



RULEBOOK 2020

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Table of Contents

1.0 FACILITIES AND EQUIPMENT	7
PLAYING AREA (Diagram 1)	7
1.1 DIMENSIONS	7
1.2 PLAYING SURFACE	7
1.3 LINES ON THE COURT	7
1.4 SERVICE ZONE	7
1.5 WEATHER	7
1.6 LIGHTING	8
2.0 NET AND POSTS (Diagram 2)	8
2.1 NET	8
2.2 SIDE BANDS	8
2.3 ANTENNAE	8
2.4 HEIGHT OF THE NET	8
2.5 POSTS	8
2.6 ADDITIONAL EQUIPMENT	9
3.0 BALL	9
3.1 CHARACTERISTICS	9
3.2 UNIFORMITY OF BALLS	9
3.3. THREE-BALLS SYSTEM	9
4.0 PARTICIPANTS TEAMS	9
4.1 COMPOSITION AND REGISTRATION	9
4.2 CAPTAIN	9
5.0 PLAYERS' EQUIPMENT	10
5.1 EQUIPMENT	10
5.2 AUTHORIZED CHANGES	10
5.3 FORBIDDEN OBJECTS AND UNIFORMS	10

6.0 RIGHTS AND RESPONSIBILITIES OF THE PARTICIPANTS	10
6.1 BOTH PLAYERS	10
6.2 CAPTAIN	11
6.3 LOCATION OF PARTICIPANTS (Diagram 1)	11
7.0 POINT, SET AND MATCH WINNER	11
SCORING SYSTEM	11
7.1 TO WIN A MATCH	11
7.2 TO WIN A SET	12
7.3 TO WIN A RALLY	12
7.4 DEFAULT AND INCOMPLETE TEAM	12
8.0 PREPARATION OF THE MATCH, STRUCTURE OF PLAY	12
PREPARATION OF THE MATCH	12
8.1 COIN TOSS	12
8.2 WARM-UP SESSION	13
9.0 TEAM LINE-UP	13
9.1 PLAYERS	13
9.2 SUBSTITUTIONS	13
10.0 PLAYERS' POSITIONS	13
10.1 POSITIONS	13
10.2 SERVICE ORDER	13
11.0 PLAYING ACTIONS	14
STATES OF PLAY	14
11.1 BALL IN PLAY	14
11.2 BALL OUT OF PLAY	14
11.3 BALL "IN"	14
11.4 BALL "OUT"	14
12.0 PLAYING FAULTS	14

12.1 DEFINITION	14
12.2 CONSEQUENCES OF A FAULT	14
13.0 DELAYS TO THE GAME	15
13.1 TYPES OF DELAY	15
13.2 SANCTIONS FOR DELAYS	15
13.3 TIME-OUTS DEFINITION	15
13.4 NUMBER OF TIME-OUTS	15
13.5 REQUESTS FOR TIME-OUT	15
13.6 IMPROPER REQUESTS	15
14.0 PLAYING THE BALL	16
14.1 TEAM HITS	16
14.2 SIMULTANEOUS CONTACTS	16
14.3 ASSISTED HIT	16
14.4 CHARACTERISTICS OF THE HIT	16
14.5 FAULTS AT PLAYING THE BALL	17
15.0 BALL AT NET	17
15.1 BALL CROSSING THE NET	17
15.2 BALL TOUCHING THE NET	18
15.3 BALL IN THE NET	18
16.0 PLAYER AT THE NET	18
16.1 REACHING BEYOND THE NET	18
16.2 PENETRATION INTO OPPONENT'S SPACE, COURT AND/OR FREE ZONE	18
16.3 CONTACT WITH THE NET	18
16.4 PLAYER'S FAULTS AT THE NET	18
17.0 SERVICE	18
17.1 DEFINITION	19
17.2 FIRST SERVICE IN A SET	19

17.3 SERVICE ORDER	19
17.4 AUTHORIZATION OF THE SERVICE	19
17.5 EXECUTION OF THE SERVICE	19
17.6 SCREENING	20
17.7 SERVING FAULTS	20
17.8 SERVING FAULTS AFTER HITTING THE BALL	20
18.0 ATTACK HIT	20
18.1 DEFINITION	20
18.2 ATTACK-HIT FAULTS	21
19.0 BLOCK	21
19.1 DEFINITION	21
19.2 HITS BY THE BLOCKER	21
19.3 BLOCK WITHIN THE OPPONENT'S SPACE	21
19.4 BLOCKING CONTACT	21
19.5 BLOCKING FAULTS	21
20.0 EXCEPTIONAL GAME INTERRUPTIONS	22
20.1 INJURY	22
20.2 EXTERNAL INTERFERENCE	22
20.3 PROLONGED INTERRUPTION	22
21.0 COURT SWITCHES AND INTERVALS	23
21.1 COURT SWITCHES	23
21.2 INTERVALS	23
22.0 MISCONDUCT	23
22.1 CATEGORIES	23
22.2 SANCTIONS	23
22.3 SANCTION SCALE:	24
22.4 MISCONDUCT BEFORE AND BETWEEN SETS	24

23.0 REFEREEING CORPS AND PROCEDURES	24
23.1 COMPOSITION	24
23.2 PROCEDURES	24
24.0 FIRST REFEREE	25
24.1 LOCATION	25
24.2 AUTHORITY	25
24.3 RESPONSIBILITIES	25
25.0 SECOND REFEREE LOCATION	26
25.1 LOCATION	26
25.2 AUTHORITY	26
25.3 RESPONSIBILITIES	26
26.0 SCORER	26
26.1 LOCATION	26
26.2 RESPONSIBILITIES	27
27.0 LINE JUDGES	27
27.1 LOCATION	27
27.2 RESPONSIBILITIES	27
28.0 OFFICIALS' SIGNALS	28
28.1 REFEREES' HAND SIGNALS (Diagram 8)	28
28.2 LINE JUDGES FLAG SIGNALS (Diagram 9)	28

Game Characteristics

Beach Volleyball is a sport played by two teams of two players each on a sand court divided by a net. 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 (including the block touch). 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.

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. The serving player must be alternated every time this occurs.

1.0 FACILITIES AND EQUIPMENT

PLAYING AREA (Diagram 1)

- The playing area includes the playing court and the free zone.

