

Beach-DiSK - Digital Referees Course

<https://beachdiske.eduloop.de>

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Beach-DiSK - Digital Referees Course



This course has been created by Gernot Schirnbacher.

A German version of Beach-DiSK can be found at www.beach-disk.at.

en.beach-disk.at

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1 Introduction



Web-Links

[FIVB Refereeing/Rules](#)

[ÖVV Bestimmugen](#)

This digital referee's course is directed towards current and future referees who want extra material regarding the rules and their interpretation. Illustrations and videos exemplify these interpretations.

The aim of this course is NOT to replace a person-to-person referees' course but only to provide additional information. There are hardly any quotations of rules, rather written out examples and explanations regarding the practical application.

The rules as well as the casebook can be found on the [FIVB homepage](#) .

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3 Organizational Issues

In order for a beach volleyball match to be executed, some criteria have to be met. This chapter deals with the organizational parts of being a referee.

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3.1 Equipment

Equipment

A referee uniform consists of a **white polo-shirt, black shorts, white socks and white shoes**. If the organizer provides any gear, it has to be worn on their request.

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Other equipment

Obligatory for all referees:

- whistle
- yellow and red card
- coin for the coin toss
- watch

Might be useful:

- up-to-date rules
 - measuring tape
 - ball pressure gauge
-

- sunglasses
- hat
- sunscreen

3.2 Behavior

Referees

The referees must be on court in time.

The appearance of the referees should be self-confident, friendly and in no case arrogant. Unequal treatment of the teams should be avoided. Particularly intimate greetings with individual team members can contribute to a feeling of disadvantage of a team.

It is important that the referees communicate with each other. This applies before the match (match preparation), during the match and after the match (checking score-sheet). A well-coordinated team of referees appears confident and trustworthy.

Keeping to a certain form gives a clear and tidy picture and has a calming effect on all participants. Correct mechanics (e.g. confident hand signals), the willingness to react to mistakes (whistle in the mouth during the rally) and the behaviour during set intervals and time-outs (no loafing around) indicate the competence of the referees.

Refrain from instructing players during the match. Although rules can briefly be explained to them, matches are not the right place and time for teaching rules.

Scorer

The scorer's desk should be clean and tidy. Although the scorer may have non-alcoholic (!) drinks ready, they should be kept in such a way that they do not pose a danger to the scoreboard and score sheet.

If scorers eat on the scorer's table, the referees must stop them. The use of mobile phones impairs concentration on the game and must therefore also be stopped.

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3.3 Match Protocol

min. before the match	Actions
10'	The previous match has ended. The referees have finished all their duties. Referees and players leave the court.
10' - 8'	The court is prepared. The next match is announced.
8'	Players and referees enter the court. Players have to wear the tournament uniforms and begin warming up. The referees start preparing the match by checking the score sheet, court, net and balls.
5'	The coin toss is conducted by the first referee with the two captains and the second referee.
4'	Beginning of the official warm-up (3 minutes).
1'	End of the official warm-up. Players move to their benches, the first referee goes to the referee's stand and the second referee moves to the scorer's table. The players are introduced by the announcer and line up at the end lines. The first referee blows his whistle and the players run to the net for the shake hands.
0'	Start of the match
After the match	Shake hands with the players, referees and scorers. Scorers, captains and referees sign the scoresheet.



annotation

Information

- If the official warm-up time is extended to 5 minutes, then the coin toss is conducted 7 minutes before the match, the referees have to be on the court 10 minutes before the start of the match.
- In order to prevent a delay, referees may sign the score sheet after leaving the court.
- In order to prevent a delay, the coin toss may be conducted outside of the court.
- Coach may warm-up with their players until the coin toss is conducted.

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3.4 Time-Outs

There are two different kinds of regular interruptions: technical time-outs and team-time-outs. All time-outs last 30 seconds (but are administered over 60 seconds). During the time-outs, the players have to be close to their respective bench.

Technical Time-Out

Technical time-outs are given when the sum of the points that have been played equals a multiple of 21 (e.g. 12:9, 14:7, ...), except in a deciding set (no technical time-out).

Team-Time-Out

Each team is allowed one time-out per set. The captain has to request the time-out by using the official hand signal once the ball is out of play. Both teams are allowed to request their time-outs during the same intermission.

Medical Time-Out

In case of injury or illness of one of the players, he can ask for a medical time-out which might take up to 5 minutes. The countdown starts once the medical personnel arrives at the court. If there is no official medical personnel, or the player wants to be treated by his own physician, the countdown starts once the medical time-out is granted.

The player is allowed to leave the court for treatment. In this situation, the second referee has to accompany the player.

In case the player is not able to continue the match after the medical time-out, the team has to be declared incomplete.

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3.5 Teams

Teams

A team consists of **two players**. No substitutions are allowed. One player is the acting captain and, therefore, has to be marked on the score sheet as such (circle around the player's number). *'Coaching (external assistance) is prohibited: this includes coaches, fans, parents, and clubmates.*

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Uniforms

All players have to wear identical shorts (shorts or bikini bottoms). They are obligated to wear jerseys or tops numbered "1" and "2". Players have to play barefoot, except when authorized by the first referee.

In any case, **any equipment that may cause injury or give an artificial advantage is prohibited**. Players are allowed to wear glasses or lenses at their own risk.

Captain

The captain is the **main contact between team and officials**. He has both, **rights and duties**:

Before the match

- Signature on the score sheet
- Representing the team at the coin toss

During the match

- Speak to the referees regarding the interpretation of the rules
- Ask to file a protest

3.7 Court-Check

The **court check** is one of the referees' duties which they have to fulfil before any tournament and, if necessary, every day of the tournament. Here is a best practice of how a court check should be executed:

- Check the net (length: 8.5 meters, height: 1 meter)
- Symmetrical adjustment of the net
- Checking the posts
- Measurement and symmetrical adjustment of the antennae (upper part height: 0.8 meters)
- Measurement of the net-height (men: 2.43 meters, women: 2.24 meters)
- Align the lines (8 x 16 meters) below the antennae and mark the imaginary extension of the antennae on the ground
- Measure the lines from the mark and align the lines with the help of the diagonals (long diagonal: 17.89 meters, short diagonal: 11.31 meters)
- Mount the post casing, adjust the referee's stand and make sure to secure the tensioning ropes

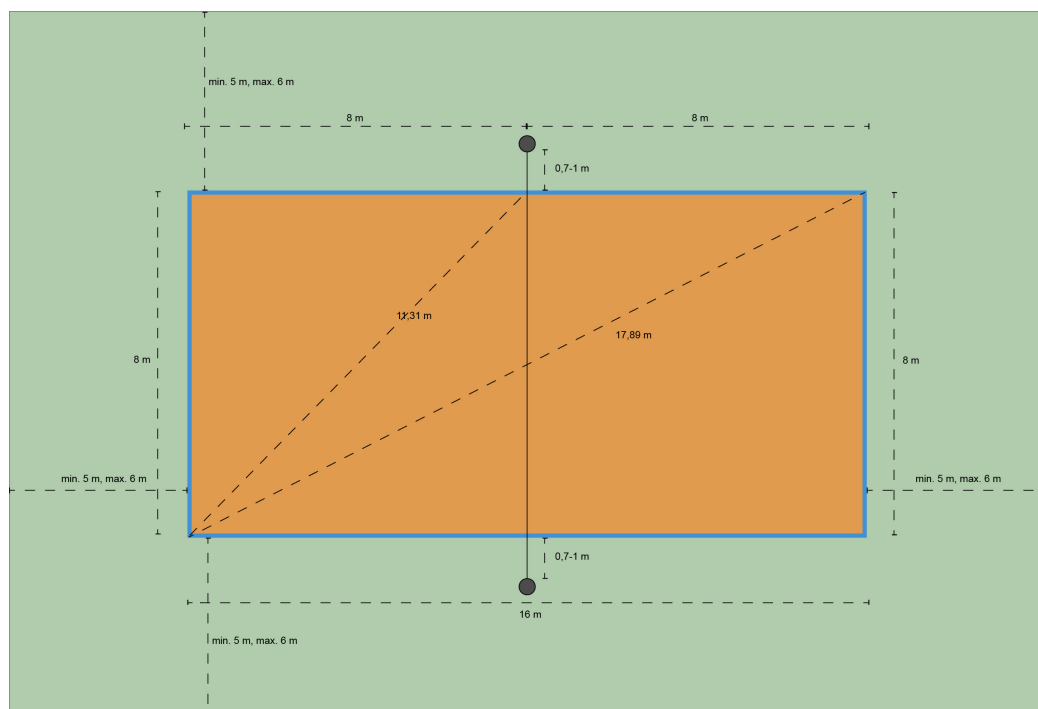


Fig. 2: Playing area and dimensions

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4 Refereeing Corps

The referees are not the only officials during a beach volleyball match, but also the scorers and, the line judges (if present). It is important for all involved parties to stay and act neutral throughout the match.

Acting neutral is important on and off the court. Privileges for one team or member of a team can cause difficult and unpleasant situations. Decisions, even if they are correct, can be questioned and leave players with a feeling of discontent.

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4.1 First Referee

The first referee is positioned opposite the scorer's table, placed on a referee's stand.



 Fig. 3: First referee

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4.1.1 First Referee - Rights

The **first referee** is the ultimate authority in a match. He not only conducts the match, he also has to take care of all processes before and after the match. The decision of the first referee is final. He has the right to correct decisions of all other members of the refereeing corps. If a situation is not regulated by rules or guidelines, the first referee has the right to **make a final decision**.

If someone in the referee corps does not or is not able to fulfil his duties, the first referee can have him replaced.

The first referee has the right to communicate with a team through its captain. If the captain does not agree with the interpretation of the rules by one of the referees, the first referee has to initiate the protest protocol (if this is allowed in the tournament).

Furthermore, the first referee has the final decision if the current conditions allow a match to be played.

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4.1.2 First Referee - Duties

Before the match

The first referee has to make sure that the net, balls and courts are in proper condition. All deficiencies have to be corrected before the match.

The first referee executes the coin toss.

During the match

The first referee decides upon

- Faults at the service and screening
- Faults in playing the ball
- Faults at the net, primarily on the attacking side

The first referee has to make sure the rules of play are enforced. In case of unsportsmanlike conduct, the first referee can apply suitable sanctions.

After the match

The first referee is the last person to check and sign the score sheet.

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4.2 Second Referee

The second referee is located in front of the scorer's table, standing on the ground.



Fig. 4: Second Referee

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4.2.1 Second Referee - Rights

The **second referee** assists the first referee but also has his own specific rights and duties. If the first referee is not able to continue his work, the second referee has to take his place.

The second referee authorizes and supervises interruptions (time-outs, court-switches). If necessary, he checks the balls during the match. He also checks the work of the scorers during the match and, if necessary, supports them. Furthermore, he is in control of the players' benches.

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4.2.2 Second Referee - Duties

Before the match

The second referee checks the score sheet regarding the service rotation. Furthermore, he checks the balls before the match.

During the match

The second referee checks whether the correct player is setting up to serve. He decides upon

- Interference
- Net faults
- Out regarding the touch of external objects (antennae, posts, tensioning ropes)
- Balls that cross the net over or outside the antennae
- Balls that touch the ground which cannot be seen by the first referee

It is on the second referee to authorize time-outs and measure their length. He signals court-switches.

During the intermission between the first and second set, the second referee has to ask the teams about their choice for the next set (service, reception, side) as well as the service rotation.

After the match

After the match, the second referee has to check and sign the score sheet second to last.

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4.3 Scorer

Scorer

Before the match

The scorer needs to record all relevant information regarding the players and the match. After the captains have marked the first service player and signed the score sheet, the scorer records the service rotation.

During the match

The scorer marks the points reached by each team, time-outs taken, as well as court-switches. More than that, he checks the service rotation and announces possible errors before the actual service. The scorer also registers improper requests, sanctions and records remarks if necessary.

