

2009 GP RULES FOR BEACH DOUBLES

COURT DEMINSIONS & NET

- The court is 8 x 8 meters (26 ft, 3 in x 26 ft 3 in) with 3 meters (10 ft) of free playing area beyond the court lines.
- Net heights:
 - 12's: 6' 6"
 - 14's: 7'
 - 12's & 14's combined: 7'
 - 16's & 18's : 7' 4"

BALL

- Specifically made to play outdoors, hand stitched, slightly larger and heavier, with a synthetic colored or white leather cover.
- Inside pressure is 0.175 to 0.225 Kg/cm² (2.5 to 3.2 lb/sq in)

SCORING

- All games are rally scoring win by two. No Cap.
- Games will be played to 15, 21 or 30.
- Two out of three games to 15 or 21, with the third game always to 15
- Rules for switching sides:
 - one game to 30, switch sides every 10 points
 - one game to 21, switch sides every 7 points
 - one game to 15, switch sides every 5 points

TIMEOUTS

- 2 timeouts of 30 seconds per team.
- In the case of injury a once only 5 minute-rest (maximum) is allowed.

OTHER RULES

- If 3 teams or less are registered in an age division for a tournament, those teams may be asked to play up an age division to guarantee a minimum number of games for each team
 - 12's & 14's may be combined, and 16's & 18's may be combined to fill a tournament

OFFICIATING

- Games begin by deciding serve and side. Serve and side can be determined by a coin toss or rock-paper-scissors.
- Both players from a team must officiate their assigned reffing match.
- The referees will stand at all times next to the poles (no sitting).
- One player will be the designated scorekeeper, calling out the score after every point.
- The referees will supervise the match and watch for rule infractions.
- The server must call out the score to their opponents before each serve.
- A whistle is not used to beckon for serve.

NOTABLE OUTDOOR RULES

- When serving, a player may toss the ball only once.
- Players can go under the net as long as they do not interfere with their opponents.
 - Beach courts do not have a centerline.
- No positional or rotational faults except service order.
- Maximum 3 contacts per side.
 - The block counts as a contact. The blocker can also block (1st contact) and then pass the ball (2nd contact).
- The net cannot be touched, even after the ball has hit the ground (no continuation).
- Ball can be played with any part of the body (except to serve).
- The ball may be held by 2 players simultaneously at the net (joust).
- The attack cannot be completed with use of **open hand tip** or **finger tip**
 - the ball must be hit. Ok shots are: topspin, roll and poke
- Players cannot deliberately prevent the opposition from seeing the server (screening).
- The server must call out the score before each serve.
- The refs do not beckon for serve with whistle.
- When setting, a player must be facing the way the ball travels. A player may set a ball forward or backward, but may not set a ball over the net sideways. If the wind redirects the ball over the net, it is not a violation
- Overhead passing and digging for a ball that is sent over the net in an overhead motion, must be done with the hands together (touching).
 - The ball contact must be a hit.
 - No overhead setting for passing or digging.
 - A hard hit or down ball can be taken as a double contact. Hands are separated to dig the ball, but not using the fingers to set the ball.
- If a “free” ball is sent over the net, it is ok to hand set the ball as a pass.
- Hand sets will be called very “tight”, must be “clean”.

See also: USA Jr Beach Rules

For more information:

Winning Doubles by Hare and Sanderson, ISBN 0-9656906-0-1
Beach Volleyball by Kiraly and Shewman, 176 pages 1999;
Beach Volleyball - Get Involved FIVB video from USA Volleyball;