fault and are sanctioned with a "DELAY PENALTY": a point and service to the opponent.

10.2.2.4 Delay sanctions imposed before or between sets are applied in the following set.

10.3 EXCEPTIONAL GAME INTERRUPTIONS

10.3.1 Injury/Illness

10.3.1.1 Should a serious accident occur while the ball is in play, the referee must stop the game immediately and permit medical assistance to enter the court. The rally is then replayed.

10.3.1.2 If an injured/ill player cannot be substituted legally or exceptionally, the player is given a 3-minute recovery time, but not more than once for the same player in the match. If the player does not recover, his/her team is declared incomplete.

10.3.2 External Interference

10.3.2.1 If there is any external interference during the game, the play has to be stopped and the rally is replayed.

10.3.3 Prolonged Interruptions



- 10.3.3.1 If unforeseen circumstances interrupt the match, the 1st referee, the organizer and the Control Committee, if there is one, shall decide the measures to be taken to re-establish normal conditions.
- 10.3.3.2 Should one or several interruptions occur not exceeding 4 hours in total, the match is resumed with the score acquired, players (except expelled or disqualified ones) and same service order, regardless of whether it continues on the same playing court or another playing court.
- 10.3.3.3 Should one or several interruptions occur, exceeding 4 hours in total, the whole match shall be replayed.

10.4 INTERVALS AND CHANGE OF COURTS/SWITCHES

10.4.1 Intervals

- 10.4.1.1 An interval is the time between sets. All intervals last one minute.
- 10.4.1.2 During this period of time, the change of courts and line-up registrations of the teams on the score sheet are made.
- 10.4.1.3 During the interval before a deciding set, the referees carry out a new toss

10.4.2 Court Switches

- 10.4.2.1 For the first 2 (two) sets, the teams switch court after every 7 (seven) points played.
- 10.4.2.2 In the case of a 1–1 set tie, the deciding third set is played as a tie breaker with rally point scoring procedures to 15 points with a minimum lead of 2 points and no point cap. In the third set teams change sides every 5 (five) combined points.
- 10.4.2.3 During court switches the teams must change immediately without delay. If the court switch is not made at the proper time, it will take place as soon as the error is noticed. The score at the time that the court switch is made remains the same.

11. PARTICIPANTS' CONDUCT

11.1 REQUIREMENTS OF CONDUCT

11.1.1 Sportsmanlike Conduct

- 11.1.1.1 Participants must know the “Special Olympics Beach Volleyball Rules” and abide by them.
- 11.1.1.2 Participants must refrain from actions or attitudes aimed at influencing the decisions of the referees or covering up faults committed by their team.

11.1.2 Fair Play

- 11.1.2.1 Participants must behave respectfully and courteously in the spirit of FAIR PLAY, not only towards the referees, but also towards other officials, the opponent, teammates and spectators.
- 11.1.2.2 Communication between team members during the match is generally permitted.

11.2 MISCONDUCT AND ITS SANCTIONS

11.2.1 Minor Misconduct

- 11.2.1.1 Minor misconduct offences are not subject to sanctions. It is the 1st referee’s duty to prevent the teams from approaching the sanctioning level.
- 11.2.1.2 This is done in two stages:
 - 11.2.1.2.1 Stage 1: by issuing a verbal warning through the captain;
 - 11.2.1.2.2 Stage 2: by use of a YELLOW CARD to the team member(s) concerned. This formal warning is not in itself a sanction but a symbol that the team member (and by extension the team) has reached the sanctioning



level for the match. It is recorded in the score sheet but has no immediate consequences.

