

Indoor Beach Volleyball Rules

(Updated April 2017)



1 Playing Area

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

1.1 Dimensions

1.1.1

- The playing court is a rectangle measuring approximately 14 x 10 m, surrounded by a free zone, which is approximately of 50cm 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 6 m in height from the playing surface.

1.2 Playing Surface

1.2.1

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

1.2.2

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

1.3 Netting Surrounding the Court

1.3.1

- All netting must be easy to see through, at a sufficient tension so that the ball can be returned in play if ball and net come into contact and have a consistent gauge so that a ball cannot pierce it. The netting must be of a colour which contrasts sharply with the colour of the sand.

1.3.2

- Netting along both side lines, both end lines and above court mark the playing space. There is no centre line.

1.4 Zones and Areas

1.4.1

- There is only the playing court, service zone and the free zone surrounding the playing court.

1.4.2

- The service zone is a 1.5m x 1.5m wide area inside the back net on the right-hand side of the court (if you are facing the middle net), It is not marked.
- The approximate 50cm free zone surrounds the back and side nets.

2 Middle Net

2.1 Height of the Middle Net

- Placed vertically over the middle of the court there is a middle net whose top is set at the height of minimum 2.35m and maximum 2.43m.
- Its height is measured from the centre of the playing court with a measuring rod. The middle net height (by the two side nets) must be exactly the same and must not exceed the official height by more than 2 cm.

2.2 Structure of the Middle Net

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

3 Balls

3.1 Standards and Uniformity

- The ball shall be spherical, made of a flexible material (leather, synthetic leather, or similar) which does not absorb moisture. The ball has a bladder inside made of rubber or a similar material.
- All balls used throughout a tournament or match must have the same standards for weight, pressure, colour and type.
- The official ball for Indoor Beach Volleyball:

Is a volley lite but may Change from competition to competition (see tournament handbook).

4 Teams

4.1 Team Composition

4.1.1

- Teams may be composed of two, four or six players.

4.1.2

- Only the players recorded on the score sheet have the right to participate in the match.

4.1.3

- One of the players is the team captain who shall be indicated on the tournament sign in sheet.

4.2 Location of the Team

4.2.1

- Players will be located on the half of the court that they are playing on. Any substitute players (for teams of four or six) will be located adjacent to the court there is playing on.

4.3 Players Equipment

4.3.1

- A player's equipment consists of shorts or a bathing suit. A jersey, tank-top or crop top will also be worn. Tournament regulation and facility house policy will dictate uniform requirements.

4.3.2

- Players must play barefoot except when authorized by the referee.
- Numbering will be at the discretion of the tournament organisers
- Players are allowed the following items: Hats, glasses, socks, undershirt, leggings and or medical tape.

4.3.3

- It is forbidden to wear any object that may cause injury or may give an artificial advantage to a player.

5 Captains

5.1 Prior to the Match

- The team captain:
 - a) Signs the score sheet.
 - b) Represents his/her team in the toss.

5.2 During the Match

- During the match, only the captain is authorized to speak to the referees while the ball is dead in the following two cases:
 - To ask for an explanation on the application or interpretation of the rules; if the explanation does not satisfy the captain, the captain must immediately inform the referee of their wishes to protest.
 - To ask authorisation
 - To change uniforms or equipment
 - To verify the service order
 - To check the playing conditions – nets, ball, surface etc.

5.3 At the End of the Match

- Both players thank the referees and the opponents. The Captain signs the score sheet to ratify the result;
- If the captain previously requested a Protest Protocol via the referee and this has not been successfully resolved at the time of the occurrence, he/she has the right to confirm it as a formal written protest, recorded on the score sheet at the end of the match.

6 To Score a Point, To Win a Set and the Match

6.1 To Score a Point

6.1.1 Point

- A team scores a point by:
 - By successfully landing the ball on the opponent's sand.
 - When the opponent team commits a fault.
 - When the opponent team receives a penalty.

6.1.2 Fault

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

6.1.3 Rally

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

6.1.3.1

- If the serving team wins a rally, it scores a point and continues to serve.
- If the receiving team wins a rally, it does not score a point and it must serve next.