1.1 DIMENSIONS

- The playing court is a rectangle measuring 16 x 8m, surrounded by a free zone with a minimum of 4m wide and with a space free from any obstruction up to a height of a minimum of 7m from the playing surface.

1.2 PLAYING SURFACE

- The terrain must be composed of leveled 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. The sand must be at least 40cm deep and composed of fine loosely compacted grains.
- The playing surface must not present any danger of injury to the players.

1.3 LINES ON THE COURT

- Two sidelines and two end lines mark the playing court. Both side and end lines are placed inside the dimensions of the playing court.
- There is NO centerline.
- All lines are 5-8 cm wide.
- The lines must be of a color that contrasts sharply with the color of the sand.
- Court lines should be ribbons made of a resistant material, and any exposed anchors should be of a soft, flexible material.

1.4 SERVICE ZONE

- The service zone is the area behind the end line and between the extensions of the two sidelines. In depth, the service zone extends to the end of the free zone.

1.5 WEATHER

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

1.6 LIGHTING

- For competitions played during the night, the lighting on the playing area should be 1,000 to 1,500 lux measured at 1m above the playing surface.

2.0 NET AND POSTS (Diagram 2)

2.1 NET

- The net is 8.5 m long and 1 m (+/- 3 cm) wide when it is hung taut, placed vertically over the axis of the center of the court. It is made of pliable mesh material. Minimum square size of the mesh is 2.5cm and the maximum is 10 cm. At its top and bottom there are two 7-10 cm wide horizontal bands made of two-fold PVC, 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. Within the bands, there are: 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.

2.2 SIDE BANDS

- Two color bands, 5-8 cm wide (same width as the court lines) and 1 m long may be fastened vertically to the net and placed above each sideline. They are considered part of the net.

2.3 ANTENNAE

- An antenna is a flexible rod, 1.8 m long and 10 mm in diameter. It is made of fiberglass or similar material. Two antennae are fastened to the outer edge of each side band and placed on opposite sides of the net (Diagram 2). The top 80 cm of each antenna extend above the net and are marked with 10 cm stripes of contrasting colors, preferably red and white. The antennae are considered part of the net and laterally delimit the crossing space (Diagram 3).

2.4 HEIGHT OF THE NET

- The height of the net shall be 2.43 m for men and 2.24 m for women. It is

measured from the center of the playing court with a measuring rod. The two ends of the net (over the side lines) must both be the same height and may not exceed the official height by more than 2 cm.

2.5 POSTS

- The posts supporting the net must be rounded and smooth, with a height of 2.55 m, preferably adjustable. They must be fixed to the ground at an equal distance of 0.7-1.25 m from each sideline to the post padding. Fixing the posts to the ground by means of wires is forbidden. All dangerous or obstructing devices must be eliminated. Posts must be padded.

2.6 ADDITIONAL EQUIPMENT

- All additional equipment is determined by AVP regulations.

3.0 BALL

3.1 CHARACTERISTICS

- The ball shall be spherical, made of a flexible material (leather, synthetic leather, or similar) which does not absorb humidity, 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. Approval of synthetic leather material is determined by AVP. Color: bright colors (such as orange, yellow, pink, white, etc.) Circumference: 66 to 68 cm Weight: 260 to 280 g Inside pressure: 171 to 221 mbar or hPa (0.175 to 0.225 Kg/cm²)

3.2 UNIFORMITY OF BALLS

- All balls used in a match must have the same characteristics regarding color, circumference, weight, pressure, type, etc. For 2020 AVP competitions must be played with AVP Wilson OPTX ball.

3.3. THREE-BALLS SYSTEM

- When possible, three balls shall be used. In this case, six ball retrievers are stationed at each corner of the free zone and behind each referee (Diagram 6).

4.0 PARTICIPANTS TEAMS

4.1 COMPOSITION AND REGISTRATION

- A team is composed exclusively of two players.

- Only the two players recorded on the scoresheet may participate in the match.

4.2 CAPTAIN

- The team captain shall be indicated on the scoresheet.

5.0 PLAYERS' EQUIPMENT

5.1 EQUIPMENT

- A player's equipment consists of shorts or a bathing suit. A jersey or "tank-top" is optional except when specified in the Player Handbook.
- Players may wear a hat and sunglasses at their own risk
- Players of a given team must wear uniforms of the same color and similar style according to the player handbook.
- Player's uniforms must be clean.
- Players must play barefoot except when authorized by the referees.

5.2 AUTHORIZED CHANGES

- The first referee may authorize one or more players
 - to play with socks and/or shoes,
 - to change wet jerseys between sets provided that the new ones also follow tournament and AVP regulations
- If requested by a player, the first referee may authorize them to play with undershirts and training pants.

5.3 FORBIDDEN OBJECTS AND UNIFORMS

- It is forbidden to wear any object that may cause an injury to a player, such as pins, bracelets, casts, etc.
- Players may wear glasses at their own risk.

6.0 RIGHTS AND RESPONSIBILITIES OF THE PARTICIPANTS

6.1 BOTH PLAYERS

- Participants must know the Official Beach Volleyball Rules and abide by them.
- Participants must accept referees' decisions with respectful conduct, without disputing them. In case of doubt, clarification may be requested.
- Participants must behave respectfully and courteously in the spirit of FAIR PLAY, not only towards the referees, but also towards other officials, their team mate, the opponents, and spectators.
- Participants must refrain from actions or attitudes aimed at influencing the decisions of the referees or covering up faults committed by their team.

- Participants must refrain from actions aimed at delaying the game.
- Communication between team members during the match is permitted.
- During the match, both players are authorized to speak to the referees while the ball is out of play in the 3 following cases:
 - To ask for an explanation on the application or interpretation of the Rules. If the explanation does not satisfy the players, either one must immediately indicate to the first referee their wish to institute a Protest Protocol.
 - To ask authorization:
 - to change uniforms or equipment,
 - to verify the serving player,
 - to check the net, the ball, the surface etc.,
 - to realign a court line,
 - to leave the playing area
 - To request time-outs.
- At the end of the match:
 - Both players thank the referees and the opponents.
 - If either player previously requested a Protest Protocol to the first referee, he/she has the right to confirm it as a protest, having it recorded on the scoresheet.