- 11.2.1.3 Participants must accept referees' decisions with sportsmanlike conduct, without disputing them.
- 11.2.1.4 In case of doubt, clarification may be requested only through the coach.
- 11.2.1.5 Incorrect conduct by a team member towards officials, opponents, teammates or spectators is classified in three categories according to the seriousness of the offence.
 - 11.2.1.5.1 Rude conduct: action contrary to good manners or moral principles.
 - 11.2.1.5.2 Offensive conduct: defamatory or insulting words or gestures or any action expressing contempt.
 - 11.2.1.5.3 Aggression: actual physical attack or aggressive or threatening behavior.
- 11.2.2 Sanction Scale
 - 11.2.2.1 According to the judgment of the 1st referee and depending on the seriousness of the offence, the sanctions to be applied and recorded on the score sheet are: Penalty, Expulsion or Disqualification.
 - 11.2.2.2 Penalty: The first rude conduct in the match by any team member is penalized with a point and service to the opponent.
 - 11.2.2.3 Expulsion
 - 11.2.2.3.1 A team member who is sanctioned by expulsion shall not play for the rest of the set, must be substituted legally and immediately if on court and must remain seated in the penalty area with no other consequences. An expelled coach loses his/her right to intervene in the set and must remain seated in the penalty area.
 - 11.2.2.3.2 The first offensive conduct by a team member is sanctioned by expulsion with no other consequences.
 - 11.2.2.3.3 The second rude conduct in the same match by the same team member is sanctioned by expulsion with no other consequences.
 - 11.2.2.4 Disqualification
 - 11.2.2.4.1 A team member who is sanctioned by disqualification must be substituted legally and immediately if on court and must leave the Competition-Control Area for the rest of the match with no other consequences.
 - 11.2.2.4.2 The first physical attack or implied or threatened aggression is sanctioned by disqualification with no other consequences.
 - 11.2.2.4.3 The second offensive conduct in the same match by the same team member is sanctioned by disqualification with no other consequences.
 - 11.2.2.4.4 The third rude conduct in the same match by the same team member is sanctioned by disqualification with no other consequences.
- 11.2.3 Application of Misconduct
 - 11.2.3.1 All misconduct sanctions are individual sanctions, remain in force for the entire match and are recorded on the score sheet.
 - 11.2.3.2 The repetition of misconduct by the same team member in the same match is sanctioned progressively (the team member receives a heavier sanction for each successive offence).



- 11.2.3.3 Expulsion or disqualification due to offensive conduct or aggression does not require a previous sanction.
- 11.2.4 Misconduct Before and Between Sets
 - 11.2.4.1 Any misconduct occurring before or between sets is sanctioned according to Special Olympics Beach Volleyball Rules and sanctions apply in the following set
- 11.2.5 Summary of Misconduct and Cards
 - 11.2.5.1 Warning: no sanction
 - 11.2.5.2 Stage 1: Verbal warning
 - 11.2.5.3 Stage 2: Yellow card
 - 11.2.5.4 Penalty: sanction – Red card
 - 11.2.5.5 Expulsion: sanction – Red + Yellow cards jointly
 - 11.2.5.6 Disqualification: sanction – Red + Yellow card separately

12. REFEREES

12.1 REFEREEING CORPS AND PROCEDURES

12.1.1 Composition

- 12.1.1.1 The refereeing corps for a match is composed of the following officials: – the 1st referee, – the 2nd referee, – the scorer, – 2 (two) line judges. **For Special Olympics World Games, an assistant scorer is compulsory.**

12.1.2 Technical Officials (i.e. Referees) Ratings

- 12.1.2.1 There shall be a minimum requirement for a Technical Official to be considered at each level of competition. Technical Officials with higher ratings are acceptable at each level of competition.
 - 12.1.2.1.1 World Games - Minimum Requirement: National certification or highest equivalent proficiency rating awarded by a Volleyball NGB. FIVB Internationale Arbitre rating preferred.
 - 12.1.2.1.2 Regional Games - Minimum Requirement: National certification, or highest equivalent proficiency rating awarded by a Volleyball NGB.
 - 12.1.2.1.3 National Games - Minimum Requirement: National certification or equivalent proficiency rating awarded by a Volleyball NGB. Also acceptable is a Junior National or equivalent proficiency rating awarded by a Volleyball NGB.
 - 12.1.2.1.4 Competition Below National Games Level - Minimum Requirement: All Technical Officials shall be certified (any level) by their Volleyball NGB.