After the match

The scorer records the final result and records any remarks. He signs the score sheet before the referees.

Assistant Scorer

The assistant scorer handles the score panel and signals the next server by using paddles. After the match, the assistant scorer signs the score sheet.

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5 Scoresheet

All information relevant for the game is recorded on the score sheet. This includes service rotation, score, time-outs, court-switches, sanctions and remarks. In addition, the score sheet is the official validation of the final result, confirmed by the signature both captains and the referees.

The score sheet consists of two pages:

BVB/11 - FIVB BEACH VOLLEYBALL INTERNATIONAL SCORESHEET RPS-2 out of 3 sets 

Name of Competition: _____ 2014 Edition

Match No.: _____ Site: _____ Beach: _____ Court: _____ Date: / / Men Women Main Draw Qual. P.P. W.B. Class S.F. Final

A vs B / Country VS. Country

Service order		player no.	Formal Warm	Pen.	Pen.	Exp.	Disq.	1st SET																					Start time:	Court switch
I	:	:	:	:	:	:	:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	:	
III	:	:	:	:	:	:	:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	:	
Time Out		Delay sanctions		TEAM-POINTS		1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44																								
Time Out		Delay sanctions		TEAM-POINTS		1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44																								
II	:	:	:	:	:	:	:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	:	
IV	:	:	:	:	:	:	:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	:	
Service order		player no.	Formal Warm	Pen.	Pen.	Exp.	Disq.	2nd SET																					Start time:	Court switch
I	:	:	:	:	:	:	:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	:	
III	:	:	:	:	:	:	:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	:	
Time Out		Delay sanctions		TEAM-POINTS		1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44																								
Time Out		Delay sanctions		TEAM-POINTS		1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44																								
II	:	:	:	:	:	:	:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	:	
IV	:	:	:	:	:	:	:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	:	
Service order		player no.	Formal Warm	Pen.	Pen.	Exp.	Disq.	3rd SET																					Start time:	Court switch
I	:	:	:	:	:	:	:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	:	
III	:	:	:	:	:	:	:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	:	
Time Out		Delay sanctions		TEAM-POINTS		1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44																								
Time Out		Delay sanctions		TEAM-POINTS		1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44																								
II	:	:	:	:	:	:	:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	:	
IV	:	:	:	:	:	:	:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	:	

Fig. 5: Score sheet - front

Service order		player no.	Formal Warm	Pen.	Pen.	Exp.	Disq.	3rd SET																					Start time:	Court switch
I	:	:	:	:	:	:	:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	:	
III	:	:	:	:	:	:	:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	:	
Time Out		Delay sanctions		TEAM-POINTS		1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44																								
Time Out		Delay sanctions		TEAM-POINTS		1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44																								
II	:	:	:	:	:	:	:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	:	
IV	:	:	:	:	:	:	:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	:	
Service order		player no.	Formal Warm	Pen.	Pen.	Exp.	Disq.	4th SET																					Start time:	Court switch
I	:	:	:	:	:	:	:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	:	
III	:	:	:	:	:	:	:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	:	
Time Out		Delay sanctions		TEAM-POINTS		1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44																								
Time Out		Delay sanctions		TEAM-POINTS		1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44																								
II	:	:	:	:	:	:	:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	:	
IV	:	:	:	:	:	:	:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	:	

TEAMS		Team		Team		Remarks:		
No.	Player's Name	No.	Player's name			Additional information attached <input type="checkbox"/>		
Captain's pre-match signature:		Captain's pre-match signature:						
RESULTS		Time-Outs	Wins	Points	Set Duration	Points	Wins	Time-Outs
					Set 1 (mm)			
					Set 2 (mm)			
					Set 3 (mm)			
		Total	Total	Total	Total (mm)	Total	Total	Total
		Match starting time	h mm	Total Match Duration	h mm	Match ending time	h mm	
		Winning team		2 :				
APPROVAL		Officials	Name	Country	Signature			
		1 st Referee						
		Score						
		Assistant Scorer						
		Line Judges	1	2	Line Judges	1	2	
		Captain's post-match signature:		Captain's post-match signature:		Winner of Coin Toss: A = <input type="radio"/> B = <input type="radio"/> Set 1 = <input type="radio"/> Set 3 = <input type="radio"/>		

Fig. 6: Score sheet - back

The score sheet is explained by use of a fictional game: gold-medal-match of the Grand Slam in Klagenfurt between Huber/Seidl (Austria) and Brower/Meeuwssen (Netherlands).

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5.1 Preparation


General match details

BVB/11 - FIVB BEACH VOLLEYBALL INTERNATIONAL SCORESHEET RPS-2 out of 3 sets 

Name of Competition: 2014 Edition

Match No.: Site: Beach: Court: Date: / / Men Women Main Draw Qual P.P. W.B. Class S-F Finals


A or B / Country TEAM VS. A or B / Country

BVB/11 - FIVB BEACH VOLLEYBALL INTERNATIONAL SCORESHEET RPS-2 out of 3 sets 

Name of Competition: **FIVB World Tour - GS Klagenfurt** 2014 Edition

Match No.: **72** Site: **Klagenfurt** Beach: **Strandbad** Court: **1** Date: **03/08/14** Men Women Main Draw Qual P.P. W.B. Class S-F Finals

A or B **Huber A.** / **Seidl, R.** Country **A U T** TEAM VS. A or B **Brouwer, A.** / **Meeuwsen, R.** Country **N E D**

 Fig. 7: General details regarding the match

All relevant details regarding the match have to be recorded before the match:

- **Name of Competition**
- **Match No.**
- **Site:** name of the place
- **Beach**
- **Court:** number or court name
- **Date**
- **Men/Women**
- **Main Draw/Qual.:** competition phase
- **PP, WB, Class, S-F, Finals:** stage
 - **PP:** Pool Play
 - **W.B.:** Double Elimination Winner bracket
 - **Class.:** Single Elimination, Double Elimination Loser's bracket or Playoff
 - **S-F:** Semi-Final
 - **Finals:** Final (for first or third place)
- **Country:** name of the players and their country codes

Teams

TEAMS	Team		<input type="radio"/> A <input type="radio"/> B	<input type="radio"/> A <input type="radio"/> B	Team	
	No.	Player's Name	No.	Player's name		
	Captain's pre-match signature :			Captain's pre-match signature :		

TEAMS	Team		<input type="radio"/> A <input type="radio"/> B	<input type="radio"/> A <input type="radio"/> B	Team	
	No.	Player's Name	No.	Player's name		
	1	Huber A.	2	Brouwer, A.		
	2	Seidl, R.	1	Meeuwssen, R.		
	Captain's pre-match signature :			Captain's pre-match signature :		

Fig. 8: Teams

In the "Teams" section, the **country codes** and the **names of the players** have to be recorded. Furthermore, their **player numbers** have to be added.

Approval

APPROVAL	Officials	Name	Country	Signature
	1 st Referee			
	2 nd Referee			
	Scorer			
	Assistant Scorer			
	Line Judges	¹	Line Judges	²
		³		⁴
Captain's post-match signature :			Captain's post-match signature :	

APPROVAL	Officials	Name	Country	Signature
	1 st Referee	Glanzer, P.	AUT	
	2 nd Referee	Hobi, N.	AUT	
	Scorer	Fichtinger, A.	AUT	
	Assistant Scorer	Broccoli, O.	SWE	
	Line Judges	¹ Krisper, M.	Line Judges	² Rogen, E.
		³ König, P.		⁴ Rogen, S.
Captain's post-match signature :			Captain's post-match signature :	

Fig. 9: Approval

In the "Approval" section, the names of the **referees** and **scorers**, as well as their country codes are added. If there are **line-judges**, their names have to be recorded as well.

For matches with two line-judges, only positions 1 and 2 are filled out. While position 1 equals the real position of line-judge 1, the line-judge written on position 2 will actually be on position 3.

For matches with four line-judges, all positions have to be filled out according to the line-judges' actual positions.

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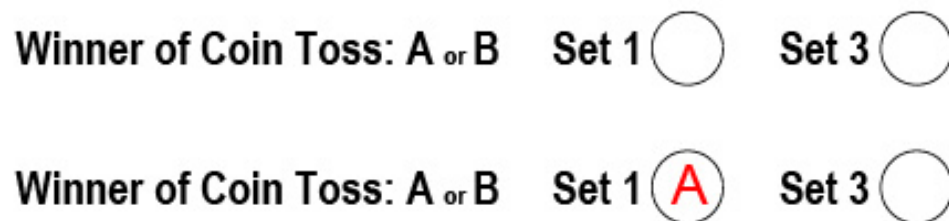
5.2 After the Coin Toss

The team which will start on **the scorers' table's left-hand-side** will be team **A**, the other team will be team **B**.

Huber/Seidl won the coin toss and choose the left side, Brouwer/Meeuwsen choose to receive. Therefore, **Huber/Seidl are A** and **Brouwer/Meeuwsen are B**. This assignment does not change throughout the match.

Winner of Coin Toss: A or B Set 1 Set 3

Winner of Coin Toss: A or B Set 1 **A** Set 3

 **Fig. 10:** After the coin toss - Winner of the coin toss

The winner of the coin toss, in this case team A, is recorded under *Remarks*.

TEAMS	Team <u>A U T</u> A B		Team <u>N E D</u> A B	
	No.	Player's Name	No.	Player's name
	1	Huber, A.	2	Brouwer, A.
	2	Seidl, R.	1	Meeuwsen, R.
Captain's pre-match signature :			Captain's pre-match signature :	

TEAMS	Team <u>A U T</u> A B		Team <u>N E D</u> A B	
	No.	Player's Name	No.	Player's name
	①	Huber, A.	②*	Brouwer, A.
	2*	Seidl, R.	1	Meeuwsen, R.
Captain's pre-match signature			Captain's pre-match signature	

Fig. 11: After the coin toss - teams

Both captains sign the score sheet (Captain's pre-match signature) and circle the number of the respective captain. They mark the first server by adding a * to the name. Both teams are assigned A respectively B. The recorded service rotation is only valid for the first set!



Remember:

C is for Circle is for Captain.

S is for Star is for Server.

BVB/11 - FIVB BEACH VOLLEYBALL INTERNATIONAL SCORESHEET RPS-2 out of 3 sets

Name of Competition: FIVB World Tour - GS Klagenfurt 2014 Edition

Match No.: 72 Site: Klagenfurt Beach: Strandbad Court: 1 Date: 03/08/14 Men Women Main Draw Qual P.P. W.B. Class S-F Finals

A Huber, A. / Seidl, R. Country A U T TEAM vs. B Brouwer, A. / Meeuwsen, R. Country N E D

Fig. 12: After the coin toss - general match details

In the match detail section, A respectively B are added.

service order	player no.	Formal Warn.	Misconduct sanctions				1st SET																				Court switch A/B		
			Pen.	Pen.	Exp.	Disq.	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20		21	
I	2	:	:	:	:	:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	:	
III	1	:	:	:	:	:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	:	
Time Out		Delay sanctions				TEAM - POINTS																							
		Warn.	Pen.	Pen.	Pen.	A AUT																							
						B NED																							
Time Out		Delay sanctions				TEAM - POINTS																							
		Warn.	Pen.	Pen.	Pen.																								
II	2	:	:	:	:	:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	:	
IV	1	:	:	:	:	:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	:	
service order		Misconduct sanctions																											
		Warn.	Pen.	Pen.	Exp.	Disq.																							

Fig. 13: After the coin toss - set 1

The service rotation for the first set can be recorded. The first server is written next to "I", his partner next to "III". The first server of the opposing team is added next to "II", his partner next to "IV". Furthermore, A respectively B and the country codes of each team are recorded.

In this example Seidl (2) is serving first, therefore, Austria is recorded of the upper team and "2" next to "I". The further recordings are as follows: Huber (1) is written next to "III", Brouwer (2) next to "II" and Meeuwsen (1) next to "IV".

