

**MESSAGE FOR 2009**

Once again it is my privilege to present the Beach Volleyball Refereeing Guidelines- this time the 2009 edition. It is hoped that this document, which year after year is being updated in order to reflect the various rule and officiating developments, will be both informative and challenging. It should be read in conjunction with the Rules of the Game, the various referee related on court Protocols and the Casebook, which as a package forms the foundation of our officiating references.

As we enter the new Olympic cycle 2009- 2012, referees must pay particular attention to any relevant highlights on the criteria for enforcing the Rules of the Game maintaining both consistency and universal criteria at all times. The quality of officiating in these particular areas is a key factor in the successful communication to all parties of the criteria and the objectives defined by the FIVB (players, officials, spectators, television, media, and promoters).



Under the guidance of the Beach Volleyball Permanent Committee and the FIVB through its Code of Conduct, again we note particular areas of emphasis based on our experiences over the past years and the desire to move the game forward in line with the desires of our sport's various stakeholders including players, television, media and organisers expressed at the FIVB World Council. It is with this in mind, and although no major changes have been added from previous seasons, that we recommend that you read carefully this document and understand the main areas of emphasis that have been added in the past years and apply the spirit and meaning of these during your officiating throughout the season.

Particular areas of emphasis added in the past years include; criteria for net contact judgement, clarification of legal fingertips attack contact, delay prevention with emphasis to the implementation of the 12" rule and the elimination of protracted discussions player-referee, consistency at the implementation of misconduct sanctions in due coordination with the enforcement at the Swatch-FIVB World Tour of a "money fine sanction scale", the sanctioning of players switching court before authorized by the referees, timing of medical TO, criteria for allowing medical assistance outside of medical TO and to regulate the use of toilets by players during the game, coaches participation at their team's competition court warm-up, etc.

Best of luck with you're officiating in 2009

José Casanova

FIVB Beach Volleyball Refereeing Commissioner

## CONTEXT FOR OFFICIATING

REFEREES apply the rules of the game. Officiating at Beach Volleyball events requires constant awareness to any change and / or interpretation of the official Beach Volleyball rules. For the correct application of the rules, REFEREES must know them faultlessly and apply them decisively and correctly within the context of the game.

The rules must reflect the demands of the development of the sport. When they are formulated and / or modified, the following factors should naturally be taken into consideration:

- Technical and tactical development
- Spectacularity
- Publicity, marketing and promotion
- Financial requirements
- Cultural, recreational and societal changes

REFEREES must be able to take correct decisions with authority whenever a situation arises which is not specifically clarified in the rules. REFEREES therefore should have a complete knowledge of the theoretical Refereeing guidelines and of the general functions of the rules, which:

- Define the characteristics of the game
- Define proper techniques
- Allow the game to be played safely under fair conditions
- Encourage sportsmanship
- Encourage top performance and spectacularity
- Allow a game that can be marketed and promoted well

This will allow REFEREES to work much more accurately and follow the "spirit of the rules".



## PERFORMANCE OF OFFICIALS

The FIVB Refereeing Delegate is responsible for all Refereeing issues and reports to the FIVB Technical Supervisor. The FIVB Refereeing Delegate will work to instruct, facilitate the work of and provide feedback to officials working in various capacities.

REFEREES also work under close co-ordination with the Refereeing Manager at a given event. Together with the Host TV Broadcaster, Promoter and other Officials, REFEREES must also ensure that production and organisational needs of television are met. These include match protocol, TV replays, official photographer and TV camera positions on the field of play.

Although Beach Volleyball is a modality of Volleyball, there are fundamental differences in the playing numbers, techniques of the players, match formats and nature of the conditions, which guide the differences in the rules between these two games. Therefore, there are REFEREEING techniques, interpretations, protocols and situations, which are different. REFEREES must understand these clearly.

In conclusion, REFEREES not only have to perform their duties and direct the match according to the rules and it's spirit, but their REFEREEING performance is also governed by contributing factors such as health (physical and mental), legal factors (health and safety laws, drug testing and Code of Conduct) and social factors which are not purely technical in nature. REFEREES should always remember that they are not only there to officiate, they are also a teacher, promoter and administrator and may be required to assist the Referee Delegate if requested. They in this way have a delegated responsibility to act in the best interests of the FIVB and its various stakeholders. REFEREES should be closely aware of these factors, conduct their duties, following ethical considerations both on and off the court, while also directing the match accordingly under the rules.

## 1. PLAYING AREA

REFEREES must check that:

1. The net is perpendicular to the court.

**Note:** *In a square court (8m x 8m for one side), the length of each short diagonal (11.31 meters) must be equal.*

2. The playing area, sand condition and equipment are safe for the players and officials.

**Note:** *The FIVB Technical Supervisor(s) takes the final decision if temperatures and/or poor weather conditions make it unsafe to play.*

**Note:** *The REFEREES must during the warm up time inspect the court and free zone area prior to each match officiated checking its symmetry, safety and general condition.*

3. The court is maintained by raking between sets.

**Note:** *The sand tends to become dug out in the service reception positions and uneven near the net. REFEREES must check that the sand is levelled inside the court and service area and ensure that a flat area exists around all external lines both inside and outside the court lines.*

**Note:** *The SECOND REFEREE should check that this is done properly by the court staff.*

4. Boundary lines are properly secured and present no danger to players.

**Note:** *Exposed hooks, metal fastening devices or spikes to hold the lines in place are not acceptable.*

**Note:** *The REFEREES and linejudges should continuously check during the match the condition of the lines and court. Any raking authorized by the REFEREES should ensure both playing courts are in equal condition. Same principle applies for watering procedures which furthermore require prior authorization by the relevant FIVB Delegate(s).*



## 2. NET AND POSTS

REFEREES must check that:

1. The height of the net is as per Rule 2.4.

**Note:** *REFEREES must check the height of the net, after the sand has been levelled.*

2. The net, posts and REFEREE's stand are properly padded so that a player is not a risk of injury from exposed hard or sharp surfaces.