12.1.3 Procedures

- 12.1.3.1 Only the 1st and 2nd referees may blow a whistle during the match:
 - 12.1.3.1.1 the 1st referee gives the signal for the service that begins the rally.
 - 12.1.3.1.2 the 1st or 2nd referee signals the end of the rally, provided that they are sure that a fault has been committed and they have identified its nature.
- 12.1.3.2 They may blow the whistle when the ball is out of play to indicate that they authorize or reject a team request.
- 12.1.3.3 Immediately after the referee blows the whistle to signal the completion of the rally, they have to indicate with the official hand signals:
 - 12.1.3.3.1 If the fault is whistled by the 1st referee, he / she will indicate in order:
 - a) the team to serve;



- 12.1.3.3.1.1. b) the nature of the fault,;
- 12.1.3.3.1.2. c) the player(s) at fault (if necessary).
- 12.1.3.3.2 If the fault is whistled by the 2nd referee, he / she will indicate:
 - 12.1.3.3.2.1. a) the nature of the fault,
 - 12.1.3.3.2.2. b) the player at fault (if necessary);
 - 12.1.3.3.2.3. c) the team to serve following the hand signal of the first referee. In this case, the 1st referee does not show either the nature of the fault or the player at fault, but only the team to serve.
- 12.1.3.3.3 In the case of a double fault both referees indicate in order:
 - 12.1.3.3.3.1. a) the nature of the fault;
 - 12.1.3.3.3.2. b) the players at fault (if necessary). The team to serve next is then indicated by the 1st referee.

12.2 1ST REFEREE

12.2.1 Location

- 12.2.1.1 The 1st referee carries out his/her functions standing on a referee's stand located at one end of the net on the opposite side to the scorer. His/her view must be approximately 50 cm above the net.

12.2.2 Authority

- 12.2.2.1 Referees shall have full authority to interpret the rules. For further questions, the Competition Management Team shall be consulted.
- 12.2.2.2 The 1st referee directs the match from the start until the end. He / she has authority over all members of the refereeing corps and the members of the teams. During the match his/her decisions are final. He/she is authorized to overrule the decisions of other members of the refereeing corps, if it is noticed that they are mistaken. He / she may even replace a member of the refereeing corps who is not performing his/her functions properly.
- 12.2.2.3 He/she also controls the work of the ball retrievers.
- 12.2.2.4 He/she has the power to decide any matters involving the game, including those not provided for in the Rules.
- 12.2.2.5 He/she shall not permit any discussion about his/her decisions. However, at the request of the captain, the 1st referee will give an explanation on the application or interpretation of the rules upon which he/she has based his/her decision. If the captain disagrees with the explanation and formally protests, the 1st referee must authorize the commencement of a Protest Protocol.

Note: The 1st referee is responsible for determining before and during the match whether the playing area and the conditions meet playing requirements.

12.2.3 Responsibilities

- 12.2.3.1 Prior to the match, the 1st referee:
 - 12.2.3.1.1 Inspects the conditions of the playing area, the balls and other equipment;
 - 12.2.3.1.2 performs the toss with the team captains;
 - 12.2.3.1.3 controls the teams' warming-up.
- 12.2.3.2 During the match, he/she is authorized:
 - 12.2.3.2.1 to issue warnings to the teams;



- 12.2.3.2.2 to sanction misconduct and delays;
- 12.2.3.2.3 to decide upon: a) the faults of the server and the screen of the serving team; b) the faults in playing the ball; c) the faults above the net, and the faulty contact of the player with the net, primarily on the attacker's side; d) the ball crossing completely the lower space under the net; e) the ball that crosses the net totally or partly outside of the crossing space to the opponent's court or contacts the antenna on his/her side of the playing court.) the served ball and the 3rd hit passing over or outside the antenna on his/her side of the court.

12.2.3.3 At the end of the match, he / she checks the score sheet and signs it.

12.3 2ND REFEREE

12.3.1 Location

12.3.1.1 The 2nd referee performs his / her functions standing outside the playing court near the post, on the opposite side of and facing the 1st referee.

12.3.2 Authority

12.3.2.1 The 2nd referee is the assistant of the 1st referee, but has also his/her own range of jurisdiction.

12.3.2.2 Should the 1st referee be unable to continue his/her work, the 2nd referee may replace him/her.

12.3.2.3 He / she may, without whistling, also signal faults outside his / her range of jurisdiction, but must not insist upon them to the 1st referee.

12.3.2.4 He/she controls the work of the scorer(s).

12.3.2.5 He/she supervises the team members on the team bench and reports their misconduct to the 1st referee.

12.3.2.6 He/she controls the players in the warm-up areas.

12.3.2.7 He/she authorizes the regular game interruptions and court switches, controls their duration and rejects improper requests.