6.2 To Win a Set

6.2.1

- All sets are timed.
- Duration of each set will be even.
- The team with more points at the end of the time limit will win that set.
- If teams are even on points that set will be a draw.
- Points where service has been completed will count in that set.

6.3 To Win a Match

- Each match consists of three timed sets.
- The match is won by the team that has won more sets once the third set is completed.
- In the case of a tie 0-0 or 1-1, an extra two minutes of play will be played to determine a winner. This will be repeated if necessary until a team gains an advantage. (This will only be required during finals).

6.4 Default and Incomplete Team

- If a team refuses to play after being summoned to do so, it is declared in default and forfeits the match with the result 0-3 for the match and 0-10 for each set.
- A team that does not appear on the playing court on time is declared in default.
- A team that is declared incomplete for the set or for the match, loses the set or the match. The opponent team is given the points, or the points and the sets, needed to win the set or the match. The incomplete team keeps its points and sets.
 - A team which has more than 50% of its allocated size will be classified as complete.

7 Structure of Play

7.1 The Toss

- Before the official warm up, the referee conducts the toss to decide upon the first service and sides of the court in the first set.
- The toss is taken in the presence of the two team captains, where appropriate.
- The winner of the toss chooses either
 - The right to serve or receive or;
 - The side of the playing court.
- In the second and third set teams must swap sides and serve.

7.2 Official Warm-up Session

- The allocation of warm-up time will be at the discretion of tournament organisers.

7.3 Team Line Up

- The relevant minimum number of players must always be in play.

7.4 Positions

- At the moment the ball is hit by the server each team must be within its own court.
- Players are free to position themselves, but must stay within their starting rotation for the entirety of the set.
- Players are free to switch position after the ball has been served.

7.5 Service Order

- Service order must be maintained throughout the set.
- When the receiving team has gained the right to serve its players rotate one position clockwise.

7.6 Service Order Fault

- A service order fault is committed when service is not made per the service order. The point is awarded to the opponent.

8 States of Play

8.1

- The ball is in play from the moment the hit of the service occurs.
- The ball is out of play at the moment a fault is indicated by the referee.
- The ball is in if at any moment the ball comes into contact with the sand.

8.2 Playing of the Side and Back Net

- The ball can be played off the side net and back net except in the following circumstances:
 - When serving.
 - When playing an attack hit over the middle net the ball may not come into contact with the top net.

8.3 Rebounding Ball

- After crossing the middle net, if the ball rebounds back over the middle net without any contact with the opposition players play continues. They do not however receive a reset in playing contacts.

9 Playing the Ball

Each team must play the ball within its own playing area and playing space.

9.1 Team Hits

- 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 middle net. If more are used the team commits the fault of “FOUR HITS”. Exemptions exist for blocking.

9.1.1 Consecutive Contacts

- A player may not hit the ball two times consecutively. Exemptions – 9.2.2.2, 14.2 and 14.4

9.1.2 Simultaneous Contacts

9.1.2.1

- Two team mates may touch the ball at the same moment.
- When this occurs, it is counted as two hits except for blocking.

9.1.2.2

- When two opponents touch the ball simultaneously over the middle net and the ball remains in play, the team receiving the ball is entitled to another three hits.

9.1.3 Assisted Hit

- Within the playing area a player is not permitted to take support from a team mate or object to hit the ball.
- A player who is about to commit a fault (touch the middle net or interfere with an opponent etc.) may be stopped or held back by a team mate.

9.2 Characteristics of the Hit

9.2.1 Which Body Parts Can Play the Ball

- The ball may touch any part of the body above the waist.

9.2.2 Caught or Thrown Balls

- The ball must not be caught or thrown.

9.2.2.1 *Simultaneous Contacts*

- The ball may touch various parts of the body, if the contacts take place simultaneously.
- Exemptions: when simultaneous contacts are made after a ball has rebounded off the side or back net this will be ruled as a fault.
- If the ball contacts the player and the net simultaneously play will continue.

