



BADGER

REGION VOLLEYBALL

BEACH

MANUAL



MISSION STATEMENT:

The Badger Region Volleyball Association promotes initiatives for safe, structured and lifelong volleyball experiences.

OUR VISION:

The Badger Region's vision is to grow the number of players, coaches, officials, spectators and other volleyball enthusiasts; provide the highest quality volleyball experience in education, training, and competition; provide advocacy, support, recognition and administration to the volleyball community



molten[®]
OFFICIAL GAME BALL

SEND YOUR COMMENTS/SUGGESTIONS TO:

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(Blocks, tips, net violations, centerline, pursuit, ball marks, hand setting, defense and serve receive)

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Question: Do I need to hire officials for our beach tournament?

For the most part, the beach game dictates that players referee their opponents' matches, eliminating the need for an adult to be on every court working in the capacity as a first official.

It is strongly advised that tournament directors hire a Certified Beach Referee as a "rover" to oversee pool play and then officiate the semifinals and finals of the tournament.

Tournament Directors may also hire Certified Beach Referees at their discretion for use during the duration of pool play and playoffs.

Question: How do I get beach refs for the tournament I am running?

Contact the Badger Region Tournament Director Terry Paulson at BadgerRegionTD@wi.rr.com with the following info: Date of tournament, location of tournament, age divisions and number of courts. A pay scale will be determined in the near future.

Question: What is the format I should using for tournament?**The USA Volleyball Junior Beach Tour guidelines for one-day events are as follows:**

Suggested formats to reach 84 points in pool play:

* 4-team pools play one game to 28, no cap.

* 5-team pools play one game to 21, no cap.

The Badger Region suggested guidelines regarding one-day events are as follows:

* 4-team pools play two games to 21, no cap.

* 5-team pools play one game to 25, no cap.

* A minimum of 2 teams must be taken out of pool play and placed in the "Gold" bracket.

After pool play, teams advance into a single elimination bracket.

Elimination bracket games are one game to 21, no cap, win by 2.

Semifinals and Finals may play matches if time permits and is subject to the discretion of the Tournament Director: Two sets to 21, no cap, win by 2/Set 3 to 15.

Question: How much should I charge for my beach tournament?

Entry fees range from \$40 to \$60 per team (\$20 to \$30 per player)

Question: What is the minimum number of matches required?

The number of sets/matches is determined by the number of teams who entered.

Question: What are some of the rule variations that we need to be aware about when hosting beach tournaments?

1. Games begin by deciding serve and side. Serve and side can be determined by a coin toss, rock-paper-scissors or other variations.
2. When serving, a player may toss the ball only once.
3. When receiving a serve, players must “bump” the ball, or receive with hands together. Players may not take the serve with open hands, double contact, or lift.
 - A. A “down ball” may be taken as a double contact without a violation.
 - B. A “free ball” should be taken as a bump. If taken with the hands, it must be clean (No double contact. This contact can be judged similar to the “set” or second contact)
4. When setting, a player must be facing the way the ball travels - i.e. a player may set a ball forward or backward, but may not set a ball over the shoulder to the side. If the wind redirects the ball, this is not a violation.
5. When hitting, players may not open-hand dink, or “redirect” the ball with the fingers. The hand must be closed or a “roll shot” can be used.
6. Beach courts do not have a centerline. Players can go under the net, as long as they do not interfere with play on the other side.
7. When blocking, if the block contacts the ball, it counts as a contact. The team then has two more contacts to put the ball over the net.
 - A. The blocking player may play the ball up after blocking, i.e. take both first and second contacts (same as indoor).
8. When refereeing, the team officiating duties are lined out in the tournament format. Parents are not allowed to officiate (or keep official score).

Primary Player Referee Duties include:

 - * keep score
 - * record results in pool sheet
 - * help with serving order
 - * help settle disputes (playing teams should call their own violations, and call out the score).
9. Any competition disputes are first settled between the teams, then to the referee, if the dispute is not solved, then the teams should ask a tournament official at the tent.
10. Court Dimensions: 8 meters by 8 meters per side, for all age divisions.

Question: What are the tie-breaker procedures?

The Junior Beach Tour uses the following to settle tiebreakers:

*** Two teams tied and two teams advance:**

In priority order: head-to-head match result; overall point differential; overall point differential; coin toss.

*** Two teams tied and one team advances:**

Head-to-head match result (if pool used match play) or head-to-head sets (if pool did not use match play). If teams are tied head-to-head sets, then the two teams will play one 11-point rally-score set. The winning team will advance.