12.3.2.8 He/she controls the number of time-outs and substitutions used by each team and reports the 1st time-out and 3th and 4th substitutions to the 1st referee and the coach concerned.

12.3.2.9 In the case of an injury of a player, he/she authorizes an exceptional substitution or grants a 3-minute recovery time.

12.3.2.10 He/she checks during the match that the balls still meet the requirements of the regulations.

12.3.2.11 He/she supervises the team members in the penalty areas and reports their misconduct to the 1st referee.

12.3.2.12 He/she conducts the toss between sets 2 and 3 if the 1st Referee is not able to do it. He / she then must pass all relevant information to the scorer.

12.3.3 Responsibilities

12.3.3.1 At the start of each set, the 2nd referee checks that the actual players on the court correspond to those on the line-up sheets. Whenever necessary, the 2nd referee controls the work of the scorer and checks that the correct server has the ball.

12.3.3.2 During the match, the 2nd referee decides, whistles and signals:

- 12.3.3.2.1 interference due to penetration into the opponent's court and space under the net;



- 12.3.3.2.2 the faulty contact of the player with the net primarily on the blocker's side and with the antenna on his/her side of the court;
- 12.3.3.2.3 the contact of the ball with an outside object;
- 12.3.3.2.4 the ball that crosses the net totally or partly outside the crossing space to the opponent court or touches the antenna on his/her side of the court, including during service;
- 12.3.3.2.5 the contact of the ball with the sand when the 1st referee is not in position to see the contact;
- 12.3.3.2.6 the ball recovered completely on the opponent's side under the net.^[SEP]
- 12.3.3.2.7 the served ball and the 3rd hit passing over or outside the antenna on his/her side of the court.

12.3.3.3 At the end of the match, he / she checks and signs the score sheet.

12.4 SCORER

12.4.1 Location

12.4.1.1 The scorer performs his/her functions seated at the scorer's table on the opposite side of the court from and facing the 1st referee.

12.4.2 Responsibilities

12.4.2.1 The scorer fills in the score sheet according to the Rules, cooperating with the 2nd referee. He/she uses a buzzer or other sound device to notify irregularities or give signals to the referees on the basis of his/her responsibilities.

12.4.2.2 Prior to the match and set, the scorer:

- 12.4.2.2.1 registers the data of the match and teams according to the procedures in force, and obtains the signatures of the captains and the coaches;
- 12.4.2.2.2 records the starting line-up of each team from the line-up sheet (or checks the data submitted electronically). If he / she fails to receive the line-up sheets on time, he / she immediately notifies this fact to the 2nd referee.

12.4.2.3 During the match, the scorer:

- 12.4.2.3.1 records the points scored;
- 12.4.2.3.2 controls the serving order of each team and indicates any error before the service hit;
- 12.4.2.3.3 is empowered to acknowledge and announce requests for player substitutions by use of the buzzer, controlling their number, and records the substitutions and time-outs, informing the 2nd referee;
- 12.4.2.3.4 notifies the referees of a request for regular game interruption that is out of order;
- 12.4.2.3.5 announces to the referees the court switches and the end of the sets;
- 12.4.2.3.6 records misconduct warnings, sanctions and improper requests;
- 12.4.2.3.7 records all other events as instructed by the 2nd referee, i.e. exceptional substitutions, recovery time, prolonged interruptions, external interference etc;
- 12.4.2.3.8 controls the interval between sets. At the end of the match, the scorer;
- 12.4.2.3.9 records the final result;



- 12.4.2.3.10 in the case of a protest, with the previous authorization of the 1st referee, writes or permits the captain concerned to write on the score sheet a statement on the incident being protested;
- 12.4.2.3.11 signs the score sheet, before he / she obtains the signatures of the team captains and then the referees.

12.5 ASSISTANT SCORER

12.5.1 Location

- 12.5.1.1 The assistant scorer performs his / her functions seated beside the scorer at the scorer's table.