9.2.2.2 *Consecutive Contacts*

- At the first hit of the team consecutive contacts are permitted if the contacts occur during one action, except after ball has made contact with back or side nets. (see exemption in 9.2.2.1).

9.2.2.3 *Blocking*

- During blocking consecutive contacts may be made by one or more players if they occur in one action.
- Exemption: if only 1 hand is shown to be used to block and the ball comes into contact, that contact will count towards the teams 3 contacts.

9.2.2.4 *Extended Contacts*

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

9.3 Faults in Playing the Ball

9.3.1 Four Hits

- A team hits the ball four times before returning it.

9.3.2 Assisted Hit

- A player takes support from a teammate or any structure/ object to hit the ball within the playing area.

9.3.3 Catch

- The ball is caught and/or thrown; it does not rebound from the hit. (Exceptions 9.2.2.1, 9.2.2.2).

9.3.4 Double Contact

- A player hits the ball twice in succession or the ball contacts various parts of his/her body in succession.
- Exemption: 9.2.2.2

10 Ball at the Middle Net

10.1 Ball Crossing the Middle Net

- The ball sent to the opponent's court must go over the middle net within the crossing space. The crossing space is the part of the vertical plane of the middle net limited as follows:
 - Below, by the top of the middle net.
 - At the sides, by the side nets.
 - Above, by the top net.
- The ball is "out when it crosses completely the lower space under the middle net. In this situation, a player may enter the opponents court to play the ball.

10.2 Ball Touching the Middle Net

- When crossing the middle net the ball may touch it, except on service.

10.3 Ball in the Middle Net

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

11 Player at the Middle net

11.1 Reaching Beyond the Middle Net

- In blocking, a player may touch the ball beyond the middle net, if he/she does not interfere with the opponent's play, before or during the latter's attack hit.
- After an attack hit, a player is permitted to pass his/her hand beyond the middle net, if the contact has been made within his/her own playing space.

11.2 Penetration into the Opponents Court

- A player may enter the opponent's court, if this does not interfere with the opponent's play.

11.3 Contact with the Middle Net

- Contact with the middle net by a player 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.
- Players can contact the side and back nets.
- When the ball is driven into the middle net causing it to touch an opponent no fault is committed.

11.4 Player Faults at the Middle Net

- A player touches the ball or an opponent in the opponent's space before or during the opponent's attack hit.
- A player interferes with the opponent's play while penetrating into the opponent's space under the middle net.
- A player interferes with play by (amongst others):
 - Touching the middle net between the side nets during his/her action of playing the ball.
 - Using the middle net as a support or stabilising aid.
 - Creating an unfair advantage over the opponent by touching the middle net.
 - Making actions which hinder an opponent's legitimate attempt to play the ball
 - Catching / holding on to the middle net.
 - NB - Any player close to the ball as it is played, and who is him/herself trying to play it, is considered in the action of playing the ball, even if no contact is made with it.

12 Service

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

12.1 First Service in a Set

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

12.2 Service Order

- The players must follow the service order in the rotation in which they start that set.
- After the 1st 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 the rally, it gains the right to serve and the player who is next in rotation will serve.

12.3 Authorization of Service

- Indoor beach volleyball is a game continuous in nature. Commencement of the service routine will be at the discretion of the server as long conditions are observed:
 - The ball is served within 12 seconds of it being returned to the serving teams court space.
 - The receiving team is ready to receive.
 - If the receiving team is not ready to receive after 8 seconds has elapsed the server may serve the ball.

12.4 Execution of Service

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

- Only one toss or release of the ball is allowed. Moving the ball in the hands is permitted.
- 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 be inside the area 1.5m from the back net and 1.5m from the right-side net.
- After the hit, he/she may step or land outside the service zone / inside the court.
- The server must hit the ball within 12 seconds of the ball being returned to their team's court space.
- 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.

12.5 Screening

- The players of the serving team must not prevent their opponent, through individual or collective screening, from seeing the server and the flight path of the ball.
- A player or a group of players of the serving team makes a screen by waving arms, jumping or moving sideways during the execution of the service, or by standing grouped, and in so doing hides both the server and the flight path of the ball until the ball reaches the vertical plane of the middle net.