6.2 CAPTAIN

- Prior to the match, the team captain:
 - Signs the scoresheet.
 - Represents his/her team in the coin toss.
- At the end of the match, the team captain verifies the results by signing the scoresheet.

6.3 LOCATION OF PARTICIPANTS (Diagram 1)

- The player's chairs should be approximately 5m from the sideline, and approximately 3m from the scorer's table.

7.0 POINT, SET AND MATCH WINNER

SCORING SYSTEM

7.1 TO WIN A MATCH

- The match is won by the team that wins two sets. In the case of a 1-1 tie, the deciding set (the 3rd) is played to 15 points with a minimum lead of 2 points.
- **For Main Draw Matches Only:** When a given team first reaches the position of “match point” in either set’s two or three, the scoring methodology is changed

from rally scoring to that of side out scoring, for BOTH teams. That is to say, a team must be the serving team and win the rally to actually win the match. As well, the team that does not have match point will also convert to side out scoring and they are only awarded a point when they are the serving team and win the point. A team can only win a match upon scoring a “true” point, not simply by siding out as is the case in “Rally” scoring.

7.2 TO WIN A SET

- A set (except the deciding 3rd set) is won by the team that 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 reached (22-20, 23-21 etc).
- The deciding set is also played according to the rule listed in 7.1 (bullet point 2) regarding the scoring methodology changing once a team achieves a “match point”.

7.3 TO WIN A RALLY

- Whenever a team fails in its service or fails to return the ball, or commits any other fault, the opposing team wins the rally, with one of the following consequences:
 - If the opposing team served, it scores a point and continues to serve.
 - If the opposing team received the service, it gains the right to serve and also scores a point.

7.4 DEFAULT AND INCOMPLETE TEAM

- If a team refuses to play after being summoned to do so, it forfeits the match.
- If a team does not appear on the playing court on time to begin the match, the same procedure will be followed as in rule above.
- A team declared incomplete for the set or for the match loses the set or the match. The opposing 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.

8.0 PREPARATION OF THE MATCH, STRUCTURE OF PLAY

PREPARATION OF THE MATCH

8.1 COIN TOSS

- Before the warm-up, the first referee carries out a coin toss in the presence of the two team captains. The winner of the coin toss will, within 15 seconds, choose:
 - Either the right to serve or receive the service or,
 - The side of the court
- The loser takes the remaining choice
- In the second set the loser of the coin toss in the first set will have the choice of A

or B.

- A new coin toss will be conducted for the deciding set.

8.2 WARM-UP SESSION

- Teams will generally be given a ten minute warm-up session. Other warm-up time frames may be instituted as necessary.

9.0 TEAM LINE-UP

9.1 PLAYERS

- Both players of each team must always be in play.

9.2 SUBSTITUTIONS

- There are NO substitutions or replacement of players.

10.0 PLAYERS' POSITIONS

10.1 POSITIONS

- At the moment the ball is hit by the server, each team must be within its own court (except the server).
- The players are free to position themselves. There are NO determined positions on the court.
- There are NO positional faults.

10.2 SERVICE ORDER

- Service order must be maintained throughout the set (as determined by the team captain immediately following the coin toss).

11.0 PLAYING ACTIONS

STATES OF PLAY

11.1 BALL IN PLAY

- The rally begins with the referee's whistle. However, the ball is in play from the service hit.

11.2 BALL OUT OF PLAY

- The rally ends with the referee's whistle. However, if the whistle is due to a fault

made in play, the ball is out of play from the moment the fault was committed.

11.3 BALL "IN"

- The ball is "in" when it touches the ground of the playing court including the boundary lines.

11.4 BALL "OUT"

- The ball is "out" when it:
 - falls on the ground completely outside the boundary lines (without touching them);
 - touches an object outside the court, the ceiling or a person out of play;
 - touches the antennae, ropes, posts or the net itself outside the side bands and antennae;
 - crosses completely the vertical plane of the net, totally or even partly outside the crossing space during service (Diagram 3) or the third hit of the team.

12.0 PLAYING FAULTS

12.1 DEFINITION

- Any playing action contrary to the Rules is a playing fault.
- The referees judge the faults and determine the penalties according to these Rules.

12.2 CONSEQUENCES OF A FAULT

- There is always a penalty for a fault: the opponents of the team committing the fault wins the rally.
- If two or more faults are committed successively, only the first one is counted.
 - If two or more faults are committed by the two opponents simultaneously DOUBLE FAULT is counted and the rally is replayed.

13.0 DELAYS TO THE GAME

13.1 TYPES OF DELAY

- An improper action of a team that defers the resumption of the game is a delay and includes, among others:
 - prolonging time-outs, after having been instructed to resume the game,
 - repeating an improper request in the same set (Rule 19.4),
 - delaying the game (15 seconds shall be the maximum time from the end

of a rally to the whistle for service under normal playing conditions).

13.2 SANCTIONS FOR DELAYS

- The first delay by a team in a set is sanctioned with a DELAY WARNING.
- The second and subsequent delays of any type by the same team in the same set constitute a fault and are sanctioned with a DELAY PENALTY: loss of a rally.

13.3 TIME-OUTS DEFINITION

- A Time-out is a regular game interruption and it lasts for 30 seconds, in sets 1 and 2, one additional 30 second Technical Time-out is automatically allocated when the sum of the points scored by the teams equals 21 points.

13.4 NUMBER OF TIME-OUTS

- Each team is entitled to a maximum of one team time-out per set.

13.5 REQUESTS FOR TIME-OUT

- Time-outs may be requested by the players only when the ball is out of play and before the whistle for service, by showing the corresponding hand signal (Diagram 8, fig. 4). Time-outs may follow one another with no need to resume the game. The players must have authorization from referees to leave the playing area.

13.6 IMPROPER REQUESTS

- Among others, it is improper to request a time-out:
 - during a rally or at the moment of, or after the whistle to serve,
 - after having exhausted the authorized time-out. Any improper request that does not affect or delay the game shall be rejected without any sanction unless repeated in the same set.

14.0 PLAYING THE BALL

14.1 TEAM HITS

- Each team is entitled to a maximum of three hits for returning the ball over the net.
- These team hits include not only intentional hits by the player, but also unintentional contacts with the ball.
- A player may not hit the ball two times consecutively (exception blocking).

