

RULES

- Rally Scoring: 2 games to 21, with third game to 15 (if necessary) or 1 game to 28 (rally scoring)
- Block counts as a contact
- No Open hand dinks/tips
- One Toss per serve
- Players may not "set" the ball or contact the ball with finger action in an attempt to play the ball when receiving the serve.
- Any contact with any part of the net by a player's body is a violation.
- Players handling the ball must set the ball in direction they are facing or directly behind them (shoulders squared) when returning the ball over the net.
- Side Changes in multiples of seven (7) when the set goes to 21 or 28. Side changes in multiples of five (5) when the set goes to 15.
- Time-Outs:
 1. Each team is allowed one time-out per set.
 2. In addition, one technical time-out is allowed per each set of 21 to 28 points. The technical time-out is not awarded to each team, but rather a shared time-out when the total combined score is reached. During games 1 and 2 that are played to 21 points the technical time-out is taken when the combined score reaches 21. There is no technical time-out in a set of 15 points. For single sets to 28 points, the technical time-out is taken when the combined score reaches 28.
- Active coaching is allowed during side changes, time-outs and in between sets and matches. The coach may not enter the court. The interaction must take place during the time allowed when players change sides of the court and play must immediately begin after the side change. (Updated 10/21)
- For the 10U division ONLY, all contacts that are hit overhand are considered a driven ball. The first contact may be received with multiple contacts (on the same attempt) or may take the ball with an open hand or set. (Updated 10/21)
- For the 10U division, servers may step onto the court to serve.
- Athletes may wear socks or sand socks during competition.

NET HEIGHTS

- Boys 18, 16, 15: Net Height - 8';
- Boys 14: Net Height - 7'4"
- Boys 12, 10: Net Height- 7';
- Girls 18, 16, 15, 14: Net Height - 7'4"
- Girls 12, 10: Net Height - 7';

PLAYING COURT

- All Divisions: 16 m x 8 m (52' 6" x 26' 3")

BLOCKS AND PLAY ABOVE THE NET

- Players must contact the ball within their own playing space (follow-through into the opponents playing space after contact is legal).
- It is always illegal to attack a ball that is completely in the opponents' space.
- Blockers may contact a ball in the opponents' space after the attack hit, or if in the referee's judgment the attackers are not attempting to play the ball.
- "Joust" (simultaneous contact above the net) between opponents is legal. Any player may make the next play, as their team's 1st contact.
- The block contact counts as first team contact; either player may make the 2nd team contact.
- A player may block a ball in any direction.
- "Directional" or "snap" blocks are legal unless the ball is caught or thrown. If the blocker clearly catches or throws the ball, the fault must be whistled.
- As a guideline: the ball may be blocked quickly in one direction, with one motion.

ATTACKS AND TIPS

- "Open hand tipping" is prohibited. Referees use "illegal attack" (Diagram 9, Signal 21).
- Knuckles may be used to "poke" the ball, provided that the ball rebounds (is not caught or thrown).
- Fingertips (including thumb) may be used to "poke" the ball only if those fingertips in contact with the ball are "rigid and together."
- Attacks with finger action (setting over the net) must be made perpendicular to the shoulders - either directly forward or backward.

NET CONTACT

- It is a fault to contact any part of the net between (and including) the antennas, during the action of playing the ball.
- The action of playing the ball includes (but is not limited to) takeoff, hit (or attempt), and landing safely, ready for a new action.

PLAY UNDER THE NET, AND INTERFERENCE

- Players may contact any part of the ball until it has passed completely through the plane below the net.
- There is no centerline. Players may contact any part of the opponents' court as long as they do not interfere with the opponents' next play.
- A player who interferes with an opponents' ability to make their next play must be called for the fault.
- Interference is a FAULT that results in a point, not a replay.
- Note that this is sometimes a delayed call (the referee must wait to see if the opponents are truly hampered in their next action).
- Incidental contact between opponents does not constitute interference (bump knees, briefly step on toes, etc.).
- Interference can occur without physical contact (ex: fallen player under net prevents defender covering short).
- Point under the net with your index finger, and say "interference." (This call will generally require explanation.)

PURSUIT

- Is legal in beach volleyball. Only balls which pass "over or outside" an antenna are eligible to be pursued.
- A player may pursue the ball by any route, including under the net and/or through the opponents' court.
- Opponents may not interfere with legal pursuit.
- The ball must be played back on 2nd team contact "over or outside" the same antenna.
- Third team contact must send the ball legally through the crossing space (between the antennas).

BALL MARKS

- The ball is "IN" if it lands inside the court, or touches a boundary line. Corner "tie-downs" are not considered boundary lines.
- If the referee is in doubt of a line call, they should immediately initiate a "ball mark protocol". Players may not insist that a ball mark be reviewed.
- Players cannot: alter the ball mark (or court boundaries), cross under the net to review a mark, or attempt to influence the decision of the officials.
- The line-judge(s) may assist as the FIRST referee inspects the ball mark.
- The referee must be careful to inspect the correct ball mark, considering ball trajectory, the effect of raised lines, and possible "splash" of soft sand.
 - If the referee determines that the line was moved significantly during the rally in question, they should fix the line before judging the result.

BALL HANDLING/HAND SETTING

- There are two types of ball handling faults: “Catch Balls” and “Double Contact”.
- The ball must be played with one quick motion.
- Balls that significantly move downwards while in the hands, or visibly come to rest, are “Catch Ball” faults (aka: “deep dish,” “held-ball,” or “lift”).
- Clearly distinct and separate contacts of the ball constitute a “Double-Hit.”
 - Spin is not a fault ... but spin may be an indication that a “double-contact” fault has occurred.

SIMULTANEOUS CONTACT BY TEAMMATES

- If teammates touch the ball simultaneously it counts as 2 team contacts. Either player may make the 3rd contact.

DEFENSE

- It is LEGAL for ANY first-team contact WITHOUT finger action to strike two or more parts of a player during a single attempt to play the ball. Including:
 - Any style of contact: hands or fists together or apart, heels of hands together or apart, tomahawk, etc. (see finger-action below).
 - All plays without finger action, even if the ball is observed to have been clearly double-contacted.
- First-team-contact WITH finger action should be judged just as any setting contact:
 - The referee should call a double-hit if the player uses finger action and the ball contact is a clear double.
 - EXCEPTION: If the double contact was in defense of a “hard-driven attack” then the referee should allow play to continue.
 - In judging an attack as “hard-driven,” the referee must consider the following:
 - Speed and trajectory of the ball, as well as the distance between the attacker and defender.
 - The referee must judge the player’s action: “reactive” (double allowed) or “intentional” handset (double-contact called).

SERVE RECEIVE

- In serve receive, a double contact is allowed. If finger action is used, the referee will judge the contact as a set.
- It is legal to use techniques such as: hands or fists together or apart, heels of hands together or apart, tomahawk, etc.
- REMINDER: It is legal to receive serve “open handed with finger action”, but strict hand-setting judgment must be applied to the contact.

OUTDOOR SAFETY

- Stay hydrated. Use sunscreen, as well as clothing and headgear that protects from sun exposure.
- Be prepared for cold or wet weather as well as for heat and sun! Play usually continues through wind or rain.