



BEACH VOLLEYBALL RULEBOOK



Rule 1. Officials, Facilities, and Equipment

Section 1: Official Authority

Art. 1... The referee has authority to rule promptly, and in the spirit of good sportsmanship, on any situation not specifically covered in the rules. The referee's decisions are final in all matters pertaining to the game.

Art. 2... The game officials shall assume authority for the game, including penalizing unsportsmanlike acts, as soon thereafter as they are able to be present.

Art. 3... The game officials retain clerical authority over the game through the completion of any reports, including those imposing disqualifications, that are responsive to actions occurring while the game officials had jurisdiction. State Associations may intercede in the event of unusual incidents that occur before, during or after the game officials' jurisdiction has ended or in the event that a game is terminated prior to the conclusion of regulation play.

Section 2. Playing Area & Surface

Art. 1... The playing court is a rectangle measuring 52'6" x 26'3", surrounded by a free zone, which is a minimum of 9'10" 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 23' in height from the playing surface.

Art. 2... The surface 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.

Art. 3... All lines are 2" wide. The lines must be of a color which contrasts sharply with the color of the sand.

Art. 4... 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. Court lines should be ribbons made of a resistant material, and any exposed anchors should be of a soft, flexible material.

Art. 5... The service zone is an 26'3" wide area behind the end line, which extends to the edge of the free zone.

Section 3. Nets & Posts

Art. 1... Placed vertically over the middle of the court there is a net whose top is set at the height of 7'115/8" for men and 7'41/8" for women. Its height is measured from the center of the playing court with a measuring rod. The net height (over the two side lines) must be exactly the same and must not exceed the official height by more than 3/4".

Art. 2... The net is 27'10 1/2" long and 39" +/- 1 1/8" wide when it is hung taut, placed vertically over the narrow axis at the middle of the playing court. It is made of 4" square mesh. At its top and bottom there are two 11 1/2-4" 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.

Art. 3... Two colored bands, 2" wide (same width as the court lines) and 39" long, are fastened vertically to the net and placed directly above each side line. They are considered part of the net. Advertising is permitted on the side bands.

Art. 4... An antenna is a flexible rod, 5'11" long and 3/8" 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 32" of each antenna extends above the net and is marked with 4" stripes of contrasting color, preferably red and white. The antennae are considered as part of the net and laterally delimit the crossing space.

Art. 5... The posts supporting the net are placed at a distance of 27 1/2"-39" outside each side line to the post padding. They are 8'4" high and preferably adjustable. The posts are rounded and smooth, fixed to the ground without wires. There shall be no dangerous or obstructing devices. Posts shall be padded to a minimum height of 5'6" with at least 1/2" thick, resilient, shock-absorbing material.

Section 4. Game Balls

Art. 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 similar material.

Art. 2... The ball shall be a light uniform color or a combination of colors.

Art. 3... The ball shall have a circumference of 25 1/2-27".

Art. 4... The ball shall weigh 9-10 oz..

Art. 5... The ball shall have an inside pressure of 2.5 to 3.2 lb/sq in.

Rule 2. Participants

Section 1. Teams

Art. 1... A team is composed of players and coach(es).

Art. 2... Only the two players recorded on the score sheet have the right to participate in the match. One of the players is the team captain, who shall be indicated on the score sheet.

Art. 3... Players are not allowed to receive external assistance or coaching during live play.

Art. 4... Coaching is permitted under the following guidelines. Coaches:

- a. must be identified as a coach prior to the start of the match;
- b. may not address the officials or attempt to influence their decisions at any time;
- c. may perform drills with their team on court until the conclusion of the coin toss;
- d. during the official timed warm-up may only instruct their players from the sideline;
- e. during the match may give instruction only during time-outs, court switches and between sets;
- f. must remain in their team's area (switching sides with their team);
- g. coach or team captain may request for time-out.