12.6 Faults Made During the Service

- The following faults lead to a change of server. The server:
 - Violates the service order.
 - Does not execute the service properly.
- The following faults occur after the ball has been hit correctly, if the ball:
 - Touches a player of the serving team.
 - Touches the middle net.
 - Touches the top net.
 - Touches the side or back net.
 - Passes over a screen.

13 Attack Hit

13.1 Characteristics of the Attack Hit

- All actions which direct the ball towards the opponent, with the exception of service and block, are considered as attack hits.
- An attack-hit is completed the moment the ball completely crosses the vertical plane of the middle net or is touched by an opponent.
- Any player may carry out an attack-hit at any height, if his/ her contact with the ball has been made within the player's own playing space.

13.2 Faults of the Attack Hit

- A player hits the ball within the playing space of the opposing team
- A player completes an attack hit on the opponent's service.

14 Blocking

14.1.1 Blocking

- Blocking is the action of players close to the middle net to intercept the ball coming from the opponent by reaching higher than the top of the middle net, regardless of the height of the ball contact. At the moment of the contact with the ball, a part of the body must be higher than the top of the middle net.

14.1.2 Block Attempt

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

14.1.3 Completed Block

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

14.1.4 Collective Block

- A collective block is executed by two players or more close to each other, and is completed when one of them touches the ball.

14.2 Block Contact

- Consecutive (quick and continuous) contacts may occur by one or more blockers if the contacts are made during one action. These are not counted as a team hit. These contacts may occur with any part of the body.

14.3 Blocking Within the Opponents Space

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

14.4 Block and Team Hits

- A block contact is not counted as a team hit. Consequently, after a block contact, a team is entitled to three hits to return the ball.
- The first hit after the block may be executed by any player, including the one who has touched the ball during the block and any one of the players who touched the ball during a collective block.

14.5 Blocking the Service

- To block the opponents service is forbidden.

14.6 Blocking Faults

- The blocker touches the ball in the OPPONENT'S space either before or simultaneously with the opponent's attack hit.
- Blocking the opponents service.

15 Interruptions

An interruption is the time between one completed rally and the beginning of the service action of the next serve.

- Teams do not have access to time-outs.
- Teams can only make substitutions in between sets.

16 Delays

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

- Delaying the game. 12 seconds shall be the maximum time from the time the ball is returned to the serving team court.

17 Exception Game Interruptions

17.1 Injury / Illness

- 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.
- If the team has substitute players an emergency substitution may be made under the following conditions:
 - The injured player cannot return for the remainder of that match.
 - If the team has no substitutes but still has more than 50% of the allocated team size for that tournament the game can continue.

17.2 External Interference

- If there is any external interference during the game, the play must be stopped and the rally is replayed.

17.3 Prolonged Interruptions

- If unforeseen circumstances interrupt the match, the referee, the organizer and control committee, if there is one, shall decide the measures to be taken to re-establish normal conditions.
- Should one or several interruptions occur, not exceeding 4 hours in total:
 - if the match is resumed on the same playing court, the interrupted set shall continue normally with the same score, players (except expelled or disqualified ones) and positions. The sets already played will keep their scores;
 - if the match is resumed on another playing court, the interrupted set is cancelled and replayed with the same team members and the same starting line-ups (except expelled or disqualified ones) and the record of all sanctions will be maintained. The sets already played will keep their scores.
- Should one or several interruptions occur, exceeding 4 hours in total, the whole match shall be replayed.

18 Intervals and Change of Courts

18.1 Intervals

- An interval is the time between sets. All intervals last up to one minute.
- During this period, the change of courts and any substitutions are made.

18.2 Change of Courts

- After each set, the teams change courts.

19 Participants conduct

19.1 Sportsman like conduct

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

19.2 19.2 Fair play

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

20 Misconduct and Sanctions

20.1 Minor Misconduct

- Minor misconduct does not result in a sanction, it is the referee’s duty to prevent the sanctioning level.