**Note:** *If REFEREES feel that the equipment is not in accordance with the rules, they must immediately inform one of: the FIVB Technical Supervisor, the FIVB Refereeing Delegate or the Court Manager to ensure the problem is fixed.*

3. Only FIVB approved equipment is used for international competitions.

**Note:** *Equipment must be as prescribed in Rules 2.1 to 2.6.*

4. The length of the net is 8.0m and the distance from the sideline to the posts is between 0.7 and 1m.

**Note:** *In FIVB Competitions the REFEREE must ensure that the net meets all requirements in accordance with FIVB marketing regulations.*

## 3. BALL

REFEREES must check that:

1. The Mikasa VLS 200, (67 cm diameter  $\pm 1$  cm) the exclusive and official ball for FIVB International Beach Volleyball competitions is used.

**Note:** *FIVB homologated Balls are provided by Mikasa to the competition organisers, and controlled for the competition by the concerned FIVB Referee Delegate and further checked by the match REFEREES.*

**Note:** *Players do not have the right to decide which balls will be used in their match.*

2. The four match balls (three-ball system, plus one reserve balls) are similar.

**Note:** *According to Rule 3.3, the three-ball system to be implemented at international competitions.*

3. The ball pressure and weight of all four match balls are consistent throughout the day's competition.

## 4. TEAMS

REFEREES must check that only the two players for each team indicated on the scoresheet participate in the match.

**Note:** *In each team, one of these players will be the team captain and REFEREES must check that this is recorded on the scoresheet prior to the match.*

## 5. PLAYERS' EQUIPMENT

REFEREES must check that:

1. Players' uniforms comply with the tournament regulations.

**Note:** *Uniforms are checked before the tournament but REFEREES must check that players always have matching uniforms, especially shorts / bathing suit bottoms that comply with the tournament regulations (including sponsorship dimensions, number of logos, accessories, and temporary tattoos).*

**Note:** *REFEREES should note the need to check uniforms for religious, racial, or political messages etc in order that they comply with IOC regulations.*

2. The players are wearing the correct number (1 or 2) corresponding to their recorded name on the scoresheet.

**Note:** *In the case of matching uniforms and designation of chairs Rule 5.2.1 shall apply (i.e.: coin toss).*

**Note:** *If the players are found to be incorrectly wearing the wrong uniforms (numbers 1 and 2) before, during or after a match this will be corrected by changing the uniforms and or scoresheet and or serving player as appropriate. No penalty shall apply.*

3. The FIRST REFEREE may authorise players to wear footwear (socks/shoes).

**Note:** *Use of footwear may be appropriate because of sand conditions or possible injury, but players must receive the authorisation of the FIRST REFEREE before using socks / shoes.*

4. For cold weather conditions the FIRST REFEREE may authorise players to wear appropriate clothes.

**Note:** *Use of leggings on court will be allowed if the temperature drops below 15 degrees Celsius.*

**Note:** *The clothes worn by players in case of cold weather conditions must be consistent in type, style, manufacturer, colour, sponsor, etc.*

5. Players cannot wear forbidden objects, which may give them an artificial advantage or cause injury to themselves or other players.

**Note:** *Players wear glasses and contact lenses at their own risk.*

6. The players are wearing approved uniforms from the time they enter until they leave the playing area.

## 6. RIGHTS AND RESPONSIBILITIES OF THE PARTICIPANTS

1. It is the responsibility of the participants to know the official Beach Volleyball rules and abide by them.

2. Participants must refrain from actions to cover up faults. This includes intentionally covering up a ball mark in the sand after REFEREES have blown the whistle to stop the game.

**Note:** *The FIRST REFEREE can review a ball mark (Rule 6.1.4). REFEREES should as much as the circumstance allows follow the FIVB Ball Mark Protocol.*

3. All players can speak to REFEREES (not only the team captains), while the ball is out of play, providing it is in accordance with Rules 6.1.7 a) - c).



**Note:** *REFEREES must allow players a right to a normal emotional response to a decision while maintaining the overall integrity and spectator appeal of the game.*

**Note:** *REFEREES explanation, in case required, should be clear and concise, use correct English Technical Terminology which may as appropriate be accompanied by hand signals. No further delays should be permitted and the players urged to immediately resume play.*

4. Players do not have the right to question judgement calls or insist that a REFEREE review a ball mark on the sand. They may only inquire as to the application or interpretation of a rule.