Section 2. Equipment

Art. 1... A player's equipment consists of shorts and a jersey. Players may wear a hat/head covering.

Art. 2... Players of a given team must wear uniforms of the same color.

Art. 3... Female athletes are required to wear a top that covers the midriff/midsection when standing, and bottoms such as spandex, shorts or leggings with a 1" inseam. No bikinis will be permitted.

Art. 4... Male athletes are required to wear a top that covers the midriff/midsection when standing, and bottoms such as swim trunks, surf shorts, or volleyball shorts. No brief-style swim trunks will be permitted.

Art. 5... Players may play barefoot or wear beach socks, at the discretion of the referee.

Art. 6... Players' jerseys must be numbered 1 to 99. Partners shall not wear the same number. Numbers must be a single solid color that clearly contrasts with the color of the jersey. If worn on the shorts must be the same number as on the jersey.

Art. 7... It is forbidden to wear objects which may cause injury, or give an artificial advantage to the player.

Art. 8... Players may wear glasses or lenses at their own risk.

Art. 9... A guard, cast or brace made of hard and unyielding leather, plaster, pliable (soft) plastic, metal or any other hard substance shall not be worn on the hand, finger, wrist or forearm, even though covered with soft padding.

ART. 10... Hard and unyielding items (guards, casts, braces, etc.) on the elbow, upper arm or shoulder shall be padded with a closed-cell, slow-recovery foam padding no less than ½-inch thick. An elbow brace shall not extend more than halfway down the forearm.

ART. 11... Knee and ankle braces, which are unaltered from the manufacturer's original design/production, do not require any additional padding.

ART. 12... A protective face mask made of hard material may be worn but must be molded to the face with no protrusions.

ART. 13... Any equipment that in the judgment of the first referee increases a player's advantage or presents a safety concern is prohibited.

ART. 14... Head and hair devices must adhere to the following:

- a. Hair-control devices and other adornments in the hair that are securely fastened and do not present an increased risk to the player, teammates or opponents are allowed;
- b. Headbands made of soft material and no more than 3 inches wide may be worn in the hair or on the head;
- c. Head coverings worn for religious reasons are not considered hair devices; must be made of non-abrasive or soft materials; and must fit securely;
- d. Head coverings worn for medical reasons require state association approval.

Art. 15... All jewelry shall be removed, except small, secured jewelry (stud or post). No jewelry shall be permitted below the chin. String bracelets, commemorative bracelets and body jewelry are considered jewelry and are not permitted. Taping over jewelry is not permitted.

- a. A medical-alert shall be taped to the body and the alert may be visible.
- b. Religious medals and/or other religious items shall be taped to the body and worn under the uniform.

ART. 16 . . . Players shall not wear body paint or glitter on their hair, face, uniform or body.

Section 3. Team Leaders

Art. 1... Coach(es) and the team captain are responsible for maintaining team conduct and discipline.

Art. 2... Prior to the match, the team captain:

- a. signs the score sheet;
- b. represents his/her team in the toss.

Art. 3... During the match, only the captain is authorized to speak to the referees while the ball is out of play in the following cases:

- a. to ask for an explanation on the application or interpretation of the rules;
- b. to ask authorization to change uniform or equipment;
- c. to verify the number of the serving player;
- d. to check the net, the ball, or the surface;
- e. to realign a court line;

Rule 3. Playing Format

Section 1. To Score a Point, To Win a Set and the Match

Art. 1... A team scores a point:

- a. by successfully landing the ball on the opponent's court;
- b. when the opponent team commits a fault;
- c. when the opponent team receives a penalty.

Art. 2... 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.

Art. 3... If two or more faults are committed successively, only the first one is counted.

Art. 4... If two or more faults are committed by opponents simultaneously, a double fault is called and the rally is replayed.

Art. 5... 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 or a loss of service for serving faults outside the time limit.

Art. 6... If the serving team wins a rally, it scores a point and continues to serve.