*** Three teams tied and two teams advance:**

a. Seed the teams using, in priority order, overall set winning percentage; overall point differential.

b. The top seed will advance. The teams seeded second and third will play one 11-point rally-score set, with the winner advancing. The top seed will officiate this tie-breaker set.

*** Three teams tied and one team advances:**

a. Seed the teams using, in priority order, overall set winning percentage; overall point differential.

b. There will be two tie-breaker sets (11 points, rally scoring). The teams seeded second and third will play the first set and the top seed will officiate.

c. The winner of the first tie-breaker set will play the top seed and the losing team from the first set will officiate. The winner of the second set advances.



Question: Do I have to be Beach IMPACT certified to coach a sand program in the Badger Region?

Not at this time. Each coach needs to be a USAV member, have a current background screening and needs to be Indoor or Beach IMPACT certified.

For information on Beach IMPACT Certification, visit www.usavolleyball.org and click on “Beach” then on “Beach Coaching.”

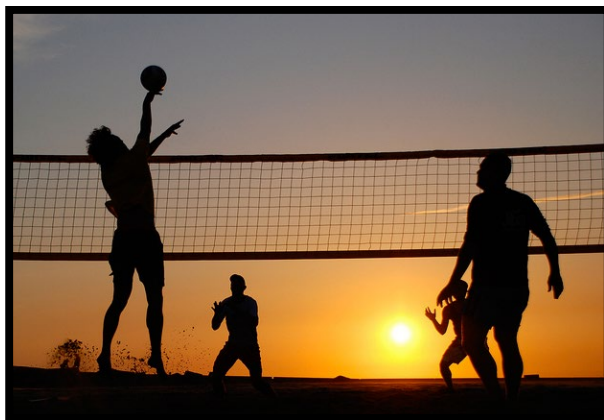
Question: Should I obtain a summer membership or a full membership for my beach program?

All players need to be a USAV member. The Badger Region allows players to train and compete with a full membership or a summer membership. Summer memberships are only offered May 1 and are good through Oct. 31 of the same calendar year.

Question: How do I post my beach tournament online for others to register?

Email Program Director Brian Sharkey (brian@badgervolleyball.org) to have your event posted on the Badger Region Outdoor Events page. Information to include in your beach tournament listing:

1. Date of tournament
2. Location of tournament (name of venue and city)
3. Flyer/brochure (PDF or .jpg)
4. Hyperlink to registration

**Question: How do I register for a beach tournament?**

Go to www.badgervolleyball.org and click on “Outdoor” then click on “Outdoor Events.” There you will find links supplied by tournament directors to register for their events.

Question: What time do most tournaments start?

Check-in usually will begin at 7 a.m. with first matches starting at 8 a.m.

Equipment:

- * Net 28 feet long. Height at center: Women 7'4 & 1/8" and Men 7'11 & 5/8." Antennae are required.
- * Court 26'3"x 52'6" square to 37'1" short diagonal. Lines 2" wide are inside the court.
- * Ball: light-colored, approx. 26" circumference, 9-10 oz. weight, at 2.5 to 3.2 psi

Teams:

- * Two players with no substitutes. One player must be designated as Team Captain.
- * Only the team Captain may interact with the referees to call timeouts or to request explanation of rule.

Spirit of the Game:

- * Teams play without outside intervention or assistance of any type.

Coaches:

- * Coaches may only participate in drills on court prior to the timed warm-up.
- * During play, they observe from the player area. They may not address the officials or the opposing team at any time.
- * Instruction may only take place during timeouts, between sets, and (non-disruptively) during side-changes.
- * Coaches may suggest to their captain that the team request a timeout.
- * Number of Coaches allowed: USAV: A coach and no more than one assistant coach
Collegiate: No more than three coaches

Match Format:

- * Match Play: Best-of-three sets played to 21, 21, (15). Rally scoring and win by two.
 - o During the coin toss, the winning captain chooses serve, receive or side A/B
 - o The opponent chooses among the remaining options, and both teams state their serving order.
 - o Teams switch sides every 7 points during regular sets. They switch sides on 5's in a deciding set.
 - o Deciding sets: Play to 15, win by two.
 - o Timed warm-ups (10 min): Only the four players share unlimited access to the entire court (Use good sportsmanship)
 - * NCAA: coin toss at -10, then warm-up. (Coin toss is included in the 10 minutes)
 - * USAV: 3 min informal, coin toss at 7, refs call "5 minutes" formal warm-up. Finally, 1 min court prep
 - * BOTH: Coaches are not allowed to participate physically once the 10 minute period begins