14.2 SIMULTANEOUS CONTACTS

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

- When two teammates touch the ball simultaneously, it is counted as two hits (except at blocking).
- If two teammates reach for the ball but only one player touches it, one hit is counted. If players collide, no fault is committed.
- If there are simultaneous contacts by the two opponents over the net and the ball remains in play, the team receiving the ball is entitled to another three hits. If the ball goes “out,” it is deemed the fault of the team on the opposite side of where the ball went out and the team on the side the ball went out is awarded the point. If simultaneous contacts by the two opponents over the net lead to a "held ball", it is NOT considered a fault.

14.3 ASSISTED HIT

- Within the playing area, a player is not permitted to take support from a teammate or any structure/object in order to reach the ball. However, the 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 teammate.

14.4 CHARACTERISTICS OF THE HIT

- The ball may touch any part of the body.
- The ball must be hit, not caught or thrown. It can rebound in any direction.
- Exceptions:
 - In defensive action of a hard driven ball. In this case, the ball can be held momentarily overhand with the fingers.
 - If simultaneous contacts by the two opponents leads to a "held ball".
- The ball may touch various parts of the body, only if the contacts take place simultaneously.
- Exceptions
 - At blocking, consecutive contacts by one or more blockers are authorized, provided that they occur during one action.
 - At the first hit of the team, unless it is played overhand using fingers, the ball may contact various parts of the body consecutively, provided that the contacts occur during one action.

14.5 FAULTS AT PLAYING THE BALL

- **FOUR HITS:** a team hits the ball four times before returning it.
- **ASSISTED HIT:** a player takes support from a teammate or any structure/object in order to reach the ball within the playing area (Rule 13.3).
- **HELD BALL:** a player does not hit the ball unless when in defensive action of a hard driven ball or when simultaneous contacts by the two opponents over the net lead to a momentary "held ball."
- **DOUBLE CONTACT:** a player hits the ball twice in succession or the ball touches

various parts of his/her body successively.

15.0 BALL AT NET

15.1 BALL CROSSING THE NET

- The ball sent to the opponent's court must go over the net within the crossing space (Diagram 3). The crossing space is the part of the vertical plane of the net limited as follows:
 - below, by the top of the net,
 - at the sides, by the antennae and their imaginary extension,
 - above, by a ceiling or structure (if any).
- The ball that has crossed the vertical plane of the net to the opponent's free zone totally or partly outside of the crossing space, may be played back within the team hits provided that:
 - The ball when played back crosses the vertical plane of the net again outside, or partly outside, the crossing space on the same side of the court. The opposing team may not prevent such action.
 - The ball is "out" when it crosses completely the lower space under the net (Diagram 3).
 - A player, however, may enter the opponents' court in order to play the ball before it crosses completely the lower space or passes outside the crossing space.

15.2 BALL TOUCHING THE NET

- While crossing the net, the ball may touch the net.

15.3 BALL IN THE NET

- A ball driven into the net may be recovered within the limits of the three team hits.
- If the ball rips the mesh of the net or tears it down, the rally is cancelled and replayed.

16.0 PLAYER AT THE NET

- Each team must play within its own court and playing space. The ball may, however, be retrieved from beyond the free zone.

16.1 REACHING BEYOND THE NET

- In blocking, a blocker 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.
- A player is permitted to pass his/her hand beyond the net after his/her attack-hit, provided that his/her contact has been made within his/her own playing space.

16.2 PENETRATION INTO OPPONENT'S SPACE, COURT AND/OR FREE ZONE

- 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.

16.3 CONTACT WITH THE NET

- It is forbidden to touch any part of the net or the antennae.
- Once the player has hit the ball, he/she may touch the posts, ropes or any other object outside the total length of the net provided that this action does not interfere with play.
- When the ball is driven into the net, which causes it to touch an opponent, no fault is committed.
- Incidental contact of hair is not a fault.

16.4 PLAYER'S FAULTS AT THE NET

- A player touches the ball or an opponent in the opponent's space before or during the opponent's attack-hit.
- A player penetrates into the opponent's space, court and/or free zone interfering with the latter's play.
- A player touches the net.

17.0 SERVICE

17.1 DEFINITION

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

17.2 FIRST SERVICE IN A SET

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

17.3 SERVICE ORDER

- After the first service in a set, the player to serve is determined as follows:
 - when the serving team wins the rally, the player who served before, serves again.
 - when the receiving team wins a rally, it gains the right to serve and the player who did not serve last time will serve.

17.4 AUTHORIZATION OF THE SERVICE

- The first referee authorizes the service after having checked that the correct server is in possession of the ball behind the end line and that the teams are

ready to play (Diagram 8, fig. 1).

17.5 EXECUTION OF THE SERVICE

- 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), nor the ground outside the zone. His/her foot may not go under the line. After his/her hit, the server may step or land outside the zone, or inside the court.
- If the line moves because of the sand pushed by the server, it is not considered a fault.
- The server must hit the ball within 5 seconds after the first referee whistles for service.
- A service executed before the referee's whistle is cancelled and repeated.
- The ball shall be hit with one hand or any part of the arm after being tossed or released and before it touches the playing surface.
- If the ball, after having been tossed or released by the server, lands without being touched or is caught by the server, it is considered as a service.
- No further service attempt will be permitted.

17.6 SCREENING

- The teammate of the server must not prevent either opponent, through screening, from seeing the server or the path of the ball. On the opponent's request, they must move sideways (Diagram 4).
- A player of the serving team makes a screen by waving arms, jumping or moving sideways during the execution of the service, and in so doing hides both the server and the flight path of the ball.

17.7 SERVING FAULTS

- The following faults lead to a change of service when the server does not execute the service properly.

17.8 SERVING FAULTS AFTER HITTING THE BALL

- After the ball has been correctly hit, the service becomes a fault if the ball:
 - touches a player of the serving team or fails to cross the vertical plane of the net,
 - goes "out"
 - When a team is serving and side out scoring is in effect, the serving team will not be awarded a point for a "let" serve. A "let" serve is defined as a serve that while passing into the opponent's court, actually strikes the net between the antennas and is either played by an opponent, contacts an opponent, or drops within the confines of the court on the opponent's side

of the net. Upon observing a “let” serve that meets one of these three conditions, the official will blow his/her whistle to stop play. A second serve will then be awarded. If the second serve is again a “let” serve, the second service attempt is deemed a service fault and the point is awarded to the receiving team.

