

# Beach Volleyball

## 6-on-6 Rules



### SIX PLAYERS ON THE COURT

- Six players on the court for each team
  - All competitions must involve teams with the required number of players. Teams with less than the required number of players are incomplete and forfeit the set or match.

### SCORING SYSTEM – BEACH VOLLEYBALL RULES

#### **Match**

- The team that wins best 2 out of 3 sets wins the match. In the case that the match comes to a 1 to 1 tie, the 3<sup>rd</sup> set is played to 15 points, with a minimum 2-point lead.
- After the First set is played, teams will swap sides.
- In the event of a tie, the 2 teams playing will swap sides with total number of each team score adds to 15.

#### **Set**

- The team that scores 21 points first wins the set. In the case of a 20 to 20 tie, play is continued until one team has a 2-point advantage or cap at 25. (Ex. Home: 24 Away: 25 or Home: 23 Away: 25)

#### **Rally**

- Whenever a team fails in serving, fails to return the ball to the opponent, or commits any faults, the opposing team wins the rally.

#### **The result of winning the rally...**

- If the opponents served, they get a point and continue serving.
- If the opponents received the serve, they get a point and gain the right to serve next.

### PLAYING SURFACE – BEACH VOLLEYBALL RULES

#### **Court Dimensions**

- The playing court is rectangle in shape and measures **52.5 X 26.25 feet**.
- It is recommended that the depth of sand is 18 inches in the court and 12 inches in the free zone.

#### **For Sand Volleyball**

1. The playing surface should be made up of leveled sand, as flat and uniform as possible.
2. The sand should not contain anything that could cut or injure players such as rocks or shells.
3. For FIVB competition, sand must be at least 40 cm deep and made up of fine, loosely compact grains.

## **COURT LINES – BEACH VOLLEYBALL RULES**

### **Lines on the Court**

- (1) The court is mark with 2 end lines and 2 sidelines.
- (2) There is no centerline.
- (3) All lines are 5 to 8 cm wide (2 to 3.75 inches).
- (4) The color of the lines must contrast sharply with the color of the sand.
- (5) Lines should be made of a resistant material.
- (6) If anchors are used, they should be made of soft flexible material.

## **EQUIPMENT – BEACH VOLLEYBALL RULES**

### **Net Height**

- 7 feet 11 inches

### **Antenna**

- The antenna is a flexible rod made of fiberglass or a similar material. The antenna is considered part of the net and sets the limit to the crossing space.

### **Net Posts**

- The posts must be round and smooth. Posts must be placed an equal distance from each sideline to the post padding. Posts can't consist of any dangerous or obstructing devices.
- If anchors for guy lines are used, they must be driven flush, free of sharp edges or buried beneath the playing surface.

### **The Ball**

- The ball must be made of material more suitable for outdoor conditions since matches may be played when it is raining. The ball should be bright in color (white, orange, or yellow, etc.).
- The weight of the ball should be 9 to 10 ounces.
- The inside pressure of the ball should be 2.5 to 3.2 lb./sq. inch.
- International competition must use homologated balls.

## **PARTICIPANTS – BEACH VOLLEYBALL RULES**

### **Teams**

- Coed teams contain 6 players with at least 2 females on the court at all times.
- Minimum team requirements: 2 females and 2 males on the court at all times (ghost rule)
- If you do not meet the minimum requirements, your team will choose to apply the “ghost rule” or forfeit the match.
- There will be NO PLAYER PICK UPS ALLOWED. If a person is not on your roster with HTS for the current season, they will not be allowed to play.
- There is no limit on substitutions
- Substitutions can only be made before the serve is made.

\*\*Rosters: Only players listed on your roster are allowed to play in any regular season or playoff game.  
NO EXCEPTIONS. \*\*

### **Substitutions**

- When your team has regained the serve, you are allowed to sub out any player on the court before the 1<sup>st</sup> point of serve is played

### **Game Times and Forfeits**

- All matches will start at their designated times. There is a 10-minute grace period until a forfeit is declared.

### **Scorekeeping / Refereeing**

- Observing or awaiting teams may keep the score and / or referee games they are not involved in. If other players are no available to keep score, subs will be allowed to keep score.

### MINIMUM REQUIREMENTS

- Six player teams must have at least four players (minimum two females, two males) on the court at all times. Teams with less than six players may have to adhere to the “ghost rule”.
- Ghost Rule: minimum of 2 females and 2 males on the court at all times.
- Six player teams: can never play with more than 4 men.
- Teams not able to field a “full” team, or minimum number, may play with the consent of the opposing captain and/or league staff member.

**\*\*Rosters: Only players listed on your roster are allowed to play in any regular season or playoff game.  
NO EXCEPTIONS. \*\***

### STARTING GAMES AND SCORING

- A team earns service possession for the start of the first game by winning a Rock/Paper/Scissors. The teams will then alternate service every other game.
- Teams will play best out of 3 games. First two games to 21 with a cap at 25 using "All Rally Score" scoring. All Rally Score scoring means that every time a point is finished, one team will be awarded a point, whether they served or not. If the match count is tied 1-1 the third game will play to 15 with a 2-point score differential with a cap of 25.
- Serves that hit the net and go over the net to the opponent's side will be "live" and are good serves provided the opposing team plays them or they land in bounds.