12.5.2 Responsibilities

- 12.5.2.1 He/she assists with the administrative duties of the scorer's work.
- 12.5.2.2 Should the scorer become unable to continue his/her work, the assistant scorer substitutes for the scorer.
- 12.5.2.3 Prior to the match and set, the assistant scorer checks that all information displayed at the scoreboard(s) is correct,
- 12.5.2.4 During the match, the assistant scorer:
 - 12.5.2.4.1 indicates the serving order of each team by displaying a sign numbered 1 to 6 corresponding to the player to serve and,
 - 12.5.2.4.2 indicates by use of the buzzer any error to the referees immediately; operates the manual scoreboard on the scorer's table; checks that the scoreboards agree; starts and ends the timing of the Technical Time-outs;
 - 12.5.2.4.3 if necessary, updates the reserve score sheet and gives it to the scorer; At the end of the match, the assistant scorer: signs the score sheet.

12.6 LINE JUDGES

12.6.1 Location

- 12.6.1.1 If only two line judges are used, they stand at the corners of the court closest to the right hand of each referee, diagonally at 1 to 2 m from the corner.
- 12.6.1.2 Each one of them controls both the end line and side line on his/her side.
- 12.6.1.3 For Special Olympics World Games, when it is compulsory to have four line judges, they stand in the free zone at 1 to 3 m from each corner of the court, on the imaginary extension of the line that they control.

12.6.2 Responsibilities

- 12.6.2.1 The line judges perform their functions by using flags (40 x 40 cm), to signal:
 - 12.6.2.1.1 the ball "in" and "out" whenever the ball lands near their line(s). (Note: it is primarily the line judge closest to the path of the ball who is responsible for the signal);
 - 12.6.2.1.2 the touches of "out" balls by the team receiving the ball;
 - 12.6.2.1.3 the ball touching the antenna, the served ball and the third hit of the team crossing the net outside the crossing space, etc.;
 - 12.6.2.1.4 the foot faults of the server;
 - 12.6.2.1.5 any contact with the top 80cm of the antenna on their side of the court by any player during his/her action of playing the ball or interfering with the play;



- 12.6.2.1.6 the ball crossing the net outside the crossing space into the opponent's court or touching the antenna on his/her side of the court;
- 12.6.2.1.7 the block touches during the rally. At the first referee's request, a line judge must repeat his / her signal.

12.7 OFFICIAL SIGNS

12.7.1 Referee's Hand Signals

- 12.7.1.1 The referees will indicate with the official hand signal the reason for their whistle (the nature of the fault whistled or the purpose of the interruption authorized). The signal has to be maintained for a moment and, if it is indicated with one hand, the hand corresponds to the side of the team which has made the fault or the request.

12.7.2 Line Judges Play Signals

- 12.7.2.1 The line judges must indicate with the official flag signal the nature of the fault called, and maintain the signal for a moment.

13. DEFINITIONS

- 13.1 The Competition / Control Area is a corridor around the playing court and free zone, which includes all spaces up to the outer barriers or delimitation fence.

13.2 ZONES

- 13.2.1 These are sections within the playing area (i.e. playing court and free zone) as defined for a specific purpose (or with special restrictions) within the rule text. These include: Service Zone, Substitution Zone, and Free Zone.

13.3 AREAS

- 13.3.1 These are sections of the competition / control area, outside the free zone, identified by the rules as having a specific function. These include: warm-up area and penalty area.

13.4 LOWER SPACE

- 13.4.1 This is the space defined at its upper part by the bottom of the net and the cord joining it to the posts, at the sides by the posts, and the bottom by the playing surface.

13.5 CROSSING SPACE

- 13.5.1 The crossing space is defined by:

- 13.5.1.1 The horizontal band at the top of the net
- 13.5.1.2 The antennae and their extension

- 13.5.2 The ball must cross to the opponent's COURT through the crossing space.

13.6 EXTERNAL SPACE

- 13.6.1 The external space is in the vertical plane of the net outside of the crossing and lower spaces.

13.7 SUBSTITUTION ZONE

- 13.7.1 This is the part of the free zone through which substitutions are carried out.

13.8 UNLESS BY AGREEMENT OF FIVB

- 13.8.1 This statement recognizes that while there are regulations on the standards and specification of equipment and facilities, there are occasions when special arrangements can be made by FIVB in order to promote the game of Volleyball or to test new conditions.