**Note:** *Players must not cross under the net*

*to review a ball mark in the sand. REFEREES must penalize any player(s) who crosses under the net with a red card for rude conduct.*

5. The captain must sign the scoresheet and represent the team at the coin toss.
6. Coaches are not allowed within the playing area during the match. If REFEREES clearly see anyone coaching a team during a match, they must immediately inform a Supervisor. REFEREES may be asked to formally record the circumstances of the coaching by the Technical Supervisor.  
**Note:** *Coaches are allowed in the court during respective team's warm-up until the start of the official match protocol.*
7. Teams have designated timeout areas and must use the same area throughout the entire match.  
**Note:** *Should any question arise as to the allocation of the designated timeout area it is allocated by coin toss (as per Rule 5.2.1).*
8. Players have a right under the FIVB Protest Protocol to formally protest about referees' decision before, during or after a match.  
**Note:** *REFEREES should be familiar with all aspects of the Protest Protocol especially the use of two Levels of Protest during the match.*

## 7. SCORING SYSTEM

1. In Rally Point Scoring (RPS) sets one and two are played to 21 points, with a 2-point advantage needed. There is no cap. The third set, if needed, would be played to 15 points with a 2-point advantage, with no cap needed.
2. A team that is declared in default will lose the match with a set score of 0-21, 0-21 and a 0-2 match result, (Rule 7.4.1, and 7.4.2).
3. In RPS a point is gained from each rally or from a penalty (misconduct or delay).
4. A team that is declared incomplete will retain any points gained or sets won with the opposing team being awarded the points needed to win the set and the match (Rule 7.4.3).  
**Note:** *For FIVB World Competitions whenever the Pool Play format is implemented, Rule 7.4 may be subject to modifications as stated in the Specific Competition Regulations issued by the FIVB in due time, establishing the modality to be followed for treating the default and incomplete team cases.*

## 8. PREPARATION OF THE MATCH

1. The coin toss is conducted before the warm-up, and not before the scorer has arrived courtside and is ready to record the results of the coin toss on the scoresheet.  
**Note:** *After the coin toss the captain must sign the scoresheet to confirm the details recorded especially that the number (1 or 2) of the player matches the player's name. They must also confirm their service order and side of the court as soon as possible.*
2. It is important that REFEREES keep to the total protocol time (esp. warm-up session), allocated to the teams so that the tournament is not prolonged during the day. This protocol should be confirmed at the Technical Meeting. REFEREES must be sure of this allocated time and ensure there are no delays.  
**Note:** *REFEREES should closely study the FIVB Match Protocol especially the total length of the protocol and key times within it for the match officials.*
3. It is important to follow the protocol, to avoid confusion should a forfeit occur because of one team not being present at the court. A REFEREE should not assume a team will not be present based on a previous forfeit by the team. Be sure that the scoresheet is completed before allowing anyone to sign it. Notify the relevant FIVB Delegate(s) in the case of possible forfeit. (The coin toss should be conducted; the players present notified of the official warm up time beginning by blowing of the whistle and ending by blowing of the whistle. Then a whistle indicating teams to start the match. If at this time a team is incomplete the forfeit is given).  
**Note:** *The FIRST REFEREE must follow the instructions of the relevant FIVB Delegate(s) especially in exceptional circumstances keeping all officials and players aware of situation. REFEREES at all times should follow the procedure as defined in the FIVB Forfeit and Default Protocols.*

## 9. TEAM LINE-UP

A team can only play with two players, no more, no less. Therefore, there is no substitution or replacement of players (Rules 9.1, 9.2).

## 10. PLAYERS' POSITION

1. Players may position themselves anywhere within their respective court. Therefore, there are no positional faults at the moment of the servers hit.

**Note:** The SECOND REFEREE may at the time of service be watching both teams in order to assist the FIRST REFEREE but they must do so in a way that ensures they still primarily watch the receiving team.

2. If an illegal player is found to have served, they can only be penalized by loss of service (or points scored) if they prior to their service have been correctly notified by the scorer, SECOND REFEREE or FIRST REFEREE that they are illegal.

**Note:** If the correct procedure for notifying a wrong server has not taken place (e.g.: late notification or incorrect notification by the scorer) the service order is merely corrected with the team(s) maintaining their points and a new service made.

## 11. STATES OF PLAY

1. The ball is in play from the moment the server contacts the ball after the whistle for service by the first REFEREE.

2. The ball is out of play (dead) the moment either REFEREE whistles. REFEREES must blow the whistle at the moment of the fault (e.g.: for "ball in" or "out").

3. REFEREES must remember that the ball mark could be completely outside the line, but the ball called "in" if the ball contacted the boundary line, which was slightly raised by a mound of sand (Rule 11.3).

**Note:** REFEREES must be aware that the line may move due to the ball landing near it. This should not influence the decision, which is based on actual contact with the line.

4. The ball is "out" when it completely crosses the lower space under the net, between the imaginary extension of the antennae but this is signalled as in. (Diagram 8/22).

5. Players are allowed to return a ball that has passed outside the antennae as long as the ball is returned back outside the antennae (i.e.: not through the crossing space) on the same side of the court

**Note:** Outside the antennae is defined as passing completely outside or partly outside (i.e.: over) the antennae.

**Note:** That a ball that passes between any of the ropes or cables that link the net with the post without touching any of them will be able to be legally continued in play i.e.: it is considered part of the external space. A ball that passes completely inside the antennae is therefore illegal.