- For clarification purposes during side out scoring is in effect. If a serve contacts the net and then goes out of bounds on the opponent’s side, or does not completely cross the net into the opponent’s court, the serve is awarded to the receiving team.

18.0 ATTACK HIT

18.1 DEFINITION

- All actions to direct the ball towards the opponent, except when serving and blocking, are considered attack-hits.
- An attack-hit is completed the moment the ball completely crosses the vertical plane of the net or is touched by the blocker.
- Any player may carry out an attack-hit at any height, provided that his/her contact with the ball has been made within the players own playing space (except rule below).

18.2 ATTACK-HIT FAULTS

- A player hits the ball within the playing space of the opposing team.
- A player hits the ball "out"
- A player completes an attack-hit using an "open-handed tip or dink" directing the ball with their fingers.
- A player completes an attack-hit on the opponent's service, when the ball is entirely above the top of the net.
- A player completes an attack-hit using an overhand pass, which has a trajectory not perpendicular to the line of the shoulders, except when setting his or her teammate.

19.0 BLOCK

19.1 DEFINITION

- 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 (Diagram 5). It should be noted that the player’s contact with the ball does not have to be with a body part higher than the net, just that during the act of the blocking action, some body part has to be higher than the net.

19.2 HITS BY THE BLOCKER

- The first hit after the block may be executed by any player, including the one who has touched the ball at the block.

19.3 BLOCK WITHIN THE OPPONENT'S SPACE

- In blocking, the player may place his/her hands and arms beyond the net provided that his/her action does not interfere with the opponent's play. Thus, it is not permitted to touch the ball beyond the net until the opponent has executed an attack-hit.

19.4 BLOCKING CONTACT

- A blocking contact is counted as a team hit. The blocking team will have only two more hits after a blocking contact.
- Consecutive (quick and continuous) contacts may occur by one or more blockers provided that the contacts are made during one action. These are counted as only one team hit (rule above).
- These contacts may occur with any part of the body.

19.5 BLOCKING FAULTS

- The blocker touches the ball in the opponent's space either before or simultaneously with the opponent's attack-hit (rule above).
- A player blocks the ball in the opponent's space from outside the antenna.
- A player blocks the opponent's service.
- The ball is sent "out" off the block.

20.0 EXCEPTIONAL GAME INTERRUPTIONS

20.1 INJURY

- Should a serious accident occur while the ball is in play, the referee must stop the game immediately.
- The rally is then replayed.
- An injured player is given a maximum of 5-minutes recovery time one time a match. The referee must authorize the properly accredited medical staff to enter the playing court to attend the player. Only the referee may authorize that a player may leave the playing area without penalty. At the conclusion of the 5-minute recovery, the referee will whistle and request the player to continue. At this time, only the player can judge whether he/she is fit to play. In the event the player is under 18 years of age a parent or guardian can be consulted to make this judgement.
- If the player does not recover or return to the playing area at the conclusion of the recovery time, his/her team is declared incomplete. In extreme cases, the

doctor of the competition and the technical supervisor can oppose the return of an injured player.

- Note: the recovery time will begin when the properly accredited medical staff member(s) of the competition arrives at the playing court to attend to the player. In the event that no accredited medical staff is available, the time will begin from the moment the recovery time was authorized by the referee.

20.2 EXTERNAL INTERFERENCE

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

20.3 PROLONGED INTERRUPTION

- If unforeseen circumstances interrupt the match, the first referee, the organizer and the tournament management team, if there is one, shall decide the measures to be taken to re-establish normal conditions.
- Should one or several interruptions occur, whether over the span of the day or overnight, the match is resumed with the score acquired, regardless of whether it continues on the same court or another court. The sets already played will keep their scores.

21.0 COURT SWITCHES AND INTERVALS

21.1 COURT SWITCHES

- The teams switch after every 7 points (Set 1 and 2) and 5 points (Set 3) played.

21.2 INTERVALS

- The interval between each set lasts 1 minute. During the interval before a deciding set, the first referee carries out a coin toss.
- 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.

22.0 MISCONDUCT

- Incorrect conduct by a team member towards officials, opponents, their team mate or spectators is classified in four categories according to the degree of the offense.

22.1 CATEGORIES

- Unsportsmanlike conduct: argumentation, intimidation, etc.

- Rude conduct: acting contrary to good manners or moral principles, expressing contempt.
- Offensive conduct: defamatory or insulting words or gestures.
- Aggression: physical attack or intended aggression.

22.2 SANCTIONS

- Depending on the degree of the incorrect conduct, according to the judgment of the first referee, the sanctions to be applied are (they must be recorded on the scoresheet):
 - MISCONDUCT WARNING: for unsportsmanlike conduct, no sanction is given but the team member concerned is warned against repetition in the same set.
 - MISCONDUCT PENALTY: for rude conduct or repeated unsportsmanlike conduct, the team is sanctioned with the loss of a rally.
 - EXPULSION: repeated rude conduct or offensive conduct is sanctioned by expulsion. The team member who is sanctioned with expulsion must leave the playing area and their team is declared incomplete for the set.
 - DISQUALIFICATION: for aggression, the player must leave the playing area and his/her team is declared incomplete for the match.

22.3 SANCTION SCALE:

- MISCONDUCT is sanctioned as shown in the sanction scale (Diagram 7). A player may receive more than one.
- MISCONDUCT PENALTY in a set, sanctions are cumulative in nature only within an individual set.
- DISQUALIFICATION due to aggression does not require a prior sanction.

22.4 MISCONDUCT BEFORE AND BETWEEN SETS

- Any misconduct occurring before or between sets is sanctioned according to (Diagram 7) and the sanction is applied in the following set.

23.0 REFEREEING CORPS AND PROCEDURES

23.1 COMPOSITION

- The refereeing corps for a match is composed of the following officials:
 - For the Qualification Tournament
 - First referee
 - For the Main Draw on Friday and Saturday
 - First referee and second referee
 - For the Main Draw on Sunday
 - First referee, second referee, two line judges and a scorer

- Their location is shown in Diagram 6.