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5.3 Points and Court Switch
Points and Court Switch

service order		player no.	Formal Warn.	Misconduct sanctions				1st SET																								Start time: 1 5 : 0 0		Court switch	
			Pen.	Pen.	Exp.	Disq.																									A	B			
I	2	:	:	:	:	:	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	:	:					
III	1	:	:	:	:	:	:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	:	:					
Time Out		Delay sanctions				TEAM - POINTS																										A AUT			
Time Out		Delay sanctions				TEAM - POINTS																										B NED			
II	2	:	:	:	:	:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	:	:						
IV	1	:	:	:	:	:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	:	:						
service order		player no.	Formal Warn.	Misconduct sanctions				End time: :																											

Fig. 14: The actual starting time is recorded and the first server is being marked. At the start of the first set, the **actual starting time** is recorded ("**Start time**") and the **first server** is marked.

Example: 15:00 o'clock, server 2 of team A (Seidl).

service order		player no.	Formal Warn.	Misconduct sanctions				1st SET																								Start time: 1 5 : 0 0		Court switch	
			Pen.	Pen.	Exp.	Disq.																									A	B			
I	2	:	:	:	:	:	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	:	:					
III	1	:	:	:	:	:	:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	:	:					
Time Out		Delay sanctions				TEAM - POINTS																										A AUT			
Time Out		Delay sanctions				TEAM - POINTS																										B NED			
II	2	:	:	:	:	:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	:	:						
IV	1	:	:	:	:	:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	:	:						
service order		player no.	Formal Warn.	Misconduct sanctions				End time: :																											

Fig. 15: 0 : 1. In the box, in which the first server has been recorded, the score the server's team reached is recorded once he loses his service. The points made by a team are recorded in the running score.

Example: Team B scores on the service of team A. Therefore, player 2 of team A has served until point 0 of his team and a “0” is recorded. The first point of team B and the next service player (player 2 of team B) is marked.

1st SET										Start time: 1 5 : 0 0												Court switch																																														
service order	player no.	Formal Warn.	Misconduct sanctions																			A	B																																													
I	2	:	:	:	:	:	:	:	:	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21																																					
III	1	:	:	:	:	:	:	:	:																																																											
Time Out		Delay sanctions				TEAM - POINTS																																																														
		Warn.	Pen.	Pen.	Pen.	<table border="1"> <tr> <td>(A) AUT</td> <td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td><td>19</td><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td><td>28</td><td>29</td><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td><td>38</td><td>39</td><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td> </tr> </table>																	(A) AUT	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44		
(A) AUT	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44																									
Time Out		Delay sanctions				TEAM - POINTS																																																														
		Warn.	Pen.	Pen.	Pen.	<table border="1"> <tr> <td>(B) NED</td> <td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td><td>19</td><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td><td>28</td><td>29</td><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td><td>38</td><td>39</td><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td> </tr> </table>																	(B) NED	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44				
(B) NED	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44																											
II	2	:	:	:	:	:	:	:	:	4	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21																																					
IV	1	:	:	:	:	:	:	:	:																																																											
service order		player no.		Formal Warn.		Misconduct sanctions																			End time:																																											

Fig. 16: 1 : 4.

Example: As Team B scores four points on its own service, four points are marked. Team A scores its first point which is marked as well as the new server (player 1 of team A). The score of the team losing its service is recorded (4).

1st SET										Start time: 1 5 : 0 0												Court switch																																														
service order	player no.	Formal Warn.	Misconduct sanctions																			A	B																																													
I	2	:	:	:	:	:	:	:	:	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21																																					
III	1	:	:	:	:	:	:	:	:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21																																						
Time Out		Delay sanctions				TEAM - POINTS																																																														
		Warn.	Pen.	Pen.	Pen.	<table border="1"> <tr> <td>(A) AUT</td> <td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td><td>19</td><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td><td>28</td><td>29</td><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td><td>38</td><td>39</td><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td> </tr> </table>																	(A) AUT	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44		
(A) AUT	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44																									
Time Out		Delay sanctions				TEAM - POINTS																																																														
		Warn.	Pen.	Pen.	Pen.	<table border="1"> <tr> <td>(B) NED</td> <td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td><td>19</td><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td><td>28</td><td>29</td><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td><td>38</td><td>39</td><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td> </tr> </table>																	(B) NED	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44				
(B) NED	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44																											
II	2	:	:	:	:	:	:	:	:	4	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21																																					
IV	1	:	:	:	:	:	:	:	:																																																											
service order		player no.		Formal Warn.		Misconduct sanctions																			End time:																																											

Fig. 17: 1 : 5.

Example: Team A scores a point, followed by a point for team B. Player 1 of team A has served until their first point, which is recorded (1). Subsequently, the next server (player 1 of team B) as well as the 5th point of team B is marked.

1st SET										Start time: 1 5 : 0 0												Court switch																																														
service order	player no.	Formal Warn.	Misconduct sanctions																			A	B																																													
I	2	:	:	:	:	:	:	:	:	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21																																					
III	1	:	:	:	:	:	:	:	:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21																																						
Time Out		Delay sanctions				TEAM - POINTS																																																														
		Warn.	Pen.	Pen.	Pen.	<table border="1"> <tr> <td>(A) AUT</td> <td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td><td>19</td><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td><td>28</td><td>29</td><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td><td>38</td><td>39</td><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td> </tr> </table>																	(A) AUT	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44		
(A) AUT	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44																									
Time Out		Delay sanctions				TEAM - POINTS																																																														
		Warn.	Pen.	Pen.	Pen.	<table border="1"> <tr> <td>(B) NED</td> <td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td><td>19</td><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td><td>28</td><td>29</td><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td><td>38</td><td>39</td><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td> </tr> </table>																	(B) NED	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44					
(B) NED	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44																												
II	2	:	:	:	:	:	:	:	:	4	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21																																					
IV	1	:	:	:	:	:	:	:	:																																																											
service order		player no.		Formal Warn.		Misconduct sanctions																			End time:																																											

Fig. 18: Court switch at 1 : 6.

Court-switches are recorded in the column “Court switch”.

Example: Team B scores its 6th point, therefore the first court-switch is recorded as 1:6 (team A : team B).

Fig. 23: Court switch has already been made at 5 : 10.

Example: The court switch is executed at 4:10, team B leads 10:5, player 2 of team A is serving.

service order		player no.	Formal Warn.	Misconduct sanctions				1st SET																				Start time: 1 : 5 : 0 : 0		Court switch A : B				
I	II	III	IV	Pen.	Pen.	Exp.	Disq.	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	1 : 6	4 : 10			
		2	:	:	:	:	:	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	:	:			
		1	:	:	:	:	:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	:	:				
Time Out		Delay sanctions		TEAM - POINTS																														
8 : 12			Warn.	Pen.	Pen.	Pen.	Pen.	A AUT																										
								B NED																										
Time Out		Delay sanctions		TEAM - POINTS																														
			Warn.	Pen.	Pen.	Pen.	Pen.	A AUT																										
								B NED																										
II	IV	2	:	:	:	:	:	4	7	11	12	13	14	15	16	17	18	19	20	21	6	10	12	13	14	15	16	17	18	19	20	21	:	:
service order	player no.	Formal Warn.	Pen.	Pen.	Exp.	Disq.																					End time:							

Fig. 24: Team A takes a time-out.

Team-time-outs are recorded in the column „Time Out“, the score is recorded from the point of the team that has taken the time-out.

Example: Team A takes a time-out, therefore the time-out is recorded as 8:12.

service order		player no.	Formal Warn.	Misconduct sanctions				1st SET																				Start time: 1 : 5 : 0 : 0		Court switch A : B						
I	II	III	IV	Pen.	Pen.	Exp.	Disq.	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	1 : 6	4 : 10					
		2	:	:	:	:	:	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	:	:					
		1	:	:	:	:	:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	:	:						
Time Out		Delay sanctions		TEAM - POINTS																																
8 : 13			Warn.	Pen.	Pen.	Pen.	Pen.	A AUT																												
								B NED																												
Time Out		Delay sanctions		TEAM - POINTS																																
			Warn.	Pen.	Pen.	Pen.	Pen.	A AUT																												
								B NED																												
II	IV	2	:	:	:	:	:	4	7	11	15	19	21	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	6	10	12	17	20	21	:	:
service order	player no.	Formal Warn.	Pen.	Pen.	Exp.	Disq.																					End time:									

Fig. 25: Team B reaches its 21st point.

Example: Team B wins the set by scoring its 21st point. Team A has scored 13 points.

service order		player no.	Formal Warn.	Misconduct sanctions				1st SET																				Start time: 1 : 5 : 0 : 0		Court switch A : B						
I	II	III	IV	Pen.	Pen.	Exp.	Disq.	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	1 : 6	4 : 10					
		2	:	:	:	:	:	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	1 : 6	4 : 10					
		1	:	:	:	:	:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	8 : 13	11 : 17						
Time Out		Delay sanctions		TEAM - POINTS																																
8 : 13			Warn.	Pen.	Pen.	Pen.	Pen.	A AUT																												
								B NED																												
Time Out		Delay sanctions		TEAM - POINTS																																
			Warn.	Pen.	Pen.	Pen.	Pen.	A AUT																												
								B NED																												
II	IV	2	:	:	:	:	:	4	7	11	15	19	21	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	6	10	12	17	20	21	1 : 6	4 : 10
service order	player no.	Formal Warn.	Pen.	Pen.	Exp.	Disq.																					End time: 1 : 5 : 1 : 5									

Fig. 26: Ending time, final results, crossing out remaining points.

The final scores are circled in the service rotation rows. Behind the last scored point, a vertical line is made, led by a horizontal line, crossing out all points not scored. Finally, the ending time is recorded under “End time” and the unused boxes in the column “Court switch” are crossed out using a long X.

Example: Ending time: 15 : 15. Final score: Team 13, team B 21.

service order		player no.	Formal Warn.	Misconduct sanctions				1st SET													Start time: 1 5 : 0 0		Court switch										
				Pen.	Pen.	Exp.	Disq.	0	2	4	6	8	10	12	14	16	18	20	21	1	6	A	B										
I	2	:	:	:	:	:	:	0	2	4	6	8	10	12	14	16	18	20	21	1	6	A	B										
III	1	:	:	:	:	:	:	1	4	7	9	12	5	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	4	10	A	B	
Time Out		Delay sanctions		TEAM - POINTS				<div style="display: flex; justify-content: space-between;"> (A) AUT (B) NED </div>																					8 : 13		11 : 17		
II	2	:	:	:	:	:	:	4	7	11	15	19	21	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	End time: 1 5 : 1 5		X	
IV	1	:	:	:	:	:	:	6	10	12	17	20	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21					

Fig. 27: End of first set.

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5.4 Recording Warnings and Sanctions

Personal Warnings and Sanctions

Yellow Card

service order	player no.	Formal Warn.	Misconduct sanctions				A or B (A) AUT
			Pen.	Pen.	Exp.	Disq.	
I	2	5:5	:	:	:	:	A or B (B) NED
III	1	5:5	:	:	:	:	
II	2	:	:	:	:	:	A or B (B) NED
IV	1	:	:	:	:	:	
service order	player no.	Formal Warn.	Misconduct sanctions				
			Pen.	Pen.	Exp.	Disq.	

Fig. 28: Yellow card for player 2 of team A.

Player 2 of team A is given a yellow card. The score is recorded under “Formal Warn.”. Since there is only one yellow card per team per match, the other cell is crossed out.

Red Card

service order	player no.	Formal Warn.	Misconduct sanctions				A or B (A) AUT
			Pen.	Pen.	Exp.	Disq.	
I	2	5:5	5:5	:	:	:	A or B (B) NED
III	1	5:5	:	:	:	:	
II	2	:	:	:	:	:	A or B (B) NED
IV	1	:	:	:	:	:	
service order	player no.	Formal Warn.	Misconduct sanctions				
			Pen.	Pen.	Exp.	Disq.	

Fig. 29: Red card for player 2 of team A.