Art. 7... If the receiving team wins a rally, it scores a point and it must serve next.

Art. 8... A set (except the deciding 3rd 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.).

Art. 9... The match is won by the team that wins two sets. In the case of a 1-1 tie, the deciding 3rd set is played to 15 points with a minimum lead of 2 points.

Art. 10... 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 for each set.

Art. 11... 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.

Section 2. Structure of Play

Art. 1... Before the official warm up, the referee conducts the toss to decide upon the first service and the sides of the court in the first set. The toss is taken in the presence of the two team captains. The winner of the toss chooses either the right to serve or the receive the service, or the side of the playing court. The loser takes the remaining choice. In the second set the loser of the toss in the first set will have the first choice. A new toss will be conducted for the deciding set.

Art. 2... Following the coin toss and prior to the match, teams may have 5 minutes for official warm-up.

Art. 3... Prior to the coin toss, coaches or teammates may participate in warm-ups during the shared court time without interfering with the opponents. After the coin toss, only the match participants may utilize the court; coaches may give instructions from the sidelines.

Section 3. Player Positions

Art. 1... Both players of each team must always be in play.

Art. 2... Players are free to position themselves. There are no determined positions on the court.

Art. 3... There are no positional order faults.

Art. 4... Service order must be maintained throughout the set (as determined by the team captain immediately following the toss). When the receiving team has gained the right to serve, its players "rotate" one position.

Art. 5... When an incorrect player attempts to serve, the referee shall prevent the error prior to service. Should the error be discovered after the ball has been served, the referee(s) shall stop play, correct the service order, and reauthorize the serve with the correct player serving. Should the incorrect server not be discovered until after points were scored, previously scored points are retained, the service order is corrected, and the correct player continues serving. The referee shall attempt to correct any error in the service order prior to the service contact. A service fault occurs only when a player insists on serving out of order.

Rule 4. Playing Actions

Section 1. States of Play

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

Art. 2... The ball is out of play at the moment of the fault, which is whistled by one of the referees; in the absence of a fault, at the moment of the whistle.

Art. 3... 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.

Art. 4... The ball is "out" when it:

- a. falls on the ground completely outside the boundary lines, without touching them;
- b. touches an object outside the court, or a person out of play;
- c. touches the antennae, ropes, posts or the net itself outside the side bands;
- d. 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;
- e. crosses completely the lower space under the net.

Section 2. Playing the Ball

Art. 1... Each team must play within its own playing area and playing space (except Rule 4.3.2). The ball may, however, be retrieved from beyond the free zone.

Art. 2... A hit is any contact with the ball by a player in play. 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". These team hits include not only intentional hits by the player, but also unintentional contacts with the ball.

Art. 3... A player may not hit the ball two times consecutively (exceptions, see Rules: 4.2.12, 4.2.13, 4.7.5 and 4.7.8).

Art. 4... 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.

Art. 5... 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.

Art. 6... If simultaneous hits by two opponents over the net lead to extended contact with the ball, play continues.

Art. 7... If the ball hits the antenna after simultaneous hits by two opponents over the net the rally should be replayed.

Art. 8... 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 teammate.

Art. 9... The ball may touch any part of the body.

Art. 10... The ball must not be caught and/or thrown. It can rebound in any direction.

Art. 11... The ball may touch various parts of the body, provided that the contacts take place simultaneously.

Art. 12... 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.

Art. 13... At blocking, consecutive contacts may be made by one or more players, provided that they occur during one action.

Art. 14... In defensive action of a hard-driven ball, the ball contact can be extended momentarily even if an overhand finger action is used.

Note: Plays involving finger action require special attention. If the play is defensive and reactive in nature, as in the case of a hard-driven ball, momentarily held or double-contacted balls are not considered faults. Furthermore, this may apply to the second touch of a team if the block contact was slight and the ball is still a hard-driven attack or to the defensive action (team first contact) after a ball has been blocked. If the player

decides/intends to use finger setting action to contact an off-speed attack, the contact must be “clean.”