23.2 PROCEDURES

- Only the first and second referees may blow a whistle during the match:
 - the first referee gives the signal for the service that begins the rally,
 - provided that they are sure that a fault has been committed and they have identified its nature, the first and second referee's signal the end of the rally.
- They may blow the whistle during an interruption of play to indicate that they authorize or reject a team request.
- Immediately after the referee blows the whistle to signal the end of the rally, they have to indicate with the official hand signals:
 - the team to serve,
 - the nature of the fault (when necessary),
 - the player at fault (when necessary).

24.0 FIRST REFEREE

24.1 LOCATION

- The first referee carries out his/her functions seated or standing on a referee's stand located at one end of the net. His/her view must be approximately 50 cm above the net (Diagram 6).

24.2 AUTHORITY

- The first referee directs the match from the start until the end. The first referee has authority over all officials and team members. During the match, the first referee's decisions are final. He/she is authorized to over-rule the decisions of other officials, if he/she judges that the latter are mistaken. The first referee may replace officials who are not performing their functions properly.
- The first referee also supervises the work of the ball retrievers.
- The first referee has the power to decide on any matters involving the game, including those not provided for in the Rules.
- The first referee shall not permit any discussion about his/her decisions. However, at the request of a player, the first referee will give an explanation on the application or interpretation of the rules upon which he/she has based his/her decision. If the player disagrees with the explanation and formally protests, the 1st referee must authorize the commencement of a Protest Protocol.
- The first referee is responsible for determining before and during the match whether the playing area and the conditions meet playing requirements.

24.3 RESPONSIBILITIES

- Prior to the match, the first referee:
 - inspects the conditions of the playing area, the ball and other equipment,
 - performs the coin toss with the team captains,
 - controls the teams' warming-up.
- During the match, only the first referee is authorized:
 - to sanction misconduct and delays,
 - to decide upon:
 - the faults of the server,
 - the screen of the serving team,
 - the faults in playing the ball,
 - the faults above the net and at its upper part.

25.0 SECOND REFEREE LOCATION

25.1 LOCATION

- The second referee performs his/her functions standing at the post outside the playing court on the opposite side of and facing the first referee (Diagram 6).

25.2 AUTHORITY

- The second referee is the assistant of the first referee, but also has his/her own range of jurisdiction. Should the first referee be unable to continue officiating, the second referee may replace him/her.
- The second referee may, without whistling, also signal faults outside his/her jurisdiction, but must not persist in such signals to the first referee.
- The second referee supervises the work of the scorer.
- The second referee authorizes the time-outs and court switches, controls the duration of such and rejects improper requests.
- The second referee checks the number of time-outs used by each team and reports to the first referee and the players concerned after completion of their time-out in each applicable set.
- In the case of an injury of a player, the second referee authorizes recovery time.
- The second referee checks during the match that the balls still meet the requirements of the regulations.

25.3 RESPONSIBILITIES

- During the match, the second referee decides, whistles and signals:
 - the contact of the player with the lower part of the net and the antenna on the second referee's side of the court,
 - interference due to penetration into the opponent's court and space under

- the net,
- the ball that crosses the net outside the crossing space or touches the antenna on their side of the court,
- the contact of the ball with an outside object.

26.0 SCORER

26.1 LOCATION

- The scorer performs his/her functions seated at the scorer's table on the opposite side of and facing the first referee (Diagram 6).

26.2 RESPONSIBILITIES

- The scorer fills in the scoresheet according to the Rules, in cooperation with the second referee.
- Prior to the match and set, the scorer registers the data of the match and teams, according to procedures in force and obtains the signatures of the captains.
- During the match, the scorer:
 - records the points scored and ensures that the scoreboard indicates the right score,
 - monitors the serving order as each player performs his/her service in the set,
 - indicates the serving order of each team by displaying a sign numbered 1 or 2 corresponding to the player to serve. The scorer indicates any error to the referees immediately,
 - records the time-outs checking the number of such, and informs the second referee,
 - notifies the referees of a request for time-out that is improper,
 - announces to the referees the end of the sets and the court switches.
- At the end of the match, the scorer:
 - records the final result,
 - signs the scoresheet, obtains the signatures of the team captains and then the referees,
 - in the case of a protest, writes or permits the person concerned to write remarks on the scoresheet pertaining to the incident being protested.

27.0 LINE JUDGES

27.1 LOCATION

- Line judges will be assigned in accordance with section 23.1. They stand at diagonally opposite corners of the court, at 1 to 2 m from the corner. Each

controls both the end line and sideline on their side (Diagram 6).

- If four line judges are used, 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 (Diagram 6).

27.2 RESPONSIBILITIES

- The line judges perform their functions by using flags (30 x 30 cm), as shown in Diagram 9:
 - they signal the ball “in” and “out” whenever the ball lands near their line(s),
 - they signal the touches of “out” balls by the team receiving the ball,
 - they signal when the ball crosses the net outside the crossing space, touching the antenna, etc.
 - the line judges in charge of the end lines signal the foot faults of the server. On the first referee’s request, a line judge must repeat his/her signal.

28.0 OFFICIALS’ SIGNALS

28.1 REFEREES' HAND SIGNALS (Diagram 8)

- The referees must indicate by official hand signals the purpose of the interruption of the game, in the following manner.
- The referee indicates the team having the next service.
- When necessary, the referee then indicates the nature of the fault called or the purpose of the interruption authorized. The signal is maintained for a moment, and if it is indicated with one hand, the hand used corresponds to the side of the team, which has made a fault or a request.
- When necessary, the referee finally indicates the player who committed the fault or the team that made the request.