13.9 FIVB STANDARDS

13.9.1 The technical specifications or limits as defined by FIVB to the manufacturers of equipment.

13.10 PENALTY AREA

13.10.1 In each half of the competition / control area, there is a Penalty Area located behind the prolongation of the end line, outside the free zone, which should be placed a minimum of 1.5 meters behind the rear edge of the bench. **FAULT**

13.10.2 a) A playing action contrary to the rules. b) A rule violation other than a playing action.

13.11 BALL RETRIEVERS AND SAND LEVELLERS (RAKERS)

13.11.1 These are personnel whose job it is to maintain the flow of the game by rolling the ball to the server between rallies.

13.11.2 Sand levelers: these court assistants use long rakes or long poles with flattened ends to smooth out the sand especially around the court lines and across the central axis of the court between the posts. They smooth the sand before the match, during time outs and between the sets.

13.12 RALLY POINT

13.12.1 This is the system of scoring a point whenever a rally is won.

13.13 INTERVAL

13.13.1 The time between sets. The change of courts at every sum of points scored is not to be regarded as an interval.

13.14 INTERFERING

13.14.1 Any action which will create an advantage against the opponent team or any action which prevents an opponent from playing the ball.

13.15 OUTSIDE OBJECT

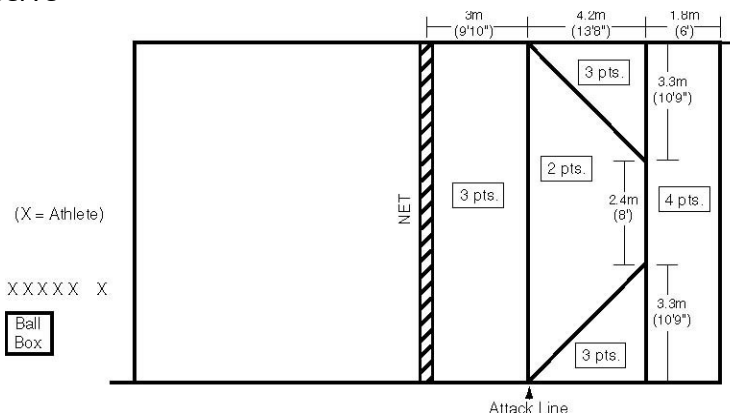
13.15.1 An object or a person which while outside the playing court or close to the limit of the free playing space provides an obstruction to the flight of the ball. For example: overhead lights, the referee's chair, TV equipment, scorer's table, and net posts. Outside objects do not include the antennae since they are considered as the part of the net.