Art. 15... Faults in playing the ball include:

- a. FOUR HITS: a team hits the ball four times before returning it.
- b. ASSISTED HIT: a player takes support from a teammate or any structure/object in order to hit the ball within the playing area.
- c. CATCH: the ball is caught and/or thrown; it does not rebound from the hit.
- d. DOUBLE CONTACT: a player hits the ball twice in succession or the ball contacts various parts of his/her body in succession.

Section 3. Ball at the Net

Art. 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:

- a. below, by the top of the net;
- b. at the sides, by the antennae, and their imaginary extension;
- c. above, by the ceiling or structure (if any).

Art. 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 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. The opponent may not prevent such action.

Art. 3... The ball is “out” when it completely crosses the lower space under the net.

Art. 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.

Art. 5... While crossing the net, the ball may touch it.

Art. 6... A ball driven into the net may be recovered within the limits of the three team hits.

Art. 7... If the ball rips the mesh of the net or tears it down, the rally is cancelled and replayed.

Section 4. Player at the Net

Art. 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.

Art. 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.

Art. 3... 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.

Art. 4... When competition is scheduled or is occurring on adjacent court(s), it is a fault for a player to cross the sideline extended of the adjacent court(s).

Art. 5... Contact with the net by a player between the antennae, during the action of playing the ball, is a fault. The action of playing the ball includes (among others) take-off, hit (or attempt) and landing safely, ready for a new action.

Art. 6... Players may touch the post, ropes, or any other object outside the antennae, including the net itself, provided that it does not interfere with play.

Art. 7... When the ball is driven into the net, causing it to touch an opponent, no fault is committed.

Art. 8... Player faults at the net include:

- a. A player touches the ball or an opponent in the opponent's space before or during the opponent's attack-hit.
- b. A player interferes with the opponent's play while penetrating into the opponent's space under the net.
- c. A player interferes with the opponent's play by, amongst others:
 1. touching the net between the antennae or the antenna itself during his/her action of playing the ball,
 2. using the net between the antennae as a support or stabilizing aid,
 3. creating an unfair advantage over the opponent by toughing the net,
 4. making actions which hinder an opponent's legitimate attempt to play the ball,
 5. catching or holding on to the net.
- d. Any player close to the ball as it is played, and who is 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 a fault (except for Rule 4-2-8).

Section 5. Service

Art. 1... The service is the act of putting the ball into play by the correct serving player placed in the service zone.

Art. 2... The first service of a set is executed by the team determined by the toss.

Art. 3... The players must follow the service order recorded on the score sheet.

Art. 4... After the first service in a set, the player to serve is determined as follows:

- a. when the serving team wins the rally, the player who served before continues to serve;
- b. when the receiving team wins the rally, it gains the right to serve and the player who did not serve last time will serve.

Art. 5... The referee authorizes the service, after having checked that both teams are ready to play and that the server is in possession of the ball.

Art. 6... The service shall be executed as follows:

- a. The ball shall be hit with one hand or any part of the arm after being tossed or released from the hand(s).
- b. Only one toss or release of the ball is allowed. Dribbling or moving the ball in the hands is permitted.
- c. 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.
- d. 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.
- e. The server must hit the ball within 5 seconds after the referee whistles for service.
- f. A service executed before the referee's whistle is cancelled and repeated.
- g. 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.
- h. No further service attempt will be permitted.

Art. 7... A player of the serving team must not prevent the opponent, through individual screening, from seeing the server and the flight path of the ball.

Art. 8... The following faults lead to a change of service. The server:

- a. Violates the service order;
- b. does not execute the service properly.

Art. 9... After the ball has been correctly hit, the service becomes a fault if the ball:

- a. touches a player of the serving team or fails to cross the vertical plane of the net completely through the crossing space;
- b. goes "out";
- c. passes over a screen.

