



Beach Volleyball Rulebook

Court Requirements

Total # of players required on the court	Minimum # of females required on the court	Maximum number of males allowed on the court
5	1	4

The MOA and SOP welcome people of all gender identity or expression. Minimum female requirements are inclusive of anyone who identifies as a female (i.e. players who identify themselves as M and X will not count towards female minimums).

Default Minimums and Scores

Minimum Players to Avoid Default	Default Score
3 (1 female)	0;15, 0-15

Format and Rosters

GAME FORMAT

- Players should arrive 15 minutes prior to the scheduled game time
 - A team who shows up 10 minutes past starting time will be asked to forfeit
- Each match will be a best-of-three games format
- Teams time on court will not exceed 1 hour
 - Teams will be given 5 minutes to warm up and 5 minutes to leave the court once the sets are done
 - During the 5 minute warm-up, a captains meeting will be held with the referee to go over the rules
 - Game time will be 45 minutes
- First set will commence at designated start time and if team has minimum amount of players required to play

SCORING

- All games use a rally-point scoring system
- **Game 1** – first team to 15 points (do not have to win by 2 points)
- **Game 2** – first team to 15 points (do not have to win by 2 points)
- **Game 3** – first team to 15 points (do not have to win by 2 points)
- A total of 5 combined points must be played in a game for the result to count
 - If the referee is required to call 'time' on a match, finish the current point
 - The score will stand as-is, unless the combined score in the current game has not reached a total of 5 points, in which case the game will not count
 - No ties allowed

- If each team has won a game, and a total of 5 points have not been played in the 3rd game, the team with the higher combined point differential in Game 1 and 2 is the winner
 - If still tied, one additional point must be played to determine the winner
- If a team is mercied (loses two straight sets; three sets) before the one hour time limit is up, teams can play for fun.

Game Play

SERVICE

- Teams can use any suitable means to determine who gets to serve first or pick a side
- Service alternates between teams for the start of each game
 - If a third game is played, teams need to re-determine who gets to serve first or pick a side
 - In the third game teams will switch sides once a team has reached 7 points
- Only one toss or release of the ball is allowed per serve
- If a serve touches the net on the way over, the ball is in play
- Sky-ball serves are permitted

PLAYING THE BALL

- A maximum of three touches or hit per side is allowed (excluding any blocks)
- A single player may not touch the ball twice in succession (unless the first touch is a block) Players may contact the ball with any part of their body, including below the waist
- A ball that rolls along a player's body is deemed an illegal hit
- Players cannot block or spike a served ball
- A double-hit off the serve, or a hard spike is allowed
 - E.g. The serve hits the defender's arms then chest
 - Includes a ball hitting the defender and then the net, the player could hit the ball again

NET RULES

- Players are permitted to penetrate into the opponent's space under the net, as long as they do not interfere with the opponent's play, including the opponent's feet
- Players may not pass their hand over the net to interfere with an opponent's attack
- Players are permitted to pass their hand over the plane of the net when:
 - Blocking
 - Following-through on a spike
- Players may contact the net as long as it does not interfere with play
- Net contact resulting in interference is defined as:
 - **Touching the top band of the net** or antennae while playing the ball, including a fake attack

- Taking support from the net while playing the ball, or pulling down on the net
- Hindering the opponent's ability to play the ball
- Purposely touching the net to change the direction of the ball

GAME SPECIFIC RULES

- There is a maximum of 5 consecutive points allowed per server
 - If the maximum is reached, the team will rotate to the next server and keep possession
- Player rotation is established at the start of each game
 - Players must be in the correct position prior to each serve
- Jump serving is not permitted
- No open-handed tipping (one handed redirection of the ball with the finger-tips)
 - Roll shots, locked fingers (cobra), curled fingers and the back of the hand are all permitted shots

VIOLATIONS AND FAULTS

Players are to call their own faults. If an obvious fault is missed, a player on the opposing team may politely point this out, assuming that their opponent either does not know the rule or missed their own fault.

- Players are to call balls in or out of bounds
 - If there is a dispute, resume play by re-serving the ball with no point awarded
- Other faults include:
 - Carries, double-hits, touching the net, going under the net, and contacting another player