This is done in 2 stages

1. Verbal warning through the captain.
2. Verbal warning to the captain and player/s in breach.

20.2 Misconduct Leading To sanctions

- Incorrect conduct by a team member towards officials, opponents, teammates or spectators is classified in three categories according to the seriousness of the offence.
 1. Rude Conduct: acting contrary to good manners or moral principles
 2. Offensive conduct: defamatory or insulting words or gestures including any action expressing contempt.
 3. Aggression: actual physical attack or aggressive or threatening behaviour.

20.3 Sanction Scale

According to the judgement of the referee and depending on the seriousness of the offence, the sanctions to be applied are: **Penalty, Expulsion or Disqualification.**

- Penalty

For rude conduct or a single repetition of rude conduct in the same set by the same player. On each of the first two occasions, the team is sanctioned with a point and service to the opponents. A third rude conduct by a player in the same set is sanctioned by expulsion. Rude conduct sanctions may, however, be given to the same player in subsequent sets.

- Expulsion

Offensive conduct can be sanctioned by expulsion. The player who is sanctioned with expulsion must leave the playing area.

- Disqualification

Physical attack or implied or threatened aggression is sanctioned by disqualification. The player must leave the playing area and cannot return to play any match for the rest of that day or event.

20.4 Misconduct before and between sets

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

20.5 Summary of Misconduct and Communication of Sanction

- Warning – No sanction (verbal warning only)
- Penalty – Sanction (Verbal Sanction)
- Expulsion – Sanction (Verbal Sanction)
- Disqualification – (Verbal Sanction)

21 Refereeing corps and Procedures

21.1 Composition

In indoor Beach Volleyball, there is only 1 referee who is located on the stand by the side net of the court.

21.2 Procedures

- The referee gives the signal to commence the first serve.
- The referee signals the end of the rally provided they are sure and have identified a fault.
- Immediately after the play they signal with the correct hand signals.

- If a fault is signalled by the first referee he/she indicates the following in order,
 - A) The team to serve.
 - B) The nature of the fault.
 - C) The person/s at fault.

22 The Referee

22.1 Location

The referee is located on a stand adjacent to the side net of the court.

22.2 Authority

- The referee directs the match from the start until the end.
- He/she has the power to decide any matters involving the game, even those not provided in the rules.
- He/she shall not permit any discussion about his/her decisions. however, at the request of the captain, an explanation around the application or interpretation of the rules in which the decision was made. If the captain disagrees with the explanation and requests a protest, the referee must initiate the protest protocol.

22.3 Responsibilities

During the match, he/she is authorized to,

- Issue warnings to the players/teams.
 - Sanction misconduct and delays
 - To decide upon,
 - a) The faults of the server and the screen of the serving team
 - b) The faults in playing the ball
 - c) The faults above the net, the faulty contact of the player with the net.
 - d) The ball crossing completely under the lower space of the net.
 - At the End of the match, He/she checks the score sheet before it's signed.
 - In the case of an injured player, manages the time to recover or authorizes a replacement.
 - Rule on interference due to penetration into the opponent's court and space.
 - Records the points scored.
 - Controls the rotation in which players serve/start each point. (an error will be indicated before the start of the point)
 - Records any sanctions.
 - Controls the time in which teams take to swap sides.
 - At the end of the match, records the final result.
 - Obtains the signatures of both teams.
- Among other duties.

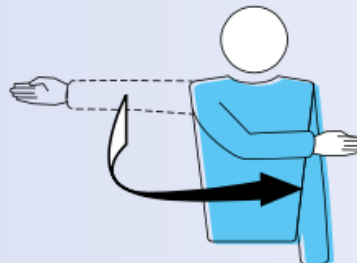
23 Diagrams

23.1 AUTHORIZATION OF SERVICE

Relevant Rules: 12.3, 21.2.1.1

Move the hand to indicate direction of service

F



23.2 4 HITS

Relevant Rule: 9.3.1

Raise four fingers, spread open

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23.3 BALL IN

Relevant Rules: 6.1.1.1, 8.3

Point the arm and fingers toward the floor

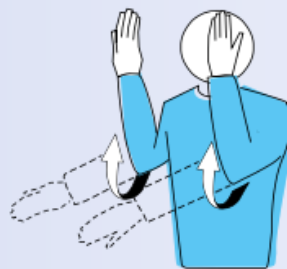
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23.4 BALL OUT