Player 2 of team A is given a red card which leads to point and service for team B (be sure to circle the penalty point awarded in the running score).

A or B	(B) NED		7 8 9 10 11
TEAM - POINTS			

Fig. 30: The points gained by team B for the red card for team A has to be circled.

service order	player no.	Formal Warn.	Misconduct sanctions				A or B	(A) AUT
			Pen.	Pen.	Exp.	Disq.		
I	2	5:5	5:5	:	:	:		
III	1	5:5	:	:	:	:		
II	2	5:5	10:10	:	:	:		
IV	1	5:5	:	:	:	:	(B) NED	
service order	player no.	Formal Warn.	Pen.	Pen.	Exp.	Disq.		
Misconduct sanctions								

Fig. 31: Red card for team B.

Player 2 of Team B is given a red card without his team having received a yellow card before. The score is recorded under “Pen.,” the cells “Formal Warn.” are crossed out. Furthermore, the point awarded has to be circled.

service order	player no.	Formal Warn.	Misconduct sanctions				A or B	(A) AUT
			Pen.	Pen.	Exp.	Disq.		
I	2	5:5	5:5	18:18	:	:		
III	1	5:5	:	:	:	:		
II	2	5:5	10:10	:	:	:		
IV	1	5:5	:	:	:	:	(B) NED	
service order	player no.	Formal Warn.	Pen.	Pen.	Exp.	Disq.		
Misconduct sanctions								

Fig. 32: Second red card for player one of team A.

At 18:18, player 1 of team A receives his second red card. If this player is given another red card during the same set, he has to be expelled (“Exp.”).

Expulsions and Disqualifications are recorded in the same way as yellow cards.

Explanation of sanctions

The first referee has to give reasons why a penalty, expulsions or disqualifications has been applied. This is recorded under “Remarks”. The following order is preferred:

- set and score
- player
- team
- type of sanction
- reason

Example:

2nd set, 5:5, player #2 team A penalized due to equipment abuse (kicking the ball out of the court) without further consequences.

In Austria, the explanation can be recorded in German.

Delay Sanction

Time Out	Delay sanctions			
	Warn.	Pen.	Pen.	Pen.
:	2:3	2:3	13:13	:
:	10:10	:	:	:
Time Out	Warn.	Pen.	Pen.	Pen.
	Delay sanctions			

Fig. 33: Sanctions for delay.

Delay sanctions are recorded identical to personal sanctions.

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5.5 After the Match

Team		A	U	T	(A)	(B)	N	E	D	Team	
TEAMS	No.	Player's Name			No.	Player's name					
	1	Huber, A.			2	Brouwer, A.					
	2	Seidl, R.			1	Meeuwssen, R.					
Captain's pre-match signature:					Captain's pre-match signature:						
RESULTS	Time-Outs	Wins	Points	Set Duration	Points	Wins	Time-Outs				
	1	0	13	Set 1 (15 mn)	21	1	0				
	0	1	24	Set 2 (22 mn)	22	0	0				
	1	1	15	Set 3 (17 mn)	12	0	1				
	Total	2	Total	52	Total (54 mn)	Total	1	Total	1		
	Match starting time:	15 h 00 mn		Total Match Duration:	0 h 56 mn		Match ending time:	15 h 56 mn			
Winning team		Huber, A. / Seidl, R.			A U T		2 : 1				
APPROVAL	Officials	Name	Country	Signature							
	1 st Referee	Glanzer, P.	AUT								
	2 nd Referee	Hobi, N.	AUT								
	Scorer	Fichtinger, A.	AUT								
	Assistant Scorer	Broccoli, O.	SWE								
	Line Judges	Krisper, M.		Line Judges	Rogen, E.						
	König, P.			Rogen, S.							
Captain's post-match signature:					Captain's post-match signature:						
Remarks: <div style="float: right; text-align: right;">Additional information attached <input type="checkbox"/></div> <p>2nd set, 5:5, player #2 team A penalized due to equipment abuse (kicking the ball out of the court) without further consequences.</p> <p>2nd set, 10:10, player #2 team B penalized due to equipment abuse (pulling the net furiously) without further consequences.</p> <p>2nd set, 18:18, player #2 team A penalized due to verbal abuse (swearing at the second referee) without further consequences.</p> <div style="text-align: right;"></div> <p>Winner of Coin Toss: A = B Set 1 (A) Set 3 (A)</p>											

Fig. 34: Finalized score sheet.

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6 Interpretation of the Rules

The following chapters deal with the interpretation of the rules.

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6.1 Playing the Ball

It is important that the **focus is on the actual contact of the ball**, not the actions beforehand or after the contact. The ball can be played with any part of the body, except for the service which has to be played with one hand or a part of the arm.

Overhead finger pass with fingers


The ball **must not be caught and thrown**. Pay particular attention when a player uses an overhead finger pass. In practice, if this error occurs, either a short halt or a prolonging vertical contact is noticeable. Furthermore, the ball has to be played **with both hands simultaneously** (unless it is the first team contact).

An exception can be made during a defensive action of a hard-driven ball.


It is not important whether a player moves while playing the ball, only the actual contact has to be judged!

Passing over the net

It is legal to attack the ball over the net with an overhead finger pass, if the ball is played in a trajectory perpendicular to the line of the shoulders, either forwards or backwards. Of course, the ball cannot be caught or double-contacted.

 There is a YouTube video at this point on the website.

<https://youtu.be/qBkOLuJy1o4>


 **Med. 1:** Playing the ball to the opponent using an overhead finger pass
A player attacks the ball correctly over the net using an overhead finger pass.

Defense


In a **defensive action**, the ball can be played with **several parts of the body consecutively**, as long as it happens **in one motion**, except with an overhead finger pass.



The myth that the hands of the defensive player have to be connection while playing the ball is not correct.

 There is a YouTube video at this point on the website.


<https://youtu.be/U9nYEvTZS2Y>

 **Med. 2:** Defensive with open hands


Defensive action with open hands that are not connected. The ball is not played with an overhead finger pass but only bounces back of the player's hands.

Defensive action of a hard-driven ball

If Balls are **hit hard from a close distance** and, therefore, the defensive player can only react, the defensive player is allowed to **prolong the contact with the ball, or a double contact with finger action**.

 There is a YouTube video at this point on the website.

<https://youtu.be/dA-kUMPz2tM>

 **Med. 3:** Defensive action of a hard-driven ball

The player has hardly any time to react, therefore, the defensive action is legal.

Block

A block is an action of a player close to the net, trying to intercept the ball coming from the opponent. Certain criteria have to be met in order to judge a blocking action:

- Reaching higher than the top of the net with some part of the body
- Be close to the net
- Ball coming from the opponent

After a block-touch, only two more hits within the team are permitted (either player can make the second team contact).

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6.2 Crossing Space

Sectors

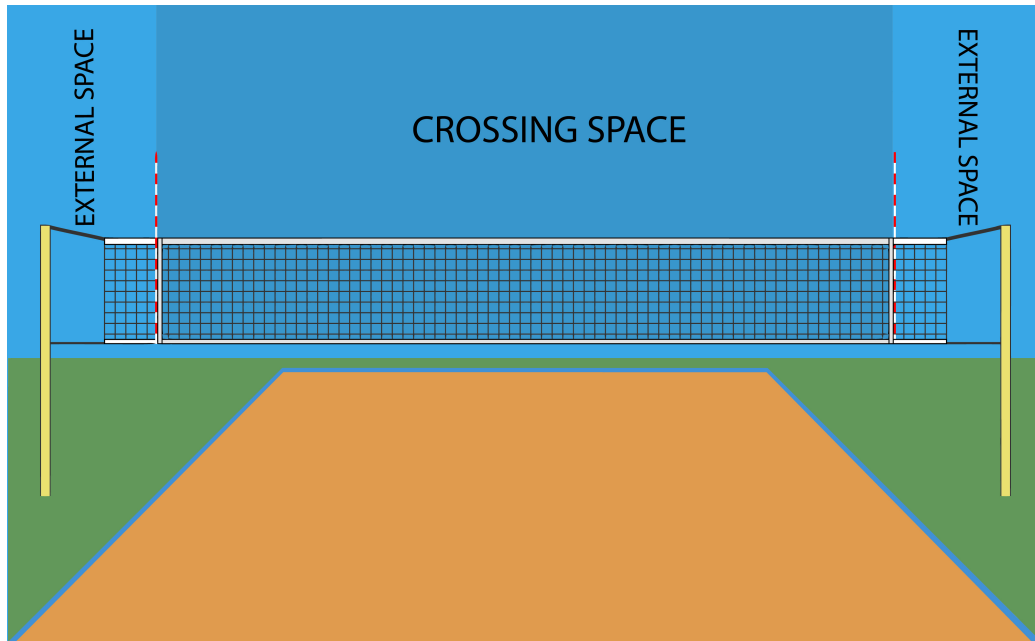


Fig. 35: External space, crossing space, space below the net

The **crossing space** is defined by the top net of the band, the upper 80 centimeters of the antennae and their hypothetical extensions upwards. Outside of the crossing space is the **external space**.

Balls through the crossing space

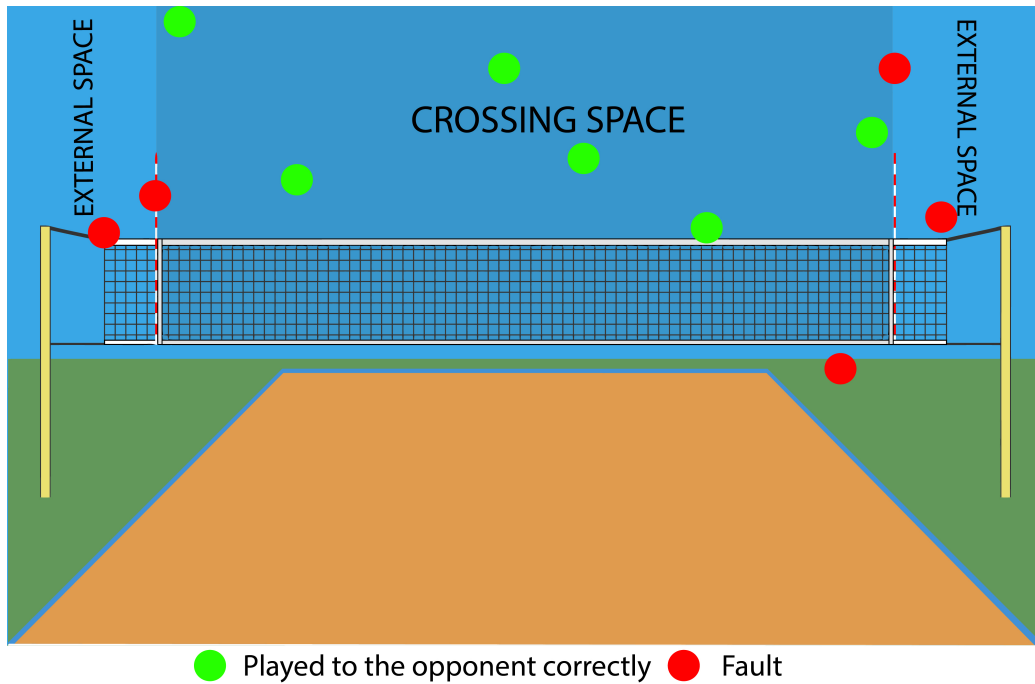


Fig. 36: Balls through the crossing space

To legally cross the plane of net, the ball has to go through the crossing space completely. To ball may touch the top band of the net while doing so.