28.2 LINE JUDGES FLAG SIGNALS (Diagram 9)

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

DIAGRAM 1
The playing area

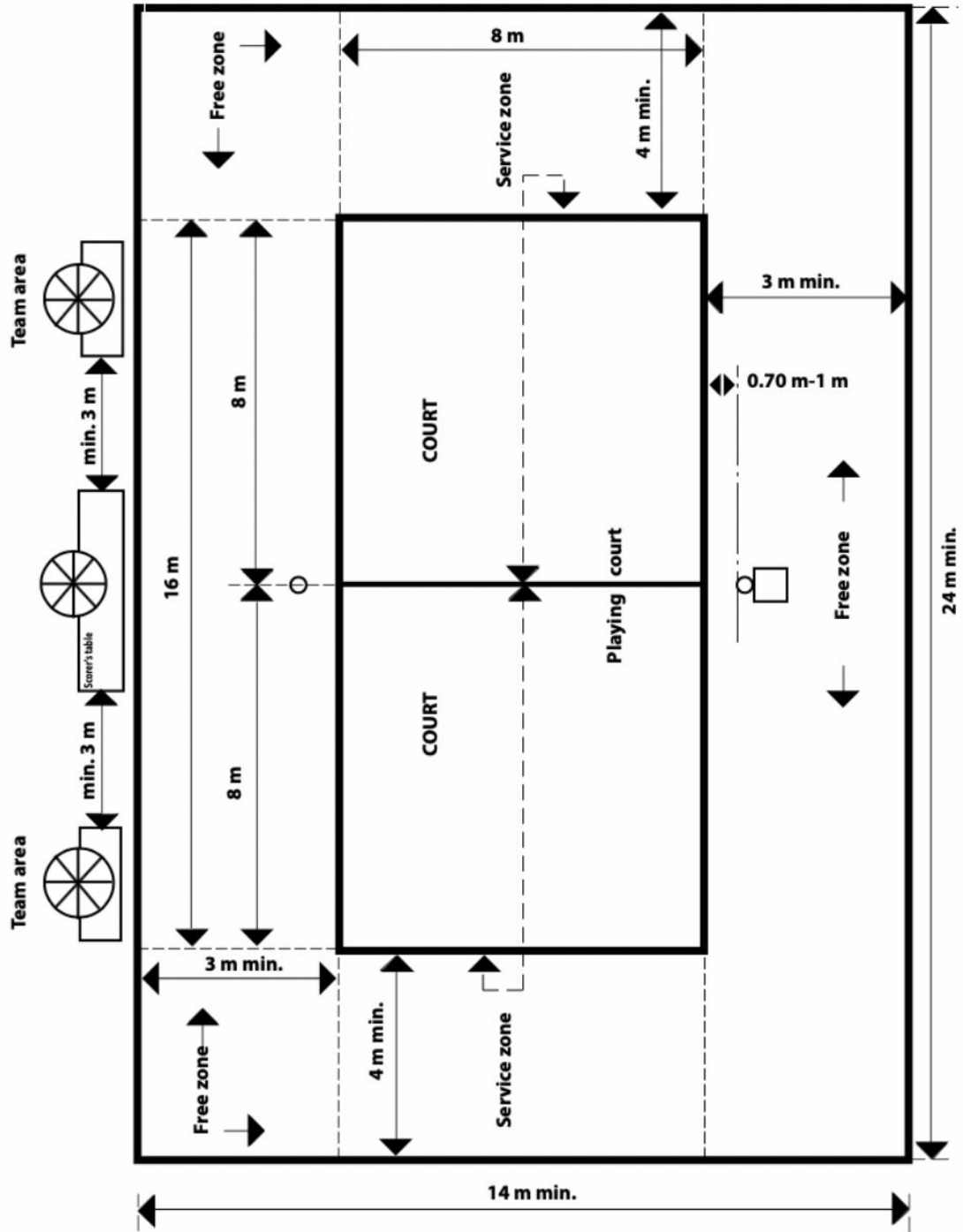
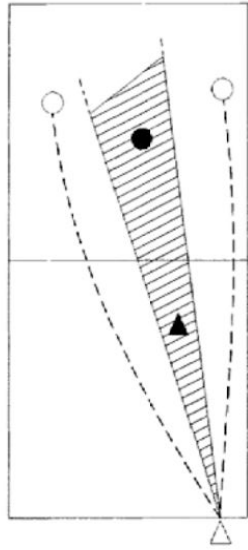


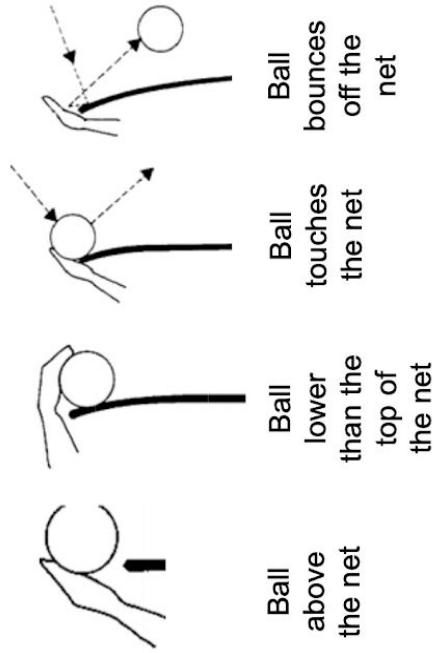
DIAGRAM 4



- = Screen
- = Correct

DIAGRAM 5

Completed block



Ball above the net

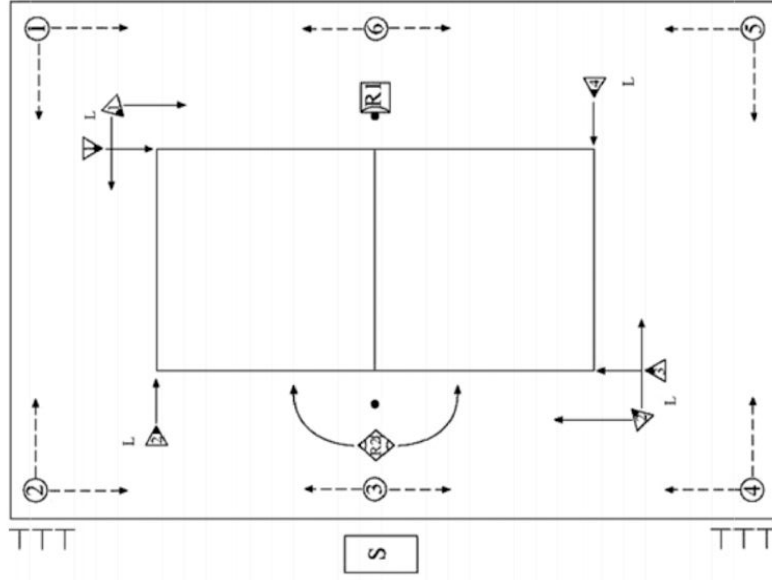
Ball lower than the top of the net

Ball touches the net

Ball bounces off the net

DIAGRAM 6

Location of the refereeing corps and their assistants



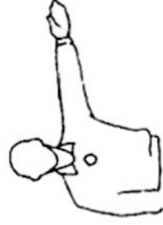
R1 = First referee
S = Scorer
1-6 = Ball retrievers