Section 6. Attack Hit

Art. 1... All actions which direct the ball toward the opponents, with the exception of service and block, are considered as attack-hits.

Art. 2... An attack-hit is completed the moment the ball completely crosses the vertical plane of the net or is touched by an opponent.

Art. 3... Any player may carry out an attack-hit at any height, provided that their contact with the ball has been made within the player's own playing space.

Art. 4... Faults of the attack-hit include:

- a. A player hits the ball within the playing space of the opposing team.
- b. A player hits the ball "out".
- c. A player completes an attack-hit using an open-handed finger action or if using fingertips that are not rigid and together.
- d. A player completes an attack-hit on the opponent's service, when the ball is entirely higher than the top of the net.
- e. A player completes an attack-hit using an overhand pass which has a trajectory not perpendicular to the line of the shoulders. The exception is when the player is attempting to set to his or her own teammate.

Section 7. Blocking

Art. 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 contact with the ball, a part of the body must be higher than the top of the net.

Art. 2... A block attempt is the action of blocking without touching the ball.

Art. 3... A block is completed whenever the ball is touched by a blocker.

Art. 4... A collective block is executed by two players close to each other and is completed when one of them touches the ball.

Art. 5... 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. These contacts may occur with any part of the body.

Art. 6... 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.

Art. 7... A blocking contact is counted as a team hit. The blocking team will have only two more hits after a blocking contact.

Art. 8... The first hit after the block may be executed by any player, including the one who has touched the ball during the block.

Art. 9... To block an opponent's service is forbidden.

Art. 10... Blocking faults include:

- a. The blocker touches the ball in the opponent's space either before or simultaneously with the opponent's attack-hit.
- b. Blocking the ball in the opponent's space from outside the antenna.
- c. A player blocks the opponent's service.
- d. The ball is sent "out" off the block.

Rule 5. Interruptions, Delays, and Intervals

Section 1. Interruptions

Art. 1... An interruption is the time between one completed rally and the referee's whistle for the next service. The only regular game interruptions are time-outs.

Art. 2... Each team may request a maximum of one time-out per set.

Art. 3... Request for time-out by both teams may follow one another, within the same interruption.

Art. 4... There are no substitutions.

Art. 5... Regular game interruptions may be requested only by the captain.

Art. 6... 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 60 seconds.

Art. 7... During all regular interruptions and set intervals, players must go to the designated players' area.

Art. 8... It is improper to request a time-out:

- a. during a rally or at the moment of, or after the whistle to serve;
- b. by a non-authorized team member;
- c. after having exhausted the authorized time-outs.

Art. 9... 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. Any further improper request in the same match by the same team constitutes a delay.

Section 2. Game Delays

Art. 1... An improper action of a team that defers resumption of the game is a delay and includes, among others:

- a. prolonging time-outs, after having been instructed to resume the game;
- b. repeating an improper request;
- c. 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);
- d. delaying the game by a team member.

Art. 2... “Delay warning” and “delay penalty” are team sanctions. Delay sanctions remain in force for the entire match. All delay sanctions are recorded on the score sheet.

Art. 3... The first delay in the match by a team member is sanctioned with a “Delay Warning”.

Art. 4... 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.

Art. 5... Delay sanctions imposed before or between sets are applied in the following set.

Section 3. Exceptional Game Interruptions

Art. 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.

Art. 2... An injured or ill player is given a maximum of 5 minutes recovery time, one time in 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 a player to leave the playing area without penalty. When the treatment has been completed or if no treatment can be provided, play must resume. The referee will whistle and request the player to continue. 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. The recovery time will begin when the properly accredited medical staff member(s) attend to the player.

Art. 3... If there is any external interference during the game, the play has to be stopped and the rally is replayed.