**Note:** All other rules 16.8a and 17.2.2 apply for the team. The ball may be retrieved from beyond the free zone.

## 12. PLAYING FAULTS

1. REFEREES must judge faults and apply penalties according to the official Beach Volleyball rules.

2. If two or more faults are committed successively, only the first one is considered. For this reason, it is most important that REFEREES blow the whistle immediately upon seeing a fault. If both REFEREES blow their whistle to stop play, the first whistle will be considered.

3. If two opponents commit two or more faults simultaneously, a double fault is committed and the rally is replayed.

4. If there is any doubt about the order of faults, it is good officiating technique to quickly discuss or clarify information with your fellow officials.

## 13. PLAYING THE BALL

1. A team is entitled to a maximum of three hits for returning the ball over the net. If two players contact the ball simultaneously it is counted as two hits (except at blocking), and either player may contact the ball for the third hit.

2. If simultaneous contact by opponents occurs over the net and the ball remains in play, the team receiving the ball has three more hits.

3. If the ball goes out after the simultaneous contact, the fault is charged to the team on the opposite side. If this simultaneous contact causes the ball to directly hit the antenna, there will be a replay.

**Note:** This situation must be examined very carefully, as simultaneous hold over the net is not a fault and after this contact, the ball may land outside the court or contact the antenna.

4. If simultaneous contact by opponents occurs over the net and both opponents hold the ball, play can continue after this action.

5. The ball must be hit cleanly and not held or carried. It can rebound in any direction.

**Exceptions:** See Rules 13.4.2 a) - b).



**Note:** There are various unique methods of setting and passing the ball in Beach Volleyball. A REFEREE must understand the nature of these shots concentrating on the initial point of contact and then the release point therefore establishing the shots length of time of contact (e.g.: deep dish set) and how technically correct or clean the contact was (e.g.: double contact).



**Note:** REFEREES must be consistent and equal in their application of the setting criteria between the carried ball and double contact. This will require REFEREES to pay particular attention to prolonged holding of the ball (deep dish setting). It is extremely important that the criteria applied to ball handling do not allow one team an advantage especially in their ability to hold the ball for a prolonged period of time, thus gaining greater control over the attack. REFEREES should try to maintain uniform criteria in ball handling not only from day to day but from tournament to tournament.

In defensive action of a hard driven attack, the ball can be slightly held, overhand with fingers. A good indication of a hard driven attack is the time in which the defensive player had to react to play the ball. If the defensive player had time to make a decision or to react by changing, their technique as to how to play the ball it was probably not a hard driven ball.

**Note:** This may apply to the second touch of a team if the block contact was slight and the ball is still a hard driven attack, or to the defensive action (team first contact) after a ball has been blocked.

**Note:** A hard driven ball by the offensive player may occur from a player standing on the ground. It is not necessary that they jump and spike the ball in all circumstances. REFEREES must be consistent in their application of the hard driven ball criteria clearly understanding the nature of the attack as it passes over the net, after it contacts a block or net etc.

6. There may be consecutive contacts, provided it is one attempt to play the ball when it is the first contact by a team. The exception to this is the overhand finger action.

**Exception:** Hard driven attack (Rule 13.4.2.a).

7. Within the playing area, a player is not permitted to take support from a team-mate or any other structure/object in order to reach the ball.

8. The ball may be played with any part of the body (except when serving).

9. In a playing action, players have the right to play the ball beyond the free zone (except the service). A ball may be therefore recovered from any point outside the free zone.

**Note:** Within the playing area a player is not allowed to take support from a team-mate or any structure/object in order to reach the ball (Rule 13.3).

## 14. BALL AT NET

Play can continue after the ball is driven into the net provided it is within the limits of the three team hits and contacts the net between the antennae's' without touching them.

## 15. PLAYER AT THE NET

1. We draw attention to the text of the contact of the player with the net (Rule 15.3), emphasizing in particular the wording of Rule 15.3.1. Contact with the net or antenna (Rule 15.4.3) is not a fault, unless it is made during the action of playing the ball or interferes with play. The action of playing the ball is any action of players close to the ball attempting to play it. The text of Rule 15.3.3 is also very important as, although it is not new, it is not followed by referees.

a) If a player is in his/her playing position within his/her court and the ball is driven from the opposing side into the net and causes the net to touch the player (Rule 15.3.3), no fault is committed by the player.

b) Incidental contacts of the net with players caused by a significant alteration of its normal shape due to the wind should not be considered a fault and play should continue.



**Note:** When a player is considered to be close enough to the ball to be part of the action of playing the ball, the touch of the net is a fault.

2. A player may enter the opponents' space, court, and/or free zone, provided that this does not interfere with the opponents' play (Rule 15.2).

3. Interference under the net is primarily the SECOND REFEREE'S responsibility to judge. Contact by players is not always interference. If the contact is incidental and did not interfere with the players' ability to make play on the ball there is no fault.

4. Interference may be penalised if the contact is not physical but merely threatened. The player may be in the path of the player making a play on the ball, thus causing the player to have to go around them to make a play on the ball.