Relevant Rules: 8.4.1, 8.4.2, 8.4.3, 8.4.4, 12.6.2.2, 13.2.2

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



F S

23.5 CAUGHT BALL

Relevant Rules: 6.1.2, 9.3.3, 22.3.2.3b

Slowly lift the forearm, palm of the hand facing upwards



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23.6 DOUBLE CONTACT

Relevant Rules: 6.1.2, 9.1.1, 9.3.4, 22.3.2.3b

Raise two fingers, spread open



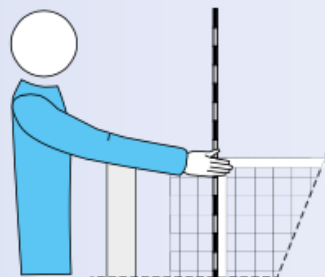
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23.7 NET TOUCH

Relevant Rule: 12.6.2.1

Indicate the relevant side of the net with the corresponding hand

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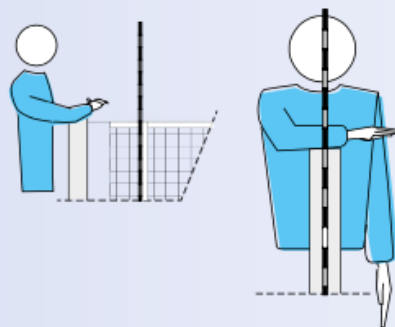


23.8 REACHING BEYOND THE NET

Relevant Rules: 11.4.1, 13.2.1

Place a hand above the net, palm facing downwards

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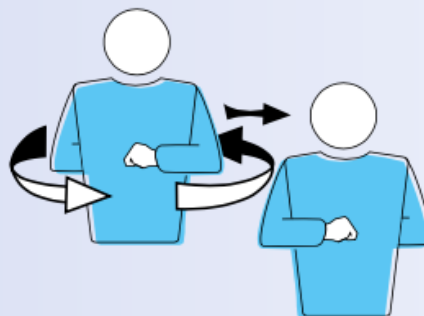


23.9 CHANGE OF ENDS

Relevant Rules: 18.2, 23.2.5

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

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23.10 END OF MATCH

Relevant Rules: 6.2, 6.3

Cross the forearms in front of the chest, hands open

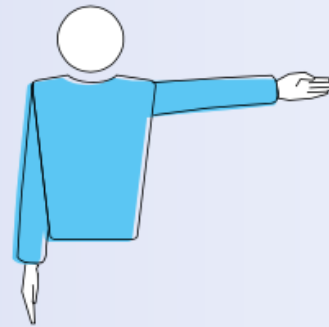


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23.11 POINT/NEXT TEAM TO SERVE

Relevant Rules: 12.3, 21.2.3.1a, 21.2.3.2c, 21.2.3.3c

Extend the arm to the side of team that will serve



F S

23.12 OUT OF ROTATION

Relevant Rules: 7.7.1, 12.6.1.1

Make a circular motion with the forefinger



F S

23.13 REPLAY

Relevant Rules: 6.1.2.2, 12.4.5

Raise both thumbs vertically

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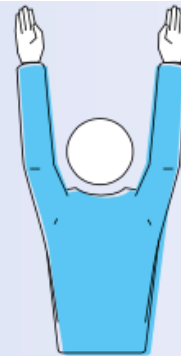


23.14 SCREENING

Relevant Rules: 12.5, 14.5, 14.6.3

Raise both arms vertically, palms forward

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23.15 DELAY OF SERVICE

Relevant Rule: 12.4.4

Raise five fingers, spread open

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**INDOOR BEACH VOLLEYBALL RULEBOOK.
UPDATED APRIL 2017.**

(PROPERTY OF THE INDOOR BEACH VOLLEYBALL FEDERATION OF WA)