Balls through the external space

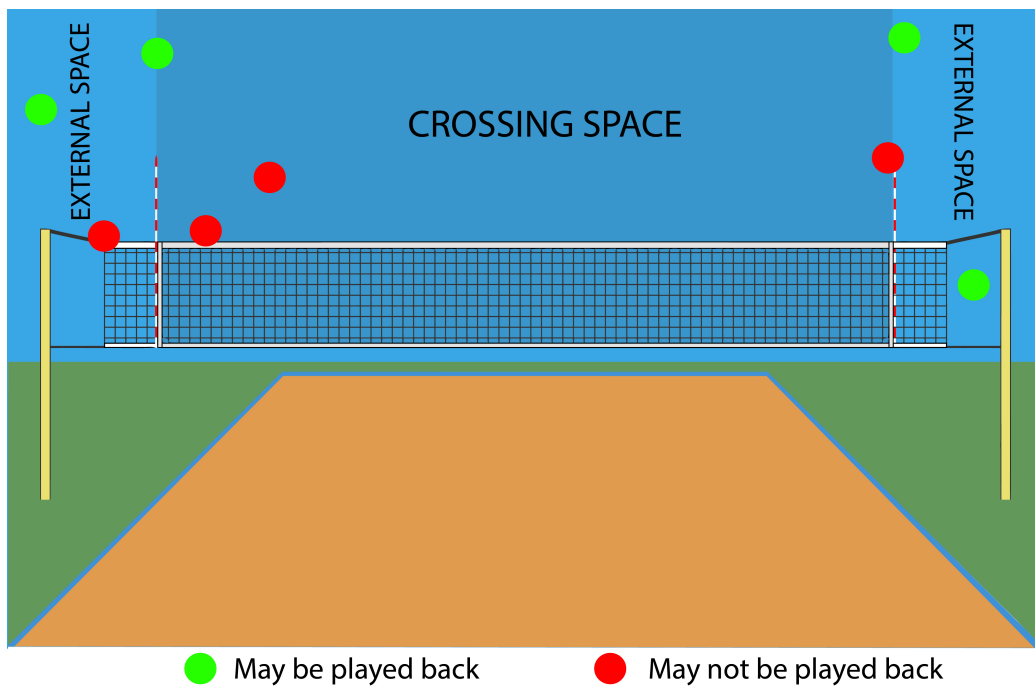




Fig. 37: Balls through the external space

Balls crossing the plane of the net outside of the crossing space may be played back, as long as the maximum of three team hits is not exceeded. The ball has to be played back through the same external space as it crossed the plane of the net in the first place.

Balls that cross the plane of net partially or completely outside of the crossing space may be played back by the same team. Balls touching an external object (e.g. post, ropes) or an antenna itself may not be played back and have to be call "out" at the moment of the contact.

 There is a YouTube video at this point on the website.

<https://youtu.be/IB3tL5yNr6w>

 **Med. 4:** Playing the ball back
Playing the ball back legally.

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6.3 Net Fault

The second referee is mainly responsible for **net faults**. Net faults are only called **if the contact with the net happens during a playing action**, which includes take off, the action (trying) to play the ball and the landing. A player may not use contact with the net to gain an unfair advantage. Gaining an **unfair advantage** includes, for example, touching the net to interfere with the opponent's play and pulling the net to gain an advantage for an attacker.

A net fault includes, amongst others:

- A player touching the top 80 cm of an antenna during the action of play.
- A player interfering with the opponent's play by touching the net.
- Gaining an advantage by touching the net.

Players may touch the posts and ropes, as long as they do not interfere with the play.

 There is a YouTube video at this point on the website.

https://youtu.be/ay9N-U4l_50

🎯 **Med. 5:** A player touches the net in an blocking action
Net fault by the blocking player.

▶ There is a YouTube video at this point on the website.

<https://youtu.be/IIATcRegGfY>

🎯 **Med. 6:** A player touches the antenna in an blocking action
Net fault by the blocking player because he touched the top 80 cm of the antenna.

No net fault

If a ball causes a player touching the net, no net fault is to be called. Furthermore, hair touching the net is no called as a net fault, unless it interferes with the play (e.g. hair getting tangled in the net).

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6.4 Screening

In order to perform a screen, a player has to **prevent the other team from seeing the server AND part of the flight path of the ball**. Additionally, screening can be called **if a player moves, waves his arms or performs any other action to distract the receiving team**.

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6.5 Faults at the Net

Faults higher than the top of the net can be **areach beyond the net**, a **blocking fault** or an **attack fault**. It is important to remember the definition of an attack as well as the definition of a block:



definition

Attack hit All actions which direct the ball towards the opponent, with the exception of service and block, are considered as attack hits.



definition

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

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6.5.1 Reach Beyond the Net

Situation:

A player tries to set (or attack) a ball that is already in the air space of the other team.

It is not important where the ball as a whole is but only where the part of the ball is that is touched by the player. Even if part of it happens in the airspace of the opponent, a fault has to be called.

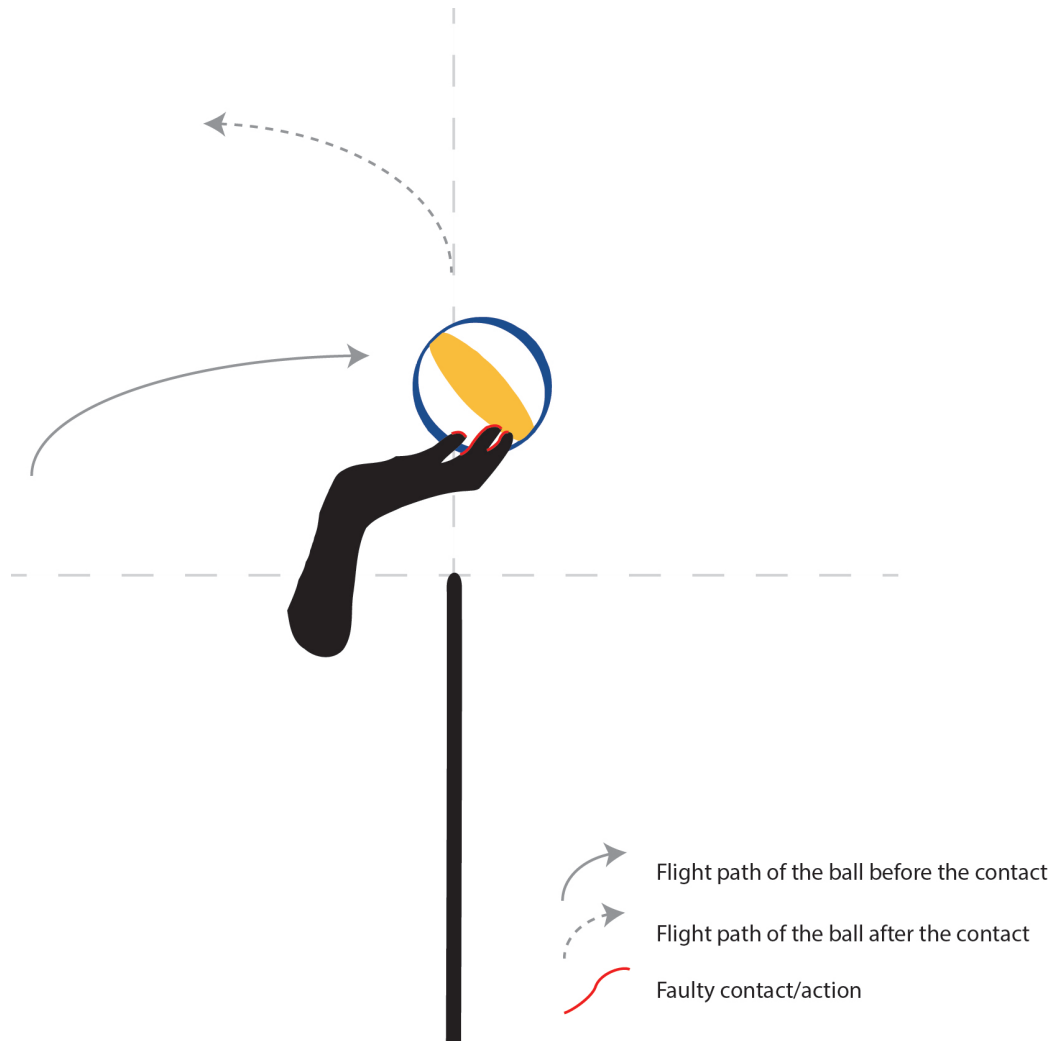


Fig. 38: Reach beyond the net

A player makes contact with the ball in the opponents' space.

Situation:

A player tries to set a ball played close to the net. An opponent jumps and touches the ball.

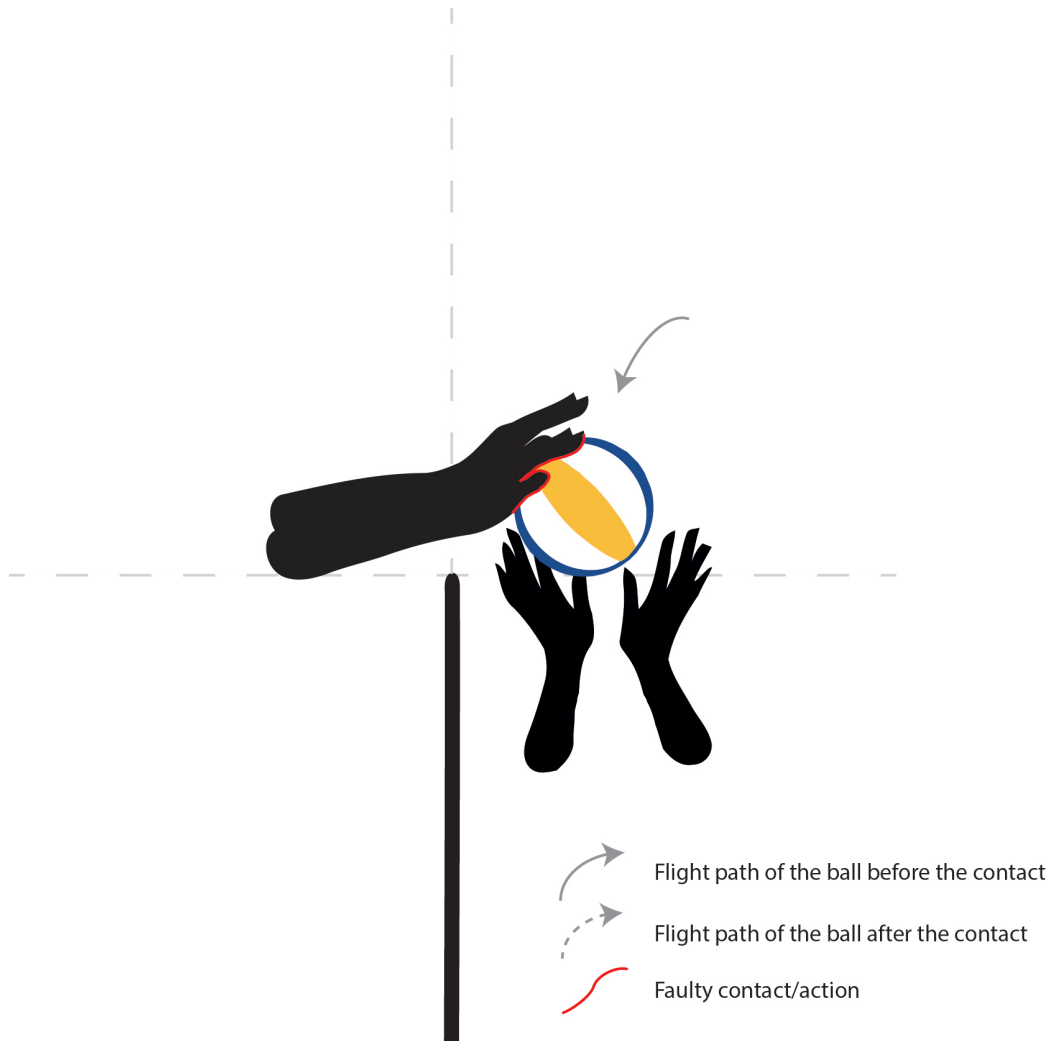


Fig. 39: Reach beyond the net

The blocker contacts the ball in the opponents' space while or before the opponent plays the ball.

Situation:

The ball is set towards the net. Although the ball has already (partially) crossed the plane of the net, the attacker spikes the ball. A fault only occurs, if the contact with the ball occurs in the airspace of the opponent.