**Note:** Interference may be penalised if the player's ability to play the next or subsequent hit is impeded.

5. An interference fault may be penalised regardless of the player's position on the playing court or in the free zone. The REFEREE may in some cases clearly see that the player has deliberately substantially altered their position in order to interfere with the other players attempt to play the ball. This is a fault.

6. A player who deliberately reaches towards and contacts the ball through the net when the ball is on the opponent's side causing the opponents not to have a play on the ball will be penalised. Conversely, a ball hitting a player through the net when the player did not attempt to deliberately contact the ball would not be a penalty (e.g.: they had a potential play on the ball or were in an existing position).

**Note:** This situation is penalised as a net touch as the player is considered deliberately to have caused the net to touch them, not the ball causing the net to touch them.

## 16. SERVICE

1. Once a team has determined its service order, it must be maintained throughout an individual set. The scorer must hold up a numbered paddle (1 or 2) to indicate the correct server. Therefore, a service order fault should never occur unless a player insists on serving out of order. This is a service order fault and is penalised.

**Note:** If the correct procedure for notifying a wrong server has not taken place (e.g.: late notification or incorrect notification by the scorer) the service order is merely corrected with the team(s) maintaining their points and a new service made.

**Note:** This procedure only applies if the wrong server is from the team that legally should serve. If the wrong team serves (either player), play must stop and be recommenced with no points scored. This will usually occur at the start of the set.

2. The server does not have to start their approach for service in the service zone. At the moment of the service hit or takeoff for a jump service, the server must not be in contact with either the court (the end boundary line included) or the ground outside the service zone. The server's foot may not go under the line. After the serve, they may step or land outside the service zone, or land inside the court.

**Note:** The player may be authorised to serve as long as they are behind the service line or its imaginary extension.



3. REFEREES must understand that a line may move because a player kicks / pushes the sand. Therefore, the line moving is not necessarily a fault.

**Note:** The FIRST REFEREE should be conservative in the calling of a foot fault relying primarily on the linejudge signalling a fault.

4. If the opponents request a player causing a screen to move they must move sideways or bend downwards so the player has a clear view of the server. Therefore, there should never be screening faults. It is the responsibility of the players to indicate the fault to each other, either by hand or

verbally so that it can be corrected before the service whistle.

**Note:** The *FIRST REFEREE* should check before authorising service that no receiving team player is signalling for a screen. They should additionally check again the receiving team if the server significantly alters their position.

5. A player has only one service attempt once the ball has been released to initiate service (Rules 16.5.6, 16.5.7).

**Note:** Many players will release the ball from their hand(s) before the actual toss for service. The *REFEREE* must clearly understand carefully the intention of the player.

6. A service ball touching the net is not a fault.

## 17. ATTACK-HIT



1. The open hand "dink or tip" to direct the ball to the opponent's court with the fingers is a fault. The ball poked with fingertips or knuckles is allowed.

**Note:** In case of fingertips contact the fingers that contact the ball must be together and rigid.

**Note:** Caution must be taken when a player contacts the ball first with the fingers and then pushes the ball into the block causing a "held ball" over the net. This first contact is a fault and should be penalised. If both teams contact the ball simultaneously, causing a held ball (over the net), this is not a fault and play should be allowed to continue.

2. A player may complete an attack-hit using an overhand pass (which has a trajectory perpendicular to the line of the shoulders), either forwards or backwards.

**Note:** The *REFEREE* should consider the line of the player's shoulder at the time of first contact with the ball. Players must establish their shoulder position before the contact is made.

3. An opponent may not complete an attack hit on a service, while the ball is completely above the height of the net. This is a fault.

**Note:** Therefore, it is illegal to block a serve.

## 18. BLOCK

1. Blocking is the action of players close to the net to intercept the ball coming from an opponent by reaching higher than the top of the net (Rule 18.1).

2. The block contact is counted as a team hit.

3. Any player, including the one who has touched the ball at the block, may execute the first hit after the block (R.18.2). This would be the second team contact because the block contact is counted as a team hit (R.18.4.1).

## 19. TIMEOUTS

1. Each team is entitled to a maximum of one timeout per set. The duration of the timeout is 30 seconds, which cannot be shortened.

**Note:** The *REFEREE* should commence their timing of timeout from the time of the completion of the signal for timeout, when it is clear that both teams have seen this signal, not when the last player leaves the court. This involves common sense in when to start the timing allowing both teams to clearly understand that play has finished and the Timeout started.

**Note:** The following steps should be followed under usual circumstances for the timing of Timeouts:

- 15 seconds to leave the court (start timing as above)
- 30 seconds timeout for the players at designated chairs
- *SECOND REFEREE* to blow their whistle at 45 seconds and signal for the players to return to the court
- *SECOND REFEREE* actively encourages the players to return to the court
- 15 seconds to return to the playing court and prepare to serve or for reception
- Total elapsed time should not exceed 1 minute.