13.16 SUBSTITUTION

13.16.1 This is the act by which one regular player leaves the court and another regular player takes his / her place.

14. BEACH VOLLEYBALL SKILLS ASSESSMENT TESTS (BVSAT)

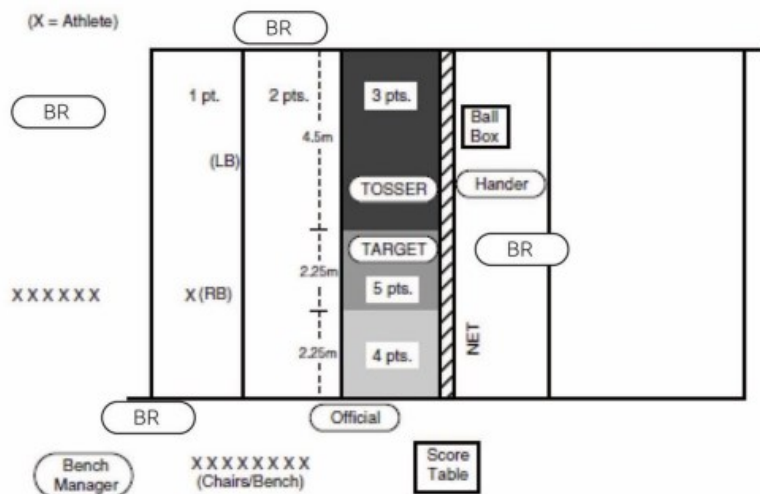
14.1 BVSAT- Serve





- 14.1.1 Set-up
 - 14.1.1.1 Use a regulation-size court that is 16 meters long and 8 meters wide, 10 volleyballs, net height of 2.24 meters (7 ft, 4 1/8 in) for women and 2.43 meters (7 ft, 11 5/8 in) for men, standards, antennae, measuring tape, tape and ball box.
- 14.1.2 Test
 - 14.1.2.1 Athlete is given 10 attempts from the service area.
 - 14.1.2.2 Athlete may serve overhead or underhand.
 - 14.1.2.3 Taped or chalk lines mark the court outlining the target areas which value from two to four points.
- 14.1.3 Scoring
 - 14.1.3.1 Balls hitting on a line score the higher point value.
 - 14.1.3.2 Balls contacting the net, antennae, or landing out-of-bounds receive no points.
 - 14.1.3.3 The athlete's final score is determined by adding together the points awarded for each of the 10 attempts.
- 14.1.4 Staging
 - 14.1.4.1 Volunteers administer the test and are not to interfere with any athlete who is performing the test.
 - 14.1.4.2 Volunteer "A" will instruct the group doing this particular test while Volunteer "B" demonstrates the actual test. Volunteer "C" will toss a volleyball to the athlete who will perform. Volunteers will retrieve the volleyballs after they land and will roll them to a volunteer who is standing near the ball box. When the athlete is finished, Volunteer "A" will give the score to Volunteer "D" who is the scorekeeper. Each volunteer is to administer the test and manage the area only.

14.2 BVSAT- Forearm Pass

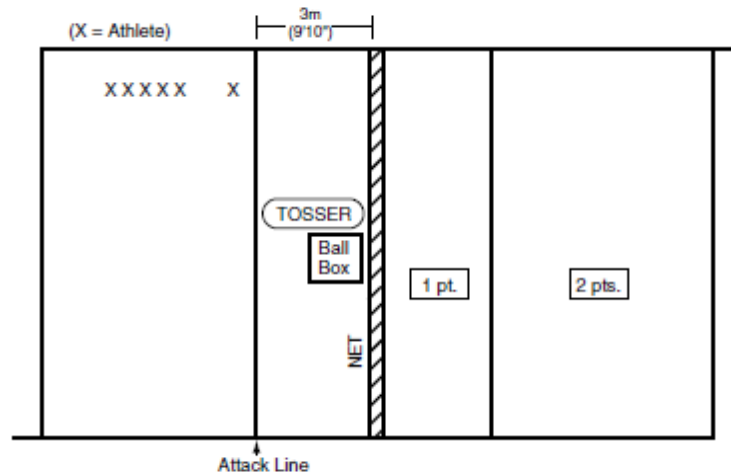




- 14.2.1 Set-up
 - 14.2.1.1 Use a regulation-size court that is 16 meters long and 8 meters wide, five volleyballs, net height of 2.24 meters (7 feet, 4 1/8 inches) for women and 2.43 meters (7 feet, 11 5/8 inches) for men, standards, antennae, measuring tape, floor tape or chalk and ball box.
- 14.2.2 Test
 - 14.2.2.1 Athlete receives 10, two-handed, overhead-tossed balls from the tosser who is positioned across the net at the middle of the court. Athlete is given five attempts from the right back position, three meters (9 ft, 10 in) from the right sideline and one meter (3 ft, 3 1/3 in) from the baseline and five attempts from the left back position, three meters from the left sideline and one meter from the baseline. Poor tosses are repeated. Athlete passes the tossed ball toward a target, a person who has his/her arms above the head and who is standing on the same side of and two meters (6 ft, 6 3/4 in) away from the net and two meters from the sideline. Target areas have values from one to five points. The peak of the arc of each passed ball must be above the height of the net.
- 14.2.3 Scoring
 - 14.2.3.1 The following result in zero points:
 - 14.2.3.1.1 illegal contact
 - 14.2.3.1.2 balls which are passed below net height
 - 14.2.3.1.3 balls which land beyond the centerline
 - 14.2.3.2 A ball hitting the line between point values will be given the higher point value.
 - 14.2.3.3 The athlete's final score is determined by adding together the points awarded for each of the 10 attempts.
- 14.2.4 Staging
 - 14.2.4.1 Volunteers administer the test and are not to interfere with any athlete who is performing the test. Volunteer "A" will instruct the group doing this particular test while Volunteer "B" demonstrates the actual test. Volunteer "C" will toss a volleyball to the athlete who will perform. Volunteers will retrieve the volleyballs after they land and will roll them to a volunteer who is standing near the ball box. When the athlete is finished, Volunteer "A" will give the score to Volunteer "D" who is the scorekeeper. Each volunteer is to administer the test and manage the area only.