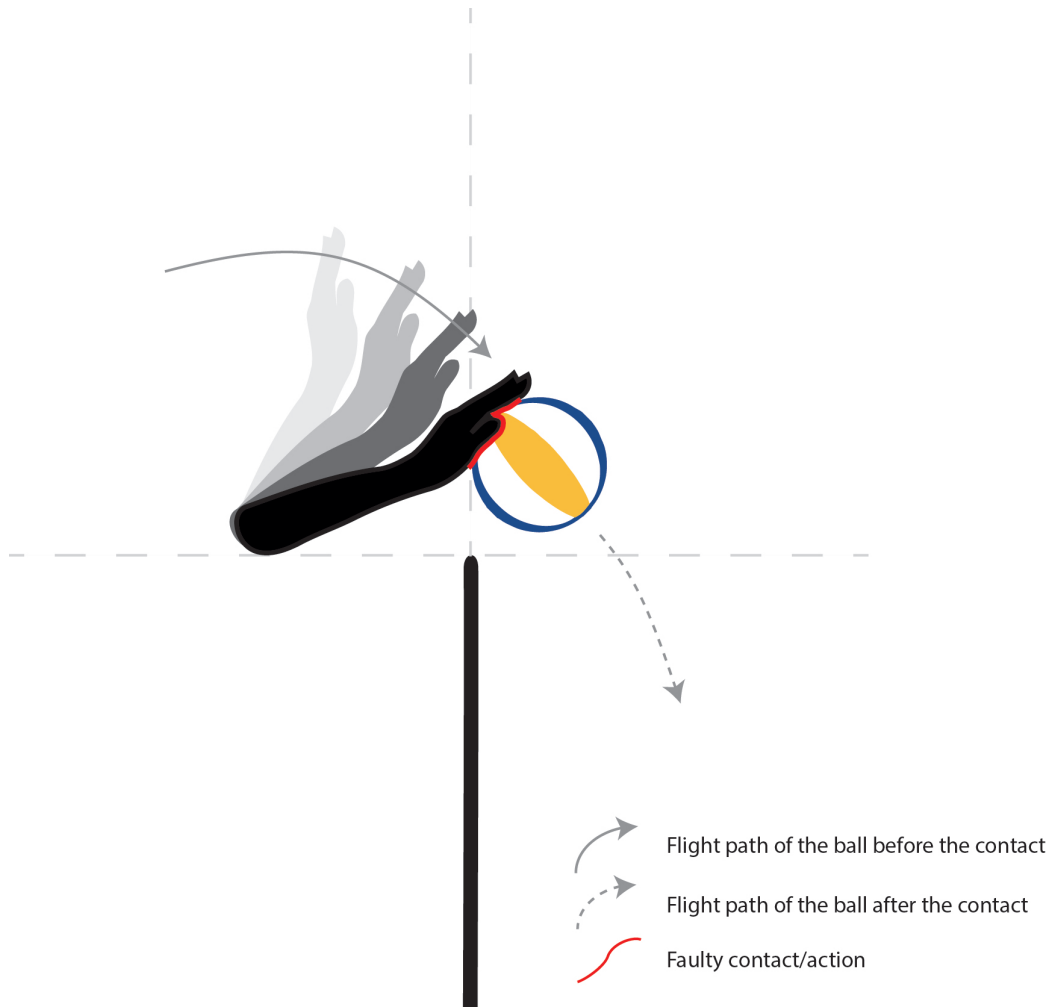


Fig. 40: Reach beyond the net
An attacker plays the ball in the opponents' space.

Example:

There is a YouTube video at this point on the website.

<https://youtu.be/f7FfT5-AXPo>

Med. 7: Reach beyond the net - Attacker
An attacker hits the ball in the opponents' space.

Situation:

A ball set parallel to the net is touched by the block before the attacker is able to make contact with the ball.

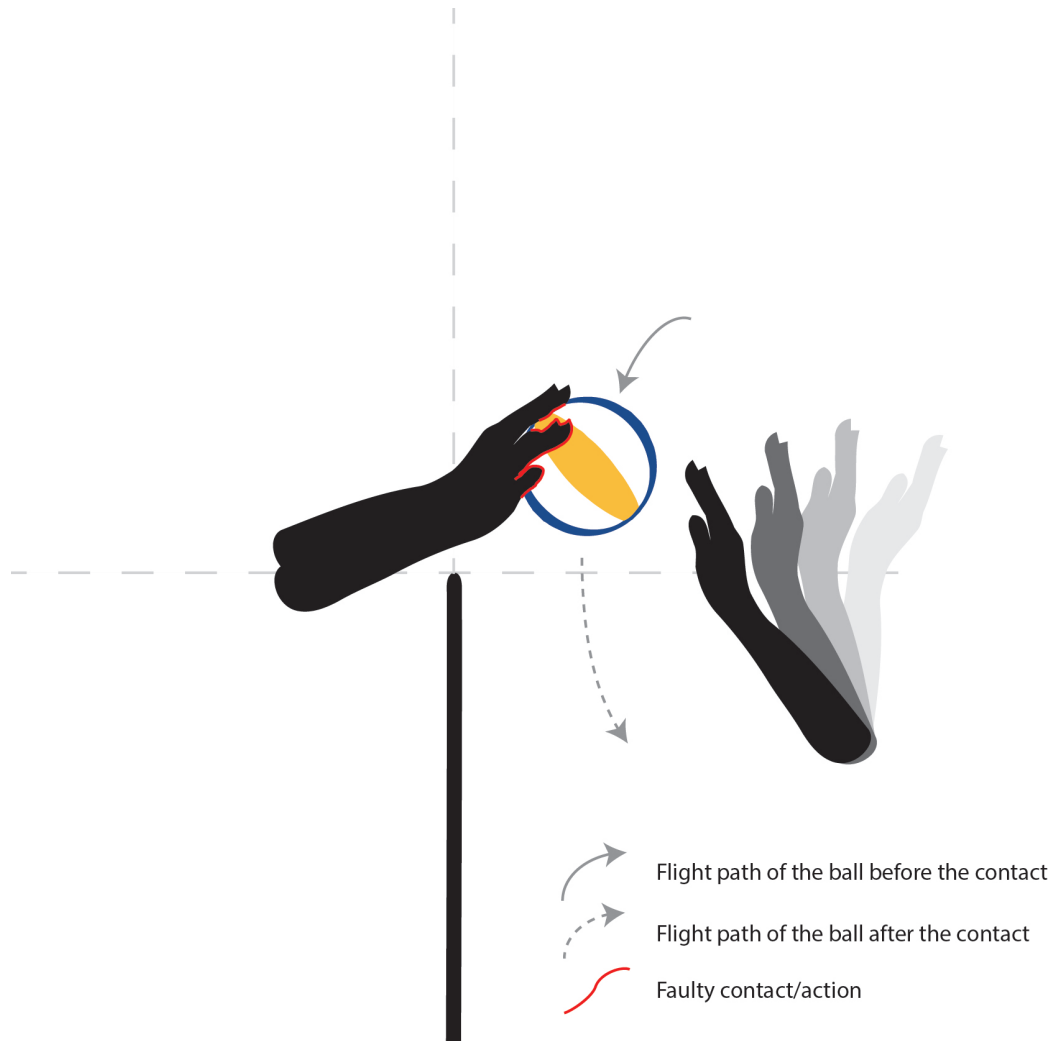



Fig. 41: Reach beyond the net - blocker
The blocker hits a ball at the same time or before the attacker.

Example:

 There is a YouTube video at this point on the website.

<https://youtu.be/Oj-l6fpns6g>

Med. 8: Reach beyond the net - blocker
A blocker touches the ball before the attacker.

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6.5.2 Blocking Fault

Situation:

A ball is set beyond the antenna and still attacked. The blocking player jumps up outside of the antenna and reaches beyond the net to execute a block. Once he touches the ball, a blocking fault has to be called.

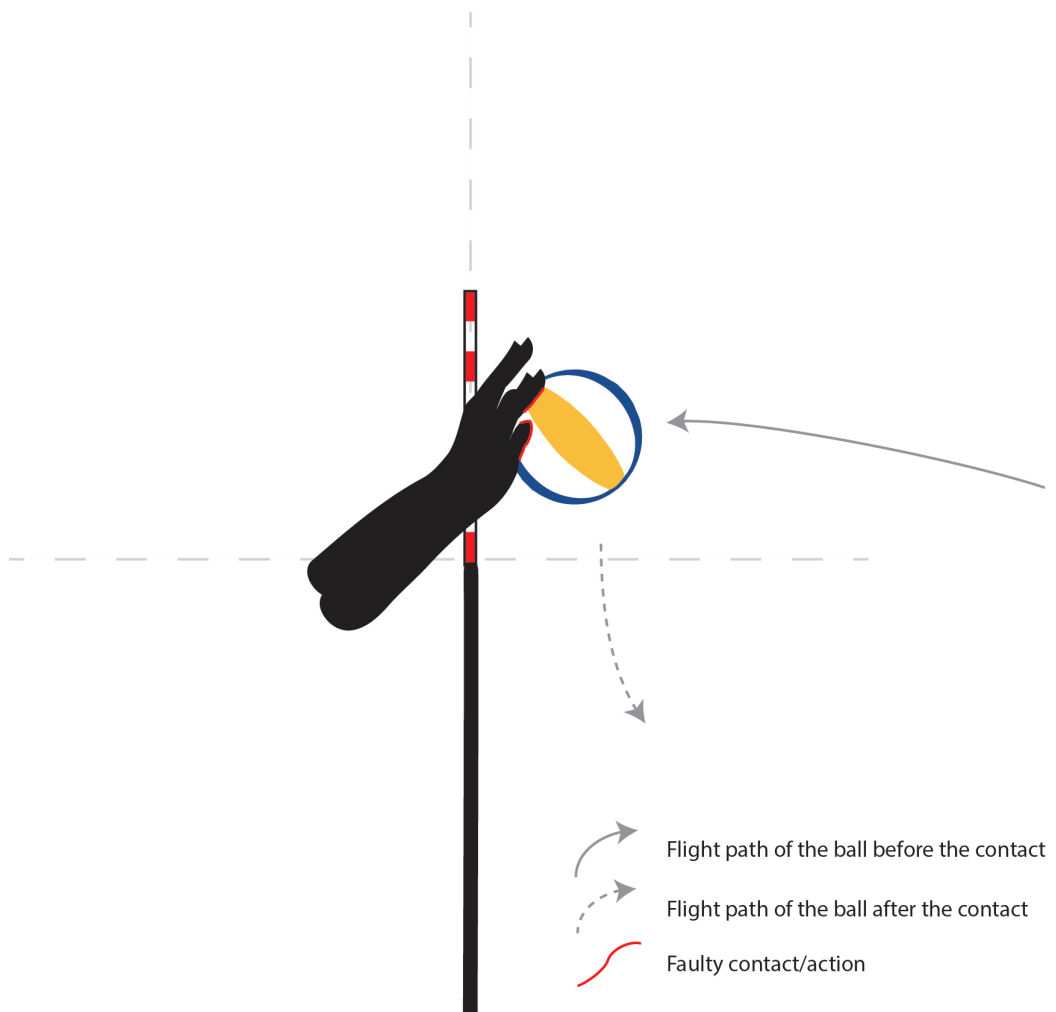


Fig. 42: blocking fault

A ball is being blocked outside the antenna.

Situation:

A player blocks a ball that is served short.