2. Any player may request a timeout while the ball is out of play and before the whistle for service. Players must use the proper hand signal when requesting a timeout. If a player does not show the hand signal for a Timeout, either REFEREE will ignore their request and resume play immediately.
3. In sets one and two a technical timeout (TTO) will occur when the sum of the points is 21 points.  
**Note:** *The TTO will be signaled as a court switch with the teams then following the same procedure as a timeout.*

## 20. DELAYS TO THE GAME

1. Examples of delaying the game are:
  - (a) Prolonging the 12 seconds between rallies without authorisation
  - (b) Attempting to slow down the pace of the match
  - (c) Prolonged discussions with officials about decisions or declining to continue the match after discussion with the officials without requesting a Protest Protocol
  - (d) Prolonging timeouts or side switches
  - (e) Repeating improper requests in the same set
  - (f) Repeated requests to know the number of Timeouts used.

**Note:** *Many different delaying tactics are being used by players while attempting to slow down the pace of the match. REFEREES are required to carefully identify these while monitoring that a constant pace will be as much as possible implemented between rallies.*

**Note:** *When explaining their decision to a player REFEREES should be clear and concise, use correct English Technical Terminology which may as appropriate be accompanied by hand signals, and then in case the player insists ask if they wish to initiate a Protest Protocol. No further delays should be permitted and the players immediately requested to continue the match.*

2. The first delay by a team in a set is sanctioned with a Delay Warning.
3. The second and following delays of any type in the same set will be sanctioned with a Delay Penalty.



## 21. EXCEPTIONAL GAME INTERRUPTIONS

1. If in a REFEREE's opinion, an injury occurs during the rally and a player may be further injured if play continues, the REFEREE must blow their whistle immediately to stop play. The rally is then replayed.
2. An injured player is given a maximum 5-minute recovery time, only once in a match. REFEREES should not allow a player to abuse this rule. REFEREES are responsible to help determining the nature of the injury by asking to the injured player to request the relevant medical assistance among the Official staff assigned on site. REFEREES should also be aware of the circumstances leading up to the injury.

**Note:** *However, the player decides if they are finally able to continue play. They may choose to continue playing even against medical advice.*

**Note:** *REFEREES must fully understand all the procedures contained in the FIVB Medical Injury Protocol noting the roles of the First REFEREE, Second REFEREE, Official medical staff members, FIVB Technical Supervisor, and FIVB Referee Delegate. It is extremely important that all procedures with the FIVB Medical Injury Protocol are followed exactly.*

**Note:** *Official medical staff members (doctor and physiotherapist) are required at all court locations for events with more than 1 venue. Under these circumstances players will not be allowed to ask for specific assistance of the FIVB physiotherapist, etc.*



**Note:** A player's personal accredited medical staff member is able to enter the court during a Medical Injury Protocol, but the timing of the medical injury only commences with the arrival of the appropriate Official medical staff.

**Note:** In the case that the team's medical staff succeeds in resolving the injury before the arrival of the requested official medical staff assigned on site and the player declares that he/she is ready to resume play, the Referee is not required to wait for the official medical staff arrival and should resume play.

**Note:** Medical assistance may be provided to players at regular game stoppages (TO, TTO, intervals) with no delay to the game.

**Note:** In case a player will delay the normal sequence of the game while using the toilets, a medical time-out will be assigned to this team/player.

3. If the player is not able to resume play at the conclusion of the 5-minute recovery time, the team is declared incomplete (R 7.4.3.).

4. The FIVB Technical Supervisor, after consulting the tournament Executive Committee, will take the final decision of interrupting the match/tournament if temperatures, light or weather conditions present a danger to players or do not enable normal playing conditions to be maintained.

5. The FIRST REFEREE has the responsibility to judge all areas of external interference including members of the auxiliary corps, spectators and other objects / persons.

## 22. COURT SWITCHES AND INTERVALS

1. In RPS, after every 7 points played, the teams switch courts immediately (5 points in set 3). If the teams fail to switch at a multiple of 7 (5 in set 3), they must switch at the earliest possible moment when the ball is out of play. There is no fault or deduction of points and play continues as if the teams switched at the correct time.

**Note:** The points are recorded on the scoresheet in the Court Switch Box as the actual score, even though it is not a multiple of 7 (or 5 in set 3).

2. There is no interval during switch of courts. Teams must switch courts immediately but not before being whistled for court switch by the REFEREE.

**Note:** Any time a player switches court before the whistle of the Referee for court switch, his/her team will be sanctioned for delay.

3. REFEREES must insist as much as possible on players between rallies moving directly to their position for service or reception. The time between rallies should be 12 seconds. However, this may be extended to 15 seconds with the permission of the Technical Supervisor in the case of extreme weather conditions such as humidity or heat.

**Note:** The time between rallies may be shortened if both teams are ready.

**Note:** The FIRST REFEREE will only allow a delay between rallies if in not allowing it would represent substantial hazard, danger or threat to the safety of the player or decrease the image / presentation of the match. The 12 seconds guideline particularly applies to players not delaying the time between rallies by altering lines, excessive communication to their partner, use of towels, wiping of glasses etc. REFEREES should maintain a constant pace as much as possible between rallies and for side switches while also being consistent in the application of verbal warnings / penalization for similar types of delaying tactics.

**Note:** The REFEREE should initially, in the case of small delays between rallies give verbal warnings (indicating teams to return to commence play), but a pattern of continued delays should be sanctioned.

**Note:** Players if they wish to use a towel should do so immediately at the end of the rally not at the end of the 12 seconds.

4. The interval between sets is 1 minute. During the interval between the second and deciding set the FIRST REFEREE, carries out a new coin toss (Rule 8.1).