During the Set:

- * Teams should **enter the court from the end-line** and approach the net to shake hands with opponents.
- * Officials identify the **correct server** and actively prevent wrong-server faults.
- * **Service Order:** Players alternate terms of service.
- * **Position Faults:** Players (other than server) must be on court at moment of service (no other requirement).
- * **Screening:** Serving team may not impede the receiving team’s view of the server AND the flight of the ball. (In the spirit of fair play, players should use hand signal and opponent should adjust position, without delay)
- * **Delay:** The routine time between rallies should be 12 to 15 seconds. (Extra time may be allowed after long rallies, in locations without banners, or ball-retrievers. Violations result in Delay Warning, with subsequent occurrences leading to Delay Penalty.)
- * Officials should use a full **“Signal Sequence:”** Whistle, award rally and show nature of fault – just like as in indoor.
- * After 7 points of play, indicate that teams should quickly **switch sides** (not stopping in team area).
 - o A “Technical Timeout” (TTO) after the 21st point of sets 1 and 2 is suggested in most formats. (No TTO in a deciding set.)
 - o Each team may also call one timeout per set. Total duration of all timeouts is 60 seconds. (15 second to move to player areas, 30 second timeout, (whistle at 45 seconds), 15 seconds to return to play.)
- * The **interval between sets** is 1 minute.
- * **After the first set, the 2nd referee offers the team that lost the first coin-toss “first choice” for set 2.** (Then the other team makes the remaining choice, and both teams declare their service order.)
- * If there is a deciding (3rd) set, the 1st referee should (but 2nd referee may) conduct another **coin toss**, and offer the usual choices.
- * At the end of the match, all players meet near the ref stand to **shake hands with officials.**
- * **Disputes:** The Captain may occasionally approach the referee to request an explanation of a call (not judgment related).
 - o The referee(s) must offer an explanation based upon the rules.
 - o Officials should be approachable, but the flow of the match must be maintained.
 - o The Captain has the right to protest rules misinterpretations/misapplications, but not judgment calls or sanctions.
 - o Coaches may not address the officials at any time. Coaches are subject to delay and individual sanctions.

Warnings and Sanctions:

- o Team Delays are sanctioned by showing a Card On Wrist: Yellow = warning, Red=Penalty and loss of rally (Delay sanctions remain in effect throughout the set. Multiple delay penalties may be awarded with in set/match.)
- o Individuals guilty of Minor Misconduct should be verbally warned. (Further incidents result in Formal Warning/Yellow Card. Subsequent issues are sanctioned by Penalty/Red Card with a maximum of two per set).
- o Subsequent issues are sanctioned by Penalty (Red Card). Maximum two Penalties per set.
- o Rude Conduct is sanctioned by Penalty (Red Card). Maximum two Penalties per set.
- o Expulsion or disqualification of players rarely occurs, but results in loss of set or match, respectively.
- o Coaches are subject to individual sanction as listed below; those sanctions apply through the match. {1st per match: Yellow card (Warning) 2nd per match Red Card (Warning) 3rd per match: Expulsion}

Playing actions and faults

* Blocks

- o The block contact counts as first team contact; either player of the blocking team may make the 2nd team contact.
 - o Block contact can lead to “four hits” calls against the blockers’ team.
 - o Blocks may legally “re-direct” the ball, but “catch and throw” action should be judged as a “Held ball”
 - o “Joust” between opponents is legal.
- Any player may make next play as 1st contact.



* Tips

- o “Open hand” tipping is illegal. (use “illegal attack” signal)
- o To tip legally, the fingers must be “rigid and together” or knuckles must be used.

* Plane of the net

- o Players may only contact the ball within their own playing space (follow-through after contact is legal).
- o Blockers may contact the ball in the opponent’s space after the attack hit or if opponents are unable to play the ball.

* **Simultaneous Contact by Teammates:**

- o If teammates touch the ball simultaneously it counts as 2 team contacts. Either player may make the 3rd contact.

* **Net:**

- o Net-contact is a fault if it occurs at the top net tape or antenna above the net while playing the ball.

- o Some Exceptions: It is a fault to move the net horizontally to create “extra space” to play the ball. It is a fault to contact the lower net when it interferes with the opponent or hinders their movement.

* **Centerline encroachment**

- o There is no centerline. Players may contact any part of the opponents’ court as long as they do not interfere.

* **Interference:**

- o A player who interferes with the opponents’ ability to make a fair play must be called for the fault.

- * Signal “net fault” and say “interference” (interference is a fault that results in a point, not a replay).