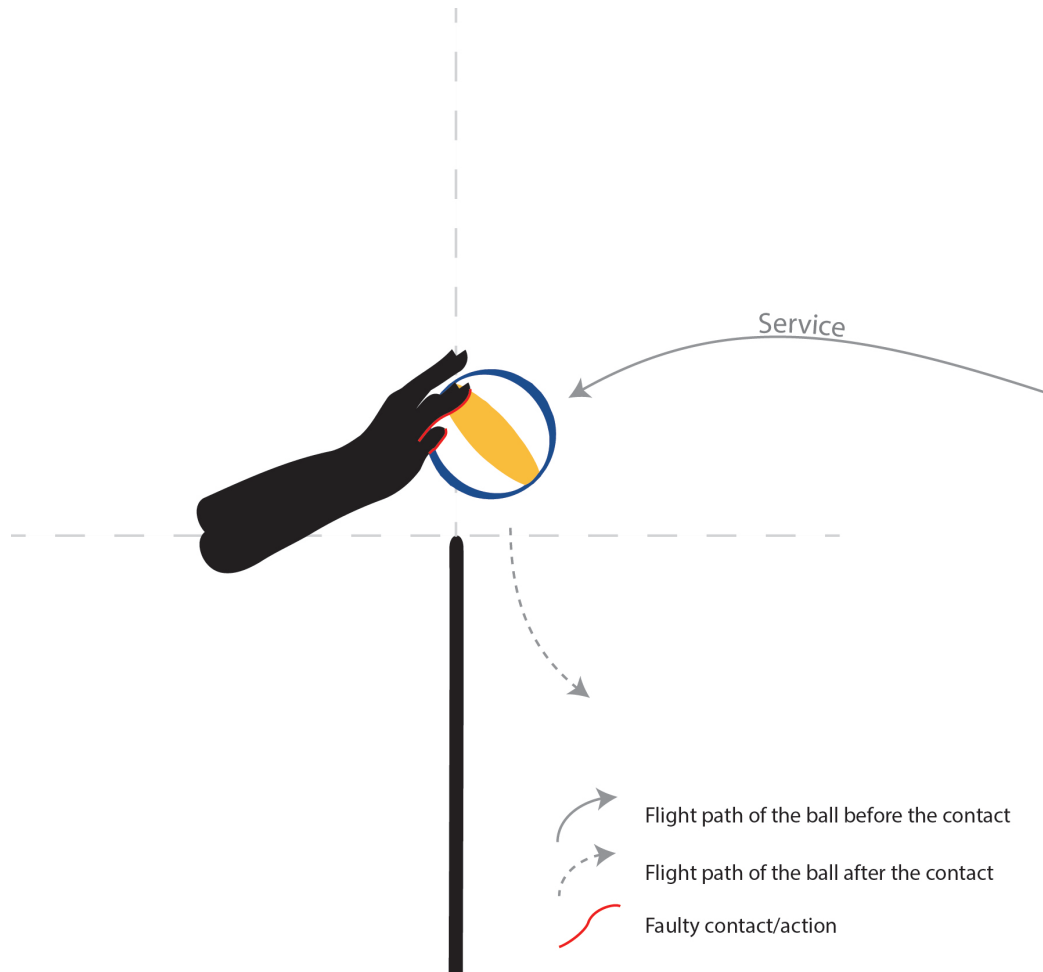


Fig. 43: Blocking fault
A service is blocked.

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6.5.3 Attack Hit Fault

Situation:

A player plays a service directly back to the opponent, at which the ball is still completely higher than the top of the net.

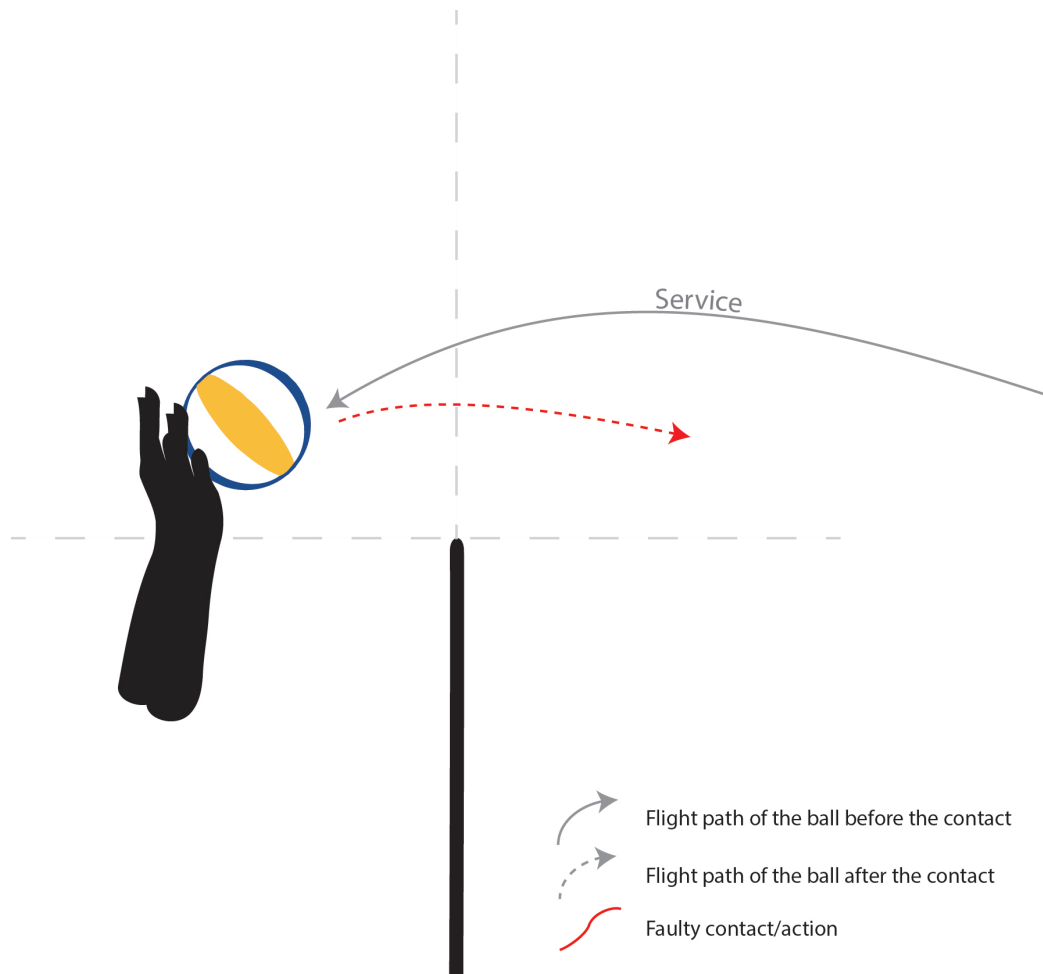


Fig. 44: Attack hit fault

A player plays a service, higher than the top of the net, directly back to the opponent.

Situation:

A player plays a ball with an open-hand attack and pushes it into the block.



Fig. 45: Attack hit fault
A player using an open hand attack.



13.2.3 A player completes an attack-hit using an open-handed finger action or if using finger tips that are not rigid and together.

13.2.4 A player completes an attack hit on the opponent's service, when the ball is entirely higher than the top of the net.

13.2.5 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 teammate.

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6.6 Block

Block

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

In contrary to volleyball, a touch is counted as one of the three team-hits. Once the block has touched the ball, the team is allowed to play it two more times.

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Blocking fault

The following actions are blocking faults:


- A ball is being blocked outside of the antenna
- A service is being blocked


6.7 Joust

Joust


In a **joust**, two opposing players touch the ball at the same time above the net. After a joust, the team, which plays the ball next, is allowed three more hits.



 **Fig. 46:** Joust
Example of a joust.


 There is a YouTube video at this point on the website.

<https://youtu.be/iYUBcPgEfZY>


 **Med. 9:** Joust

After a joust, the team, which plays the ball next, is allowed three more hits.

If a ball goes out after joust, the team gains a point, on which side the ball went out. If a ball touches the antenna after a joust, a replay is called.

 There is a YouTube video at this point on the website.

<https://youtu.be/NUff-8QUgc>

 **Med. 10:** Joust (out)

The team, on which side the ball goes out after a joust, gains a point.

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6.8 Delay

Amongst others, a **delay** can be:

- Arbitrary extension of a time-out
- A repeated improper request
- Delaying the game on purpose (repeatedly fixing lines, filling holes, talking to partner, cleaning sunglasses, etc.)


Delay warning and sanction

There is a **delay warnings** (first offense) and **delay penalty** (every further offense). Delay warnings and sanctions count for the whole match and are recorded on the score sheet.


A delay can cause a delay warning und a delay penalty. Both are recorded on the score sheet.

The first delay of a player is punished by a delay warning for the team. The second delay is punished by a delay penalty, which leads to a point and service for the opponent. Delays that occur during set intervals are executed at the start of the next set.


CATEGORIES	OCCURRENCE	OFFENDER	DETERRENT or SANCTION	CARDS	CONSEQUENCE
DELAY	First	Any member of the team	Delay Warning	Hand signal No. 25 with Yellow card	Prevention – no penalty
	Second and subsequent	Any member of the team	Delay Penalty	Hand signal No. 25 with Red card	A point and service to the opponent

 **Fig. 47:** Warning and sanction

http://www.fivb.org/EN/Refereeing-Rules/documents/FIVB-BeachVolleyball_Rules2013-EN_20130531.pdf

 There is a YouTube video at this point on the website.

<https://youtu.be/NwvD2nMBDWc>

 **Med. 11:** Possible delay situation

After the end of a time-out, a player moves to clean his sunglasses and informs the referee about it. He then enters the court without them.

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7 Sanctions

Personal warnings and sanctions

If there is any kind of misbehavior, a referee should always issue a **verbal warning** by speaking to the captain of the respective team. As a second level of warning, a **yellow card** should be given. There is only one yellow card (formal warning) per team per game, further misbehavior has to be sanctioned according to the sanction scale.

Penalty:

A **penalty (red card)** is issued per set. The **first and second rude conduct by a player** is sanctioned by a red card, which leads to a point and service for the opponent. A **third occurrence** leads to the **expulsion** of the player. It is possible, that a player gets one or more red cards for rude conduct in one of the following sets.

Expulsion:

The **first offensive conduct** leads to the expulsion of a players which means, that the team will be declared incomplete and, therefore, loses the set. The opponent receives all points necessary to win the set, the points gained by the incomplete team remain valid.

Disqualification:

The **first aggressive threat** or any **actual physical attack** leads to the disqualification of the aggressor. The team is declared incomplete and loses the match. The opponent receives all points necessary to win the match, the points gained by the incomplete team remain valid.

All sanctions have to be recorded on the score sheet. Any misconduct that happens before or between sets will be sanctioned at the start of the following set.

Sanction scale

Rude Conduct: acting contrary to good manners or moral principles,

Offensive conduct: defamatory or insulting words or gestures including any action expressing contempt.

Aggression: actual physical attack or aggressive or threatening behavior.

CATEGORIES	OCCURRENCE	OFFENDER	SANCTION	CARDS	CONSEQUENCE
RUDE CONDUCT (same set)	First	Any member	Penalty	Red	A point and service to the opponent
	Second	Same member	Penalty	Red	A point and service to the opponent
	Third	Same member	Expulsion	Red + Yellow jointly	Team declared incomplete for the set
RUDE CONDUCT (new set)	First	Any member	Penalty	Red	A point and service to the opponent
OFFENSIVE CONDUCT	First	Any member	Expulsion	Red + Yellow jointly	Team declared incomplete for the set
	Second	Same member	Disqualification	Red + Yellow separately	Team declared incomplete for the match
AGGRESSION	First	Any member	Disqualification	Red + Yellow separately	Team declared incomplete for the match

 Fig. 48: Sanction scale

check the official rules of the game: <http://www.fivb.org/EN/BeachVolleyball/Refereeing.asp>

Sanctions for Delay

See [Delay](#).

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8 Protocols

The following section deals with the procedure of various situations, which are described in the official guidelines.

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8.1 Forfeit and Default Protocol

This protocol deals with a **forfeit or no-show** by one of the teams. When applying the protocol, one should strictly obey every single step, in order to prevent a possible protest.

Scenario 1 - Forfeit prior the coin toss

If a team officially announces a forfeit, the first referee has to fill out the score sheet corresponding to the regulations.