**Note:** In the interval between sets 1 and 2 the FIRST REFEREE should stay on the REFEREES chair.

## 23. MISCONDUCT

1. It is important that REFEREES understand the misconduct sanction scale and apply the rules correctly (Rule 23). This is especially important in RPS as misconduct or delay penalties may lead to complex applications of the rules and their resultant effect on the scoresheet.

2. REFEREES must understand that they are not policemen but conductors of the match. Normal reactions and emotional response to decisions do not necessarily show disrespect to the officials' decisions. These reactions are human and a natural response by a competitive athlete. REFEREES must judge these emotional responses in the context of maintaining an appropriate level of demeanour, presentation of the match and equity in penalties applied.

**Note:** REFEREES must penalise more actively cases of misconduct that are clearly not normally acceptable communications between an official and a player. This would include gestures, tone of

voice, abuse of equipment (esp. ball and net) and protracted discussions with officials. REFEREES are able to utilise the penalisation of Rude Conduct (red card) without prior warning.

**Note:** Cases of players excessively abusing match equipment are considered as being Rude Conduct even in the first instance.



**Note:** For further guidance at this particular area, please refer to the RDM Appendix 10 "money fine sanction scale – implementation guidelines"

**Note:** Every time a player "calls" a fault, thus trying to influence the referee, the player to be verbally warned at the first instance. The second and following offences of this type in the same set to be sanctioned according to the Misconduct sanction scale (unsportsmanlike conduct).

3. Sanctions are cumulative only within an individual set. A player may however receive more than one red card for misconduct in an individual set.

**Note:** Offensive and Aggressive conduct do not require prior sanction.

**Note:** The scorer and REFEREES should be able to differentiate between a red card for repeated Unsportsmanlike conduct and a red card for Rude conduct.

4. A player who crosses under the net to review a ball mark must be penalized by the FIRST REFEREE for Rude conduct.

**Note:** REFEREES must also pay particular attention to deliberate kicking (propelled out of free zone) of a ball at the completion of a rally. REFEREES must clearly distinguish between various offences (and appropriately sanction) taking into account circumstances such as intent, degree of premeditation and strength of players action.

**Note:** It is of most importance that REFEREES maintain uniform criteria in sanctioning players' misconduct not only within an individual match but also from tournament to tournament.

## 24. REFEREEING CORPS AND PROCEDURES

It is very important that REFEREES' signal the end of the rally, when they are sure a fault has been committed and have identified its nature. This should be done by using the official hand signal.

The FIRST REFEREE at the end of the rally must then show:

- a) Which team will serve the ball next?
- b) The nature of the fault by using the official hand signal (if necessary)
- c) The player at fault (if necessary).

These hand signals are separate and should follow the same order each time they are made.

**Note:** It is generally necessary to show the nature of the fault:

- (a) If the ball (in or out) lands near the line (1-2 metres)
- (b) If the touch is small
- (c) To clarify the decision where uncertainty exists
- (d) In all other circumstances (ball handling, net touch etc).



## 25. FIRST REFEREE

1. REFEREES must always co-operate with their fellow officials. They should allow them work within their area of responsibility and respect their decisions. However, if they feel that an official is in error, they have the authority to correct the call. If an official cannot perform to the required level, the FIRST REFEREE has the authority to replace this official.

2. Many problems can be prevented by good communication with all officials before and during the match.

**Note:** This especially applies to the ball mark protocol, protests and four hits.

**Note:** This additional applies when the match officials are unsure of the abilities of their auxiliary corps.

3. It is important for REFEREES to have all their equipment to conduct the match:

- a) Personal set of red and yellow cards

**Note:** REFEREES should have them in their possession at all times. They may not be on the REFEREE's chair when they need to sanction a player (e.g. warm-up, between sets two and three, etc.)



**Note:** REFEREES must remember that not all tournaments provide a set of cards on all courts attached to the post in front of the FIRST REFEREE'S chair.

- b) Coin to conduct the coin toss
- c) Whistle

**Note:** It is a good idea for both REFEREES to have always an extra one.

d) Watch that displays seconds and that it is set to the correct time.

4. REFEREES must be in excellent physical and mental health. REFEREES should prepare themselves to be ready to officiate and rest, take food / liquids when appropriate during the days play.

5. REFEREES must take responsibility for their decisions and the decisions of their fellow officials.

**Note:** FIRST REFEREES can ask fellow officials to repeat their signals or to explain their decisions.

6. The FIRST REFEREE must accept protests (if requested correctly under the rules / regulations) and refer this request to the relevant FIVB Official (see FIVB Handbook and FIVB Protest Protocol).

7. The FIRST REFEREE must control the conduct / actions of all match officials after the completion of the match, ensuring a smooth transition to the next match with a minimum of interaction with all participants.

8. In cases where matches are to be televised / filmed all match officials must interact with the appropriate TV / film staff especially concentrating on complying with FIVB regulations and the Replay Protocol.

9. The FIRST REFEREE must follow carefully the FIVB Protest Protocol especially noting the suggested 1st Referees actions prior to the commencement of a Protest Protocol.