- o Incidental contact between opponents does not constitute interference, (bump knees, step briefly on toes etc).

- o Interference can occur without physical contact. (i.e.: fallen player under net prevents defender covering short).

* **Pursuit**

- o Is legal in beach volleyball.

- o First ball must pass over or outside an antenna.

- o A player may pursue under the net ... even through your opponents’ court.

- o The ball must be played back over or outside the same antenna.

- o Third contact must send the ball legally through the crossing space (between the antennas).

- o Opponents may not interfere with legal pursuit (the key to this call is whether the ball passes “outside” the antennas).

* **Ball Marks:**

- o The ball is “in” if it physically touches the line.

- o The referee (not the players) may occasionally opt to review a ball mark, if they feel it is necessary.

- o A ball that contacts the line or inside the line is “in” (lines moved during the play should be replaced to judge).
- o Smooth sand and well-tended lines are critical to accurate lines calls.

***Hand Setting:**

- o There are two ball-contact faults to consider: “Catch Balls” (Held) and “Double Contacts.”
- o Sets that visibly move down then up, or visibly pause, are “held-ball” faults.
- o Similarly, contacts that visibly re-direct the ball are also judged as “catch ball” contacts (exception: block contact).
- o Clearly distinct and separate contacts of the ball constitute a “double-hit.”
 - * Spin is not a fault... but spin may be an indication that a fault has occurred.
 - * Double-contact during first team contact without finger action is NOT a fault.

*** Defense:**

- o It is legal to momentarily catch (hold) a “hard driven” ball
- o Underhand defense utilizing finger action, both palms facing upward, is prohibited.
- o It is legal for any first contact to strike two or more parts of a defenders’ body during a single action to play the
 - o Double-contact with overhand finger action is not allowed.
 - * Unless the double-contact was in defense of a “hard-driven attack.”

*** Serve Receive:**

- o Served balls are (by rule) “not an attack hit.”
- o It is legal to receive serve open-handed, but strict hand-setting judgment must be applied to the contact.



Question: What should I bring to a beach volleyball tournament?

1. Beach wear: shorts, a few t-shirts, bathing suit, etc. (Whatever you are comfortable in)
2. Sunscreen, sunglasses, visor/hat, socks (for hot sand)
3. Your outdoor volleyball
4. Lots of drinks and snacks.
5. Shade (portable tents and umbrellas/chairs are a must when you are out in the open)

Question: What is the recommended ball?

The Junior Beach Tour uses the Molten Elite Beach Volleyball BV5000 for all events

Question: Are co-ed teams allowed?

No. Teams are comprised of two males or two female players.

Question: Are jerseys required?

No. Jerseys are optional

Question: If I play on a club team indoors, does my USAV Region membership transfer over to use on the beach?

Yes.

Question: Can I play in any division at a beach tournament?

Similarly to indoors, you may play up in an older age division, but you cannot play down. No age waivers are given to beach volleyball player to play down an age level.



Question: What is USA Volleyball's alcohol policy on the beach?

USAV prohibits the use of alcohol beverages during all junior events. Even with this rule there are situations where alcohol might be present at a junior event due to the location where the event is being staged. Many facilities which have volleyball courts also have restaurants and bars located within or adjacent to the facility. When this occurs the event director should take special precautions to limit alcohol reaching the viewing area of the courts and to limit junior access to the area where liquor is being sold. Below are recommendations for conducting a safe event for juniors where alcohol is present:

1. The viewing area where spectators are present should clearly denote alcohol is not permitted in the general viewing area.
2. Volunteers should be instructed to be on alert for patrons possessing alcoholic beverages and how to deal with the situation.
3. Ideally, there should be separate access for the juniors to access the playing area, separate from the area where alcohol is served.
4. If this is not possible, the area where alcohol is served and consumed should be roped off and clearly indicated that no juniors are allowed.
5. No alcohol is permitted in the areas where the junior event is held.
6. The facility must have its own liquor license and insurance which should be properly posted.
7. Alcohol signage should be removed or covered whenever possible, especially from court signage (net tapes, ball stops, etc.)
8. The event, the event director, USAV and the club should be included as additional insureds under the liquor license.