14.3 BVSAT- Spike



14.3.1 Set-up

14.3.1.1

Use a regulation-size court that is 16 meters long and eight meters wide, five volleyballs, net height of 2.24 meters (7 ft, 4 1/8 in) for women and 2.43 meters (7 ft, 11 5/8 in) for men, standards, antennae, measuring tape, floor tape or chalk and ball box.

14.3.2 Test

14.3.2.1

A tosser will toss the ball in front of the athlete and 2 meters (6 ft, 6 3/4 in) above the net. Tosses that are not at the proper height are repeated. The athlete stands in the court, three to four meters from the net, makes a spiking approach and spikes the ball over the net within the boundaries of the opponent's front court. Each athlete receives 10 attempts.

14.3.3 Scoring

14.3.3.1

The athlete receives two points for each spike that lands beyond the attack line in the backcourt and one point for each spike that lands between the net and the attack line within the opponent's court. A tip (dink) or half-speed shot is not recorded as a spike. The athlete's final score shall be the total of all 10 attempts.

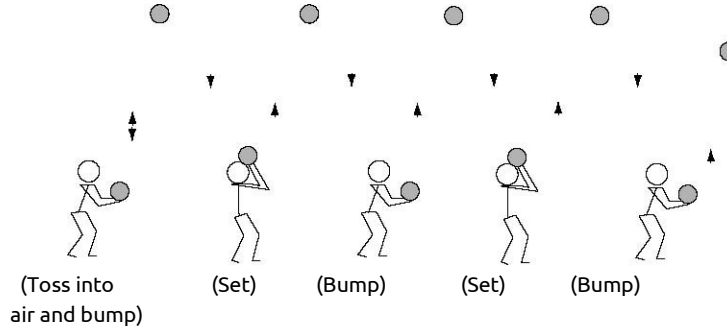
14.3.4 Staging

14.3.4.1

Volunteers administer the test and are not to interfere with any athlete who is performing the test. Volunteer "A" will instruct the group doing this particular test while Volunteer "B" demonstrates the actual test. Volunteer "C" will toss a volleyball to the athlete who will perform. Volunteers will retrieve the volleyballs after they land and will roll them to a volunteer who is standing near the ball box. When the athlete is finished, Volunteer "A" will give the score to Volunteer "D" who is the scorekeeper. Each volunteer is to administer the test and manage the area only.



14.4 BVSAT- Bump-set



14.4.1 Set-up

14.4.1.1 Use half of a volleyball court, a net with a minimum height of 2.24 meters (7 ft, 4 1/8 in) and three volleyballs.

14.4.2 Test

14.4.2.1 Athlete alternately bumps (forearm passes) and sets the ball to himself/herself without stopping.

14.4.2.2 Athlete first tosses the ball into the air and then bumps the volleyball.

14.4.2.3 Athlete then must move under the ball to set-bump-set-bump-set, etc.

14.4.2.4 Athlete must stay within the half-court lines.

14.4.3 Scoring

14.4.3.1 Athlete is given four trials to gain his/her best score.

14.4.3.2 The maximum score is 50 (25 bumps and 25 sets).

14.4.3.3 Each legal hit is counted as one point, as long as the ball goes above the height of the net.

14.4.3.4 A particular trial is finished when the athlete sets or bumps the ball twice in a row, illegally hits the ball, goes out of the court to play the ball or reaches a score of 50.

14.4.4 Staging

Volunteers administer the test and are not to interfere with any athlete who is performing the test. Volunteer "A" will instruct the group doing this particular test while Volunteer "B" demonstrates the actual test. Volunteer "A" will hand a volleyball to the athlete who will perform the skill. Other volunteers will retrieve the volleyballs after they go out of bounds. When the player is finished, Volunteer "A" will give the score to Volunteer "C" who is the scorekeeper. Each volunteer is to administer the test and manage