R2 = Second referee
L = Linejudges (1-4 or 1-2)
= Sand levelers

DIAGRAM 7

Misconduct sanction scale

Categories	Times	Sanction	Cards to show	Consequence
1. Unsporting/Unfair Conduct	First	Warning	Yellow	Prevention no penalty
	2 & subs	Penalty	Red	Loss of Rally
	First	Penalty	Red	Loss of Rally
2. Abuse Conduct	Second	Expulsion	Both Together	Team declared incomplete for the set, loss of set
	First	Expulsion	Both Together	Team declared incomplete for the set, loss of set
4. Aggression	First	Disqualification	Both Separately	Team declared incomplete for the match, loss of match



Change of courts

Raise the forearms front and back and twist them around the body



Time-out

Place the palm of one hand over the fin-gers of the other, held vertically (forming a T)



Delay warning Delay penalty

Point the wrist with yellow (warning) or red (penalty) card

DIAGRAM 8

REFEREES' OFFICIAL HAND SIGNALS

Situations to be indicated

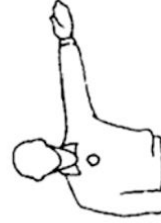
Hand signals to be executed by:

ESF First referee OSS Second referee



Authorisation to serve

Move the hand to indicate the direction of service



Team to serve

Extend the arm to the side of team that will serve

DIAGRAM 8

REFEREES' OFFICIAL HAND SIGNALS

Situations to be indicated
Hand signals to be executed by:
ESF First referee OSS Second referee



Misconduct warning or penalty;

Show a yellow card for warning
and a red card for penalty



Expulsion

Show both cards together for
expulsion



Disqualification

Show both cards separately for
disqualification



End of set (or match)

Cross the forearms in front of
the chest, hands open



**Ball not tossed or released
at the service hit.**

Lift the extended arm, the palm
of the hand facing upwards



Delay in service

Raise five fingers, spread open

DIAGRAM 8

REFEREES' OFFICIAL HAND SIGNALS

Situations to be indicated
Hand signals to be executed by:
ESF First referee OSS Second referee



Screening

Raise both arms vertically, palms forward



Ball touched

Brush with the palm of one hand the fingers of the other, held vertically



Ball in

Point the arm and finger towards the court out



Ball out

Raise the forearms vertically, hands open, palms towards the body

DIAGRAM 8

REFEREES' OFFICIAL HAND SIGNALS

Situations to be indicated
Hand signals to be executed by:
ESF First referee OSS Second referee



Held ball

Slowly lift the forearm, palm of the hand facing upwards



Double contact

Raise two fingers, spread open



Four hits

Raise four fingers, spread open



Nettouched by a player

Indicate the respective side of the net



Interference by penetration into the opponent's court or ball crossing the lower space under the net

Point to the center line



Reaching beyond the net

Place a hand above the net, palm facing downwards



Double fault and replay

Raise both thumbs vertically

DIAGRAM 8

REFEREES' OFFICIAL HAND SIGNALS

Situations to be indicated

Hand signals to be executed by:

ESF First referee OSS Second referee



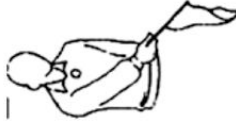
Attack-hit fault or on the opponent's service

Make a downward motion with the forearm, hand open

DIAGRAM 9

LINE JUDGES' OFFICIAL FLAG SIGNALS

Situations to be indicated
Flag signals to be executed by:
ESL Linejudge



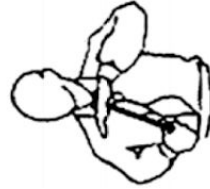
Ball "in"

Point down with flag



Ball "out"

Raise flag vertically



Ball touched

Raise flag and touch the top
with the palm of the free hand

Ball out or server's foot fault

Wave flag over the head and
point to the antenna or the
respective line



Judgement impossible

Raise and cross both arms and
hands in front of the chest



AVP Development Platform Amendments

The following amendments apply to development and participation platforms:

All Platforms

Playing Area

- The minimum free space allowed is 3m.

To Win a Match

- The freeze rule will not be implemented for all development platforms.

Failure to attend work

- Once in an event: 20% reduction in AVP points awarded
- Twice in an event: 100% reduction in AVP points awarded

Incomplete Team

The following apply for defaulting or an incomplete team:

- If a team refuses to play after being summoned to do so, it forfeits the first set with the score 0-21. After five minutes, if the team still refuses to play it is declared in default with the result 0-2 for the match and 0-21, 0-21 for the sets.
- If a team does not appear on the playing court on time to begin the match, the same procedure will be followed as in rule above.
- A team declared incomplete for the set or for the match loses the set or the match. The opposing 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.

Age Groups for the 2019/2020 season are as follows:

- 26-and-Under Division: Players who were born on or after September 1, 1993.
- 18-and-Under Division: Players who were born on or after September 1, 2001.
- 16-and-Under Division: Players who were born on or after September 1, 2003.
- 14-and-Under Division: Players who were born on or after September 1, 2005.
- 12-and-Under Division: Players who were born on or after September 1, 2007.

Net Height

The following net heights will be used for junior competition:

- **Female**
 - 12U - 2.12m
 - 14U - 2.24m
 - 16U - 2.24m
 - 18U - 2.24m
- **Male**
 - 12U - 2.12m
 - 14U - 2.24m
 - 16U - 2.43m
 - 18U - 2.43m

AVPFirst and AVP America Championship Events

Dress Code/Attire: Uniforms are not required. However, matching color bottoms and tops are encouraged. All athletes are REQUIRED to wear a top, for girls it must cover your midsection when standing, and bottoms such as spandex, shorts or leggings. No bikinis will be permitted for any team. Boys must wear tank tops or t-shirts that cover their midsection when standing and bottoms such as swim trunks, surf shorts, or volleyball shorts. No brief type swim trunks.