CHOICE: _____ WORK TEAM _____ / _____ COURT # _____ DATE _____

A OR B /

CHOICE: _____ WORK TEAM _____ / _____ COURT # _____ DATE _____

A OR B /

LAST NAME, FIRST NAME _____ / _____ LAST NAME, FIRST NAME _____ / _____ LAST NAME, FIRST NAME _____ / _____

TEAM	SERVICE ORDER	PLAYER IDENTIFICATION	MISCONDUCT SANCTIONS	SET START TIME:	SET END TIME:	SET DURATION:	COURT SWITCH SCORE	
I	I	I	1	2	3	4	A : B	
			5	6	7	8		
II	II	II	1	2	3	4	7	
			5	6	7	8		
III	III	III	1	2	3	4	14	
			5	6	7	8		
TIME-OUT	DELAY SANCTIONS	TEAM POINTS:	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18					TO 21
WARNING	PENALTY	PENALTY	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18					28
TIME-OUT	DELAY SANCTIONS	TEAM POINTS:	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18					35
WARNING	PENALTY	PENALTY	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18					42
TIME-OUT	DELAY SANCTIONS	TEAM POINTS:	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18					49
WARNING	PENALTY	PENALTY	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18					56
TIME-OUT	DELAY SANCTIONS	TEAM POINTS:	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18					63
WARNING	PENALTY	PENALTY	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18					70
TIME-OUT	DELAY SANCTIONS	TEAM POINTS:	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18					77
WARNING	PENALTY	PENALTY	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18					77

SEE REVERSE SIDE FOR REMARKS

LAST NAME, FIRST NAME _____ / _____ LAST NAME, FIRST NAME _____ / _____ LAST NAME, FIRST NAME _____ / _____

TEAM	SERVICE ORDER	PLAYER IDENTIFICATION	MISCONDUCT SANCTIONS	SET START TIME:	SET END TIME:	SET DURATION:	COURT SWITCH SCORE	
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WARNING	PENALTY	PENALTY	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18					77

SEE REVERSE SIDE FOR REMARKS

Pool Sheet

Tournament	Date	Division	Pool	Courts
—		—		

Teams

#	Team Name	Matches			Sets			Points		
		Wins	Losses	Win %	Wins	Losses	Win %	For	Against	Point %
1	<u> </u>									
2	<u> </u>									
3	<u> </u>									

Match Schedule

Match 1	<u> </u>	<u> </u>
	Ref: <u> </u>	
Game 1		
Game 2		
Game 3		

Match 2	<u> </u>	<u> </u>
	Ref: <u> </u>	
Game 1		
Game 2		
Game 3		

Match 3	<u> </u>	<u> </u>
	Ref: <u> </u>	
Game 1		
Game 2		
Game 3		

Pool Sheet

Tournament	Date	Division	Pool	Courts
_		_		

Teams

#	Team Name	Matches			Sets			Points		
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2	<u> </u>									
3	<u> </u>									
4	<u> </u>									

Match Schedule

Match 1	<u> </u>	<u> </u>
	Ref: <u> </u>	
Game 1		
Game 2		
Game 3		

Match 2	<u> </u>	<u> </u>
	Ref: <u> </u>	
Game 1		
Game 2		
Game 3		

Match 3	<u> </u>	<u> </u>
	Ref: <u> </u>	
Game 1		
Game 2		
Game 3		

Match 4	<u> </u>	<u> </u>
	Ref: <u> </u>	
Game 1		
Game 2		
Game 3		

Match 5	<u> </u>	<u> </u>
	Ref: <u> </u>	
Game 1		
Game 2		
Game 3		

Match 6	<u> </u>	<u> </u>
	Ref: <u> </u>	
Game 1		
Game 2		
Game 3		

Pool Sheet

Tournament	Date	Division	Pool	Courts
—		—		

Teams

#	Team Name	Matches			Sets			Points		
		Wins	Losses	Win %	Wins	Losses	Win %	For	Against	Point %
1	==									
2	==									
3	==									
4	==									
5	==									

Match Schedule

Match 1	—	—
	Ref: —	
Game 1		
Game 2		
Game 3		

Match 2	—	—
	Ref: —	
Game 1		
Game 2		
Game 3		

Match 3	—	—
	Ref: —	
Game 1		
Game 2		
Game 3		

Match 4	—	—
	Ref: —	
Game 1		
Game 2		
Game 3		

Match 5	—	—
	Ref: —	
Game 1		
Game 2		
Game 3		

Match 6	—	—
	Ref: —	
Game 1		
Game 2		
Game 3		

Match 7	—	—
	Ref: —	
Game 1		
Game 2		
Game 3		

Match 8	—	—
	Ref: —	
Game 1		
Game 2		
Game 3		

Match 9	—	—
	Ref: —	
Game 1		
Game 2		
Game 3		

Match 10	—	—
	Ref: —	
Game 1		
Game 2		
Game 3		