### SERVICE AND ROTATION

- Each team member must rotate on the court and must remain in that position until the serve has been contacted. The player in the back right hand corner of the rotation will be designated to serve and continue to rotate clockwise.
- Serves that hit the net will no longer be faults! Serves that hit the net and continue over the net to the opponent's side of the net will be live.
- The server may not step on or over the end line until the ball has been contacted. The width of the service area is from sideline to sideline. The depth of the service area is infinite.
- The serve may not be blocked or spiked.
- Players can return the serve by:
  - A. Bump pass
  - B. Clasp their hands together (set, as long as the ball is not caught or carried)
  - C. A closed fist

### PLAYING THE BALL

- **THREE CONTACTS** - Each team is allowed a maximum of 3 successive contacts of the ball in order to return the ball to the opponent's area. (Exception: In the action of blocking an attacking ball, the touch, or contact resulting from the block attempt does not constitute one of the three successive contacts.)
- There are no male/female hitting rules.
- **ATTACKING THE NET**- 6 on 6 only the three players that are in the front row of the rotation are allowed to attack the net. Violation of this rule would include any hitting or blocking that occurs above the plane of the net.

- **BREAKING THE PLANE** – A player may reach over the net to block the ball if any portion of the ball breaks the plane of the net. After the attacker’s side has come in contact with the ball on the third contact.
  - **SIMULTANEOUS CONTACTS** - When two non-blocking teammates touch the ball simultaneously, it is considered one contact, and any player may make the next contact. When two blocking teammates touch the ball simultaneously, it is not counted as a contact, and any player may make the next contact.
  - When two opponents simultaneously and instantaneously contact the ball over the net, and the ball remains in play, the team receiving the ball is entitled to another three hits. If such a ball lands “out”, it is the fault of the team on the opposite side of the net from where the ball lands.
  - **CHARACTERISTICS OF THE CONTACT** - The ball can contact any number of body parts down to, and including the foot, providing such contacts are simultaneous and the ball rebounds immediately and cleanly after such contact.
  - **HELD BALL** - The ball must be contacted cleanly and not held, lifted, pushed, caught, carried or thrown. The ball cannot roll or come to rest on any part of a player’s body. It can rebound in any direction.
  - **HAND SETS** - A contact of the ball using the fingers of one or two hands to direct the ball toward a teammate is a set. The ball must come into contact with both hands simultaneously and leave both hands simultaneously to avoid a double hit call. A player may set the ball over the net in front or behind them only in the direction in which their shoulders are squarely facing. *Rotation of the ball after the set may indicate a held ball or multiple contacts during the set but in itself IS NOT A FAULT.*
- \*\*The General Rule is less than 2 and ½ rotations, or being able to read the name brand on the ball.  
Please call your “bad hands”, double hits, and holds! \*\***
- **ATTACKING THE BALL OVER THE OPPONENTS COURT**- A player is not allowed to attack the ball on the opposite side of the net. If the ball is hit above the spiker’s side of the net and then the follow-through causes the spiker's hand and arm to cross the net without contacting an opponent or the net, the action does not constitute a fault.

### **BLOCKING**

- Blocking is the action close to the net, which intercepts the ball coming from the opponents’ side by making contact with the ball before, during or after it, crosses the net.
- **MULTIPLE CONTACTS** - Multiple contacts of the ball by a player(s) participating in a block shall be legal provided it is during one attempt to intercept the ball. Multiple contacts of the ball during a block shall be counted as a single contact, even though the ball may make multiple contacts with one or more players of the block.
- **PARTICIPATION AFTER A BLOCK** - Any player participating in a block shall have the right to make the next contact, such contact counting as the first of three hits allowed the team.
- **BLOCKING A SERVE** - Blocking or attacking a serve is prohibited.

- **BLOCKING A BALL ACROSS THE NET** - Blocking of the ball across the net above the opponent's court shall be legal provided that such a block is:
  - (1) After a player of the attacking team has spiked the ball, or, in the referee's judgment, intentionally directed the ball into the opponent's court, or has exhausted their third allowable hit.
  - (2) After the opponents' have hit the ball in such a manner that the ball would clearly cross the net if not touched by a player, provided no member of the attacking team is in a position to make a legal play on the ball
  - (3) If the ball is falling near the net and no member of the attacking team could reasonably make a play on the ball.

#### **PLAY AT THE NET**

- **PLAYER CONTACT WITH THE NET** - No part of the body may touch the net at anytime unless a ball or person driven into the net causes the contact. Player contact with the net in a manner not directly relating to or affecting the course of play is not a violation but if challenged by the other team, play will result in the point being played over. Contact with hair or part of the uniform will not be considered a fault.
- **SIMULTANEOUS CONTACT BY OPPONENTS** - If opponents contact the net simultaneously, it shall constitute a double fault and the point shall be played over.
- **INTERFERENCE** - **Beach** volleyball allows any and all parts of the body to cross the centerline as long as there is no interference with the opposing player.