Art. 4... The referees within the established free zone are considered to be part of the court. They shall not be considered the cause of external interference unless they initiate the contact (or threat of contact) with the player and/or the ball. Other persons or objects which intrude into the established free zone are considered external (not a part of the court); therefore, if a legitimate attempt to play the ball is hindered a replay shall be granted. Referees should establish the free zone prior to the match.

Art. 5... If unforeseen circumstances interrupt the match, the referee and the site administrator shall decide the measures to be taken to re-establish normal conditions.

Art. 6... Should one or several interruptions occur, the match is resumed with the score acquired, regardless of whether it continues on the same playing court or another playing court.

Section 4. Intervals and Change of Courts/Switches

Art. 1... An interval is the time between sets. All intervals last 1 minute. During this period of time, the change of courts (if requested) and service order of the teams on the score sheet are made. During the interval before a deciding set the referees carry out a toss.

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

Art. 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.

Rule 6. Participants' Conduct

Section 1. Requirements of Conduct

Art. 1... Participants must abide by the "Official Beach Volleyball Rules".

Art. 2... Participants must accept referees' decisions with sportsmanlike conduct, without disputing them. In case of doubt, clarification may be requested only through the game captain.

Art. 3... Participants must refrain from actions or attitudes aimed at influencing the decisions of the referees or covering up faults committed by their team.

Art. 4... Participants must behave respectfully and courteously in the spirit of fair play, not only toward the referees, but also toward other officials, the opponents, teammates and spectators.

Art. 5... Communication between team members during the match is permitted.

Section 2. Misconduct & Sanctions

Art. 1... Unsporting conduct for a coach, nonplaying teammate or team attendant includes, but is not limited to the following:

- a. Using disconcerting acts or words when an opponent is about to play the ball;
- b. Entering the court while the ball is in play;
- c. Attempting to influence a decision by a referee;
- d. Disrespectfully addressing a referee and/or other match officials;
- e. Questioning a referee's judgment;
- f. Disrespectfully addressing, baiting or taunting anyone involved in the contest;
- g. Using a sounding device (i.e., megaphone, horn, etc.) at courtside for coaching purposes;
- h. Holding unauthorized conferences;
- i. Making any excessive requests designed to disrupt the set;
- j. Abusing the re-serve rule.

ART. 2 . . . Unsporting conduct by a player includes but is not limited to:

- a. Using disconcerting acts or words when an opponent is about to play the ball;
- b. Disrespectfully addressing a referee and/or other match officials;
- c. Questioning or trying to influence referees' decisions;
- d. Showing disgust with referees' decisions;
- e. Using profane or insulting language or gestures or baiting/taunting anyone involved in the contest;
- f. Making any contact with an opponent which is deemed unnecessary and which incites roughness;
- g. Using any part of a teammate's body or any object to gain physical support for advantage in playing the ball;
- h. Deliberately serving prior to the signal for serve;

- i. Abusing the re-serve rule;
- j. Making any excessive requests designed to disrupt the set.

PENALTIES: Unsporting conduct shall be penalized as follows:

1. Yellow Conduct Card (warning) for first minor offense;
2. Red Conduct Card (penalty) for first serious offense or second minor offense and loss of rally/point awarded to opponent;
3. Disqualification (yellow and red card displayed apart) for first flagrant offense, second serious offense, or third minor offense and loss of rally/point awarded to opponent. Offender is disqualified from further participation in match and may be removed from the vicinity of the team bench.
4. Forfeit results when:
 - a. Disqualified individual violates conduct rules following disqualification;
 - b. Coach is disqualified and removed from premises and no other authorized school personnel is available to take the bench;
 - c. Team refuses to play when directed to do so by the first referee.

NOTES:

1. The first referee shall follow the procedures for unsporting conduct violations when issuing cards.
2. Cards issued for unsporting conduct carry over from set to set throughout the match.

Art. 3... Any misconduct occurring before or between sets is sanctioned according to the sanction scale and the sanction is applied in the following set.