

# Volleyball BC: Youth Beach Rules

- **PASSING (1st Contact)**
  - **BEACH SERVE RECEIVE RULE (12U-16U only):** At the moment of service by the opposing team, the last player to serve for the receiving team must be positioned closer to the right sideline than their teammate.
  - **BEACH FIRST CONTACT RULE (12U-16U only):** Playing the ball overhand using fingers ('volley') at the first contact is **not** permitted, regardless of the quality of the contact.
    - *A hand dig on a hard-driven attack (not a serve) is not a volley.*
- **SETTING**
  - During the action of setting, the ball must be played with one quick motion. The ball may not visibly come to rest in the player's hands.
  - A double contact is not necessarily indicated by the spin of the ball but by the fact that a clear fault (the time difference between the two hands that contact the ball) has occurred.
  - **BEACH HAND SETTING RULE (12U-16U only):** A player may have a double contact on their second contact when completing a set to their teammate using an overhand pass provided the ball has a trajectory perpendicular to the line of the player's hands, shoulders, and hips (i.e. the player is being "square") and the double contact involves only the hands.
    - *This rule does not apply to attacking. It applies when the set is completed to a teammate.*
- **ATTACKING** (All actions that send the ball to the opponent, except for serving or blocking, are attacks)
  - Using an open-handed finger action to attack ('tip') is a fault.
  - Using finger tips that are rigid and together to attack ('poke') is allowed.
  - Using an overhand finger pass ('volley') to attack is a fault, unless the trajectory of the ball is perpendicular to the line of the player's shoulders ('square').
    - *The exception is when the player is attempting to set to his or her teammate.*
- **BLOCKING**
  - A block contact counts as a team contact.
  - After touching the ball on a block, the same player may execute the next contact after the block
- **PLAYER AT THE NET**
  - Contacting the antenna or net between the antennas during the action of playing a ball is a fault.
  - The ball or gust of wind pushing the net into a player is not a fault.
  - Athletes may cross under the net if they do not interfere with the opponent's play.
- **COACHING & PARENT FEEDBACK (12U-18U only, when permitted by Return to Play Guidelines.)**
  - Coaching may only occur during time outs and set intervals. Only athletes may call time outs.
  - Parents and coaches can cheer for good plays but no external assistance is allowed during play.
  - Coaches (including parents wishing to coach) must have a VBC Outdoor Coach badge to coach during Volleyball BC events. Requirements are listed in the Volleyball BC 2021 Outdoor Handbook.
- **TIME OUTS & SWITCHING SIDES**
  - The 1st & 2nd games have a 60 second technical time out when the combined scores equal 21.
  - Each team is allowed one 60 second time-out per set.
  - Teams switch sides of the court at the following times:
    - Games to 21 or 25 points = when the combined score adds to a multiple of 7.
    - Games to 15 points = when the combined score adds to a multiple of 5.
- **ADVICE FOR ATHLETE REFEREES**
  - **Make calls as you see them and be loud and decisive in order to stop the rally.**
  - Be consistent in applying the rules. Call the faults that you see.
  - Remember that the referee has a limited influence on the outcome of the match. The athletes playing will make more mistakes than the referee and each call is only worth 1 point.
  - Stand at the post when you are refereeing.
  - Be at the court at least 15 minutes prior to the match time. Start the warm up and match on time.
  - Do not allow yourself to be influenced by others. Only the captain may approach the referee.
  - **Seek out a referee supervisor if clarification on rules is needed!**