## 26. SECOND REFEREE

1. SECOND REFEREES must be of the same discipline as the FIRST REFEREE. If for some reason the first REFEREE is unable to continue working, the SECOND REFEREE may have to take their place as first REFEREE.

2. Good communication and co-operation with the FIRST REFEREE is mandatory. If for some reason, the SECOND REFEREE disagrees with the FIRST REFEREE'S decision they must not show this to the players and spectators but must continue officiating and show support for the FIRST REFEREE'S decision.

**Note:** A good team is constantly communicating and showing support for each other's decision. This attitude builds confidence in the officiating team and promotes a truly professional performance.

**Note:** The positional work of the SECOND REFEREE is important in being able to communicate / collaborate with the FIRST REFEREE.

3. The SECOND REFEREE is responsible for having the same equipment as FIRST REFEREE (even the personal set of red and yellow cards). As SECOND REFEREE, they do not have the authority to sanction players, but if for some reason they have to take over the duties of the FIRST REFEREE, they must be prepared with all necessary personnel equipment.

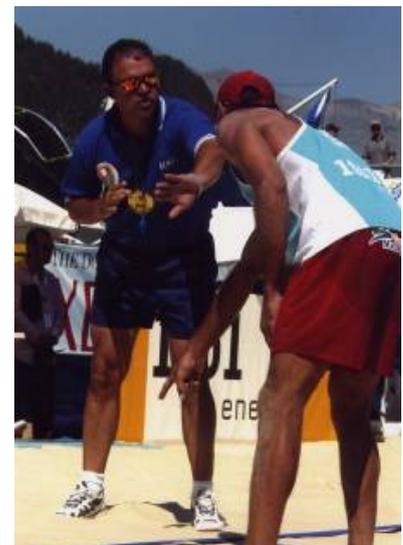
4. The SECOND REFEREE should repeat exactly the hand signals of the FIRST REFEREE.

In the case of the SECOND REFEREE making the call, they should:

- a) Whistle the fault
- b) Indicate the nature of the fault by the official hand signal
- c) Show the player at fault (if necessary)
- d) Indicate which team will serve (with the FIRST REFEREE).

In the case of a double fault the SECOND REFEREE should:

- a) Whistle the double fault
- b) Indicate the official hand signal
- c) Show the players at fault (if necessary)
- d) Indicate which team will serve (with the FIRST REFEREE).



5. The SECOND REFEREE should supervise the work of the scorers, making sure that they have completed their work before allowing play to commence. Again good communication is essential between these officials.

**Note:** At all times the SECOND REFEREE is expected to know the correct score. There are many techniques that can be utilized in RPS for the score to be kept by the SECOND REFEREE.

## 27. SCORER

1. The work of the scorer is very important and they must work closely with the SECOND REFEREE. If for some reason the scorer is not ready to commence, they must make sure, the SECOND REFEREE is informed of this. The SECOND REFEREE should not allow play to start until the scorer has finished their work.

2. It is very important that the scorer holds up the number paddle indicating the correct server (and should continue to hold the paddle up until the service takes place). This must be done as quickly as possible so as not to cause a delay.

**Note:** If the wrong server is moving towards the service zone or is in possession of the ball to serve, the scorer should inform the SECOND REFEREE and player(s) to correct the error.

3. If the wrong server contacts the ball, the scorer should sound a buzzer / bell (or other equipment supplied) to indicate a serving order fault has occurred.

4. The scorer should inform the SECOND REFEREE if they need signatures or any other information for the scoresheet that has not yet been specially provided before the match.

**Note:** This especially applies before the match regarding the serving team, service order and court side.

5. RPS places a lot of pressure on scorers to complete their recording of each rally and resultant points. If for any reason the scorer falls behind in their scoring they should immediately inform the referees.

## 28. LINEJUDGES



1. Linejudges are expected to be near the playing court at least fifteen minutes before the scheduled start of the match. The first and SECOND REFEREE will meet with them at this time.

2. In addition to calling "ball in" or "out", Linejudges must pay close attention to the touch by the block, because this counts as a first team hit and may be called upon to indicate to REFEREES a block touch (for a possible four hit fault by the REFEREES).

3. Linejudges should make their signal and keep indicating this signal until the REFEREES have seen this signal.

4. The linejudge must understand clearly the definition of the

ball out (i.e.: passing completely outside or over the antennae) and understand its various consequences in their signalling (when to signal, appropriate signal for each circumstance etc). There are many different circumstances that may occur.

5. A linejudge may be asked to participate in a ball mark protocol. The linejudge must indicate correctly the ball mark in the sand and any other facts as requested by the REFEREES.

## 29. OFFICIAL HAND SIGNALS

1. It is mandatory that officials use the official hand signals according to the correct application of the rules.

2. Officials must be clear and precise in the administration of the sequence of whistle and hand signals.

3. The exception to 2. above is the authorisation for service as the FIRST REFEREE whistles and shows the signal simultaneously.

4. Where no other official hand signal can clearly be used, REFEREES may point to the object to clarify the decision. For example foot faults, serving outside the extension of the sideline and assisted hit.

5. FIRST REFEREES must correctly apply the hand signals according to the diagrams especially for authorisation for service and "Ball in".



**IMPORTANT:** For additional information for the 2009 Swatch-FIVB World Tour, please go to the FIVB web site: <http://www.fivb.org/beach>