Scenario 2 - No show

The first referee has to apply the following steps:

- Check whether the teams are present
- Trying to find the missing team
- Inform the head referee or delegate
- Apply the game protocol
- Perform the captain's meeting (team present wins the coin toss automatically) and allow official warm-up protocol

Rule the no show as a forfeit.

Scenario 3 - Forfeit during a match

Usually a team forfeits during a match, due to injury or illness.

- The head referee or delegate should be called to the court immediately.

- The first referee has to confirm with the team that it really wants to forfeit the match
- By signing the score sheet, the captain of the team confirms the forfeit.
- The head referee / delegate verifies the forfeit by signing the score sheet as well.

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8.2 Ball Mark Protocol

This protocol is a standardized way of verifying whether a ball has landed in or out.



New since 2023: Teams can challenge a referee's in/out decision up to a maximum of 5 seconds after the end of a rally. For this, any of the players shows a "C" to the 1st referee and then points to the line. Such a challenge is not possible at side changes.

A team is entitled to a maximum of two unsuccessful challenges per set.

If a challenge cannot be effective, e.g. because the ball has touched the line before landing out or in the case where a team has already exhausted two unsuccessful challenges during the running set, the challenge is rejected as illegal. In this case of a late challenge request (i.e. later than 5 seconds after the end of the rally or at side switch), the referee rejects the challenge request by showing an "X" with the index fingers.

Procedure

- The first referee leaves his stand and walks to the ball mark. If available, the responsible line judge should meet the referee near the ball mark.
- Players can never participate in a ball mark protocol and have to be sent away if they approach the area.
- Once the first referee has collected all needed information (identifying the ball mark, possible explanation by the line judge), he should get back on the referee stand without signaling any decision made. Back in position, the first referee shows the next serving team as well as the appropriate hand signal.

- If necessary, a sanction will be applied if a team interfered with the ball mark protocol (e.g. crossing the net to look at the ball mark).

Remarks

- The second referee has to make sure that the team on the opposite side of the ball mark does not cross to the opponents' side of the court.
- Once the first referee has shown his decision, the second referee has to make sure that the scorer records the decision by the first referee and on the scoresheet.
- The decision of the first referee is final and no discussion should be allowed.

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8.3 Medical Assistance Protocols

This protocol is applied **if a player gets injured or falls ill**. Following this protocol ensures the regular procedure.

The explanation will be done using a fictional example. The steps taken in case of an injury or illness are identical.

At the moment of the injury/illness

- Once a player gets injured or becomes ill, it is the duty of the second referee to approach the player and request the nature of the injury or illness.
- He should ask: 'Can you continue playing or do you need medical assistance?'
- In case medical assistance is requested, the next question has to be: 'Do you need a medical doctor?'
- If the player is able to continue play in foreseeable time (about 15 seconds), the play can continue without the necessity of any actions to be taken.
- If the player requests medical assistance or wants to deal with the injury himself, a recovery time of up to five minutes is granted. If necessary, the medical team is called to the court.
- The first referee leaves his stand and the opponents move to their players' bench.

- The head referee or delegate has to be informed. In case a medical team is requested, the recovery time starts once the medical personell arrives at the court. If not, the recovery time starts at the moment the medical time out is granted by the second referee.
- With the permission of the first referee, the injured player might leave the court, accompanied by the second referee.
- All relevant information has to be noted on the score sheet.
- Once the treatment is finished, or no further treatment is needed, the recovery time has to be stopped.
- Once the injured player is ready to continue playing the second referee calls all players back to the court.
- If the injured player cannot continue play at the end of the recovery time, the team has to be declared incomplete.
- *Every player is granted a maximum of one medical time out per match.'*

<hr>

Remarks on the score sheet

If a medical time out is granted, the following details have to be recorded on the score sheet: Name, number and country code of the player, time and score (set number and points).

In case the **official medical team has to be called, the time of the arrival of the team has to be recorded as well**. Once the recovery time has ended the time of the **continuation of the match has to be recorded**.

If the official medical team is called, the **time of the request by the second referee** and the time of the **continuation of the match has to be recorded**.



example

2nd set, 15:17 Team B Player #1 (Huber) RIT. Reason: finger injury.

<hr>

Blood injuries

Blood injuries have to be treated immediately due to hygienic reasons. If the bleeding can be stopped immediately, no medical time out has to be initiated. If the bleeding is severe or takes longer to stop, a medical time out has to be applied.

In any case, all equipment, including balls and uniforms have to be checked for blood. If blood is found on one of these items, the item has to be replaced.

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8.4 Protest Protocol

This protocol deals with the handling of a protest issued by one of the teams. Teams can only protest in three situations:

- Against the interpretation of the rules (not the judgement)
- Scoring errors
- Playing conditions (light, sand, temperature, etc)

The protest protocol consists of two levels.



In Austria, protests are only possible at the national championship.

Before permitting a protest

before the application of a protest, the following steps have to be taken:

- Clear and detailed explanation of the rule and its interpretation to the team's captain
- Declaration whether a protest is possible in this case
- Confirmation by the first referee that the captain actually wants to file a protest.

Level 1

A **level-1-protest** is dealt with by the head referee directly on the court.

- Proposal of a formal protest (level 1).
- Decision, whether the protest protocol is initiated.
- Gathering of all information necessary for a decision.
- Announcement by the head referee regarding the outcome of the protest.
- Assuring the scorer records all details regarding the protest correctly.
- Continue play.

Level 2

A **level-2-protest** is applied if a level-1-protest is not realizable (no head referee present) or has been allowed and the other teams wants to protest the outcome of the initiated protest. Furthermore, a level-2-protest is applied if the protested situation occurred after the end of the match.

- Recording of all details regarding the level-1-protest.
 - Recording of the protest proposal on the score sheet.
 - The protest will be handled by the federation.
-

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9 Myth Busters

Touch or no touch? Replay!

If a ball lands out of bounds and a referee has not seen a touch of the blocking/defending player, the ball has to be called out since no other fault has been identified. Referees can only call faults they can see. A replay should only be given if either two faults occur at the same moment or no call can be made by the referees.

The rotation of the ball is crucial for a double-call

Often, a rotating ball is automatically called as a double-hit. Keep in mind that rotation doesn't always equal a double hit. Referees are asked to pay close attention to the players' hands in order to be able to detect a double-hit fault.

A reception can never be played with an overhead finger pass

Both, reception and defense, can be played with an overhead finger pass. Nevertheless, a distinction has to be made: Reception and defense of a not hard-driven ball must be played with both hands at the same time and the contact has to be short. In case of a hard-driven ball the contact may be prolonged slightly and the contact of both hands does not have to be simultaneously.

Hands must be connected during a reception or defensive action

Players often complain about the ball being played with two fists by a defensive player and it not being called a fault. One has to keep in mind, that simultaneous contact is required only if a ball is played in an overhand finger pass.



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

Exceptions:

9.2.3.1 at blocking, consecutive contacts may be made by one or more players, provided that they occur during one action; 9.2.3.2 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.

Every ball can be played double if it is within one action


The rules clearly state that this sentence is only valid for the first team hit, unless it is played overhead using fingers.



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

Exceptions: (...)

9.2.3.2 **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.

 There is a YouTube video at this point on the website.

<https://youtu.be/V0-yg-wwJF0>

 **Med. 12:** Double Contact Fault (second hit)

The player in blue hits the ball with one hand, then with his chest. Since it is the second team hit, this double contact has to be called a fault.

A ball may not be redirected by a block

When blocking, it is crucial that the ball is not held or caught and thrown. Redirecting the ball with a short contact, the ball bouncing back, is not a fault.

Ball under the net

A ball under the net can be played as long as it hasn't crossed the vertical plane of the net. If the ball crosses the lower space under the net completely it has to be called "out". If this fault occurs, it doesn't matter whether an opponent catches the ball on his side of the court.



8.4.5 The ball is "out" when it: (...) crosses completely the lower space under the net.

The touch of an opponent under the net is a fault

The touch of an opponent under the net is only to be called a fault if the opponent is prevented from playing the ball or his play is interfered with.




Casebook 5.5.1

(...) Interference by the attacker is a fault if the player is not able to continue playing the next ball. So much depends on where the ball is and who is attempting to play it.

 There is a YouTube video at this point on the website.

<https://youtu.be/Z-HskyaMzb8>

 **Med. 13:** No interference

Although the attacker contacts the blocker under the net, he doesn't prevent him from playing the ball. Therefore, no interference calls has to be made.

The referee is against me / my team

Teams are often unhappy if there are decision against it, which mead lead to the impression, that the referee is calling faults unbalanced. Every referee is asked to call faults as he sees them. Depending on different angles, the point of view of a referee can lead to different perceptions in contrast to players.

Derek Thompson has written about this issue in his blog: [What People Don't Get About My Job \(Derek Thompson\)](#) .

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10 Players' Corner

The Players' Corner is a summary of important organizational facts for beach volleyball players. All information refers to Austrian tournaments. **It does not replace reading the regulations!**

Intervals between matches

Intervals between matches on one court are usually 10 minutes. Matches never start before the official starting time.

Intervals between matches of one team, regardless of being a referee or playing, are usually 20 minutes. Between semi-finals and match for the third place it is 30 minutes.

Captain

A **captain** might **approach the referees** in the following cases:

- He might **ask for the interpretation of the rules**.
- He is allowed to **ask for the change of apparel, verify the service rotation, have the referees check the equipment or realigning lines**.
- Only he can **ask for a time-out**.

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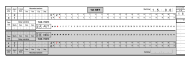


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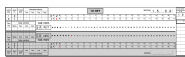


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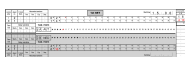


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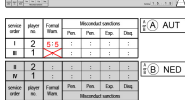


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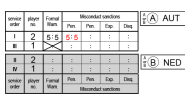


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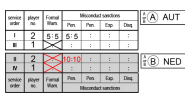


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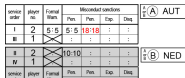


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Time Out	Delay sanctions			
	Warn.	Pen.	Pen.	Pen.
:	2:3	2:3	13:13	:
:	10:10	:	:	:
Time Out	Delay sanctions			
Warn.	Pen.	Pen.	Pen.	

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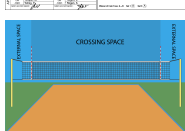


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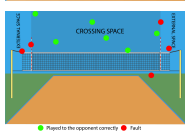


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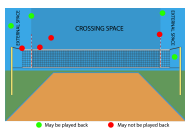


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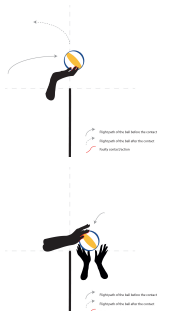


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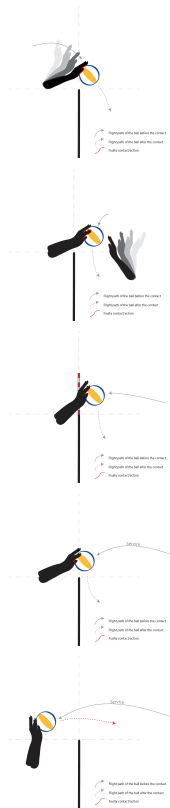


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OFFENSE	DESCRIPTION	VIOLATION	SANCTIONS	POINTS	CONSEQUENCES
SETBACK	Pass	Any violation of the rule	Warning	0	Warning
	Block and subsequent pass	Any violation of the rule	Warning	0	Warning
PASS	Pass	Any violation of the rule	Warning	0	Warning
	Block	Any violation of the rule	Warning	0	Warning
BLOCK	Block	Any violation of the rule	Warning	0	Warning
	Block	Any violation of the rule	Warning	0	Warning
ATTACK	Attack	Any violation of the rule	Warning	0	Warning
	Attack	Any violation of the rule	Warning	0	Warning
BLOCKING	Block	Any violation of the rule	Warning	0	Warning
	Block	Any violation of the rule	Warning	0	Warning

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