

Rules of the Games - Major Wording Modifications

(words in bold are the update to the existing Rules)

BEACH VOLLEYBALL

Existing Text	Proposed New Text
<p>6.1.7 During the match, both players are authorized to speak to the referees while the ball is out of play (Rule 6.1.2) in the 3 following cases:</p> <p>a) To ask for an explanation on the application or interpretation of the Rules. If the explanation does not satisfy the players, either one must immediately indicate to the first referee their wish to institute a Protest Protocol.</p> <p>b) To ask authorization:</p> <ul style="list-style-type: none"> • to change uniforms or equipment, • to verify the number of the serving player, • to check the net, the ball, the surface etc., • to realign a court line. <p>c) To request time-outs (Rule 19.3).</p> <p>Note: the players must have authorization from the referee to leave the playing area.</p> <p>6.1.8 At the end of the match:</p> <p>a) Both players thank the referees and the opponents.</p> <p>b) If either player previously requested a Protest Protocol to the first referee, he/she has the right to confirm it as a protest, having it recorded on the scoresheet (Rule 6.1.7 a) above).</p> <p>6.2 CAPTAIN</p> <p>6.2.1 Prior to the match, the team captain:</p> <p>a) Signs the score sheet.</p> <p>b) Represents his/her team in the coin toss.</p> <p>6.2.2 At the end of the match, the team captain verifies the results by signing the score sheet.</p> <p>13.5 FAULTS AT PLAYING THE BALL</p> <p>13.5.1 FOUR HITS: a team hits the ball four times before returning it (Rule 13.1.1).</p>	<p>Rule 5 The Captain</p> <p>5.1.2 During the match, only the captain is authorized to speak to the referees while the ball is out of play in the following three cases:</p> <p>5.1.2.1 to ask for an explanation on the application or interpretation of the Rules; if the explanation does not satisfy the captain, the captain must immediately inform the 1st referee of his/ her wish to Protest;</p> <p>5.1.2.2 to ask authorization:</p> <p>a) to change uniforms or equipment,</p> <p>b) to verify the number of the serving player,</p> <p>c) to check the net, the ball, the surface etc.,</p> <p>d) to realign a court line;</p> <p>5.1.2.3 to request time-outs.</p> <p>Note: the players must have authorization from the referees to leave the playing area.</p> <p>9.3 FAULTS IN PLAYING THE BALL</p> <p>9.3.1 FOUR HITS: a team hits the ball four times before returning it.</p>

<p>13.5.2 ASSISTED HIT: a player takes support from a teammate or any structure/object in order to reach the ball within the playing area (Rule 13.3).</p> <p>13.5.3 HELD BALL: a player does not hit the ball (Rule 13.4.2) unless when in defensive action of a hard driven ball (Rule 13.4.2 a) or when simultaneous contacts by the two opponents over the net lead to a momentary "held ball" (Rule 13.4.2 b).</p> <p>13.5.4 DOUBLE CONTACT: a player hits the ball twice in succession or the ball touches various parts of his/her body successively (Rule 13.1.3, 13.4.3).</p> <p>15.3 CONTACT WITH THE NET</p> <p>15.3.1 Contact with the net by a player is not a fault, unless it is made during the action of playing the ball, or it interferes with the play. Incidental contact of the hair is never a fault.</p> <p>Some actions of playing the ball may include actions in which the players do not actually touch the ball.</p> <p>15.3.2 Once the player has hit the ball, he/she may touch the post, rope or any other object outside the total length of the net provided that this action does not interfere with play.</p> <p>15.3.3 When the ball is driven into the net and causes it to touch an opponent, no fault is committed.</p> <p>16.6 SCREENING</p> <p>The teammate of the server must not prevent either opponent, through screening, from seeing the server or the path of the ball. On the opponent's request, they must move sideways (Diagram 4).</p> <p>16.6.1 The teammate of the server must not prevent either opponent, through screening, from seeing the server or the path of the ball. On the opponent's request, they must move sideways (Diagram 4).</p> <p>16.6.2 A player of the serving team makes a screen by waving arms, jumping or moving sideways, during the execution of the service, or by standing in such a way as to hide the flight path of the ball</p> <p>20.2 SANCTIONS FOR DELAYS</p> <p>20.2.1 The first delay by a team in a set is sanctioned with a DELAY WARNING.</p>	<p>9.3.2 ASSISTED HIT: a player takes support from a teammate or any structure/object in order to hit the ball within the playing area.</p> <p>9.3.3 CATCH: the ball is caught and/ or thrown; it does not rebound from the hit. (Exceptions 9.2.2.1, 9.2.2.2)</p> <p>9.3.4 DOUBLE CONTACT: a player hits the ball twice in succession or the ball contacts various parts of his/her body in succession.</p> <p>11.3 CONTACT WITH THE NET</p> <p>11.3.1 Contact with the net by a player is not a fault, unless it interferes with the play.</p> <p>11.3.2 Players may touch the post, ropes, or any other object outside the antennae, including the net itself, provided that it does not interfere with the play.</p> <p>11.4.3 A player interferes with the opponent's play by (amongst others):</p> <ul style="list-style-type: none"> - touching the top band of the net or the top 80 cm of the antenna during his/her action of playing the ball, or - taking support from the net simultaneously with playing the ball, or - creating an advantage over the opponent by touching the net, or - making actions which hinder an opponent's legitimate attempt to play the ball. <p>12.5 SCREENING</p> <p>12.5.1 A player of the serving team must not prevent an opponent, through individual screening, from seeing the server AND the flight path of the ball.</p> <p>12.5.2 A player of the serving team make(s) a screen by waving arms, jumping or moving sideways during the execution of the service, to hide the server AND the flight path of the ball.</p> <p>Rule 16 Delay</p> <p>16.2.1 "Delay warning" and "delay penalty" are team sanctions.</p> <p>16.2.1.1 Delay sanctions remain in force for the entire match.</p> <p>16.2.1.2 All delay sanctions are recorded on the score sheet.</p> <p>16.2.2 The first delay in the match by a team member is</p>
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<p>20.2.2 The second and subsequent delays of any type by the same team in the same set constitute a fault and are sanctioned with a DELAY PENALTY: loss of a rally.</p> <p>Chapter VII: MISCONDUCT</p> <p>Rule 23 Misconduct and its sanctions</p> <p>Incorrect conduct by a team member towards officials, opponents, their teammate or spectators is classified in four categories according to the degree of the offense.</p> <p>23.1 CATEGORIES</p> <p>23.1.1 Unsportsmanlike conduct: argumentation, intimidation, etc.</p> <p>23.1.2 Rude conduct: acting contrary to good manners or moral principles, expressing contempt.</p> <p>23.1.3 Offensive conduct: defamatory or insulting words or gestures.</p> <p>23.1.4 Aggression: physical attack or intended aggression.</p> <p>23.2 SANCTIONS</p> <p>Depending on the degree of the incorrect conduct, according to the judgment of the first referee, the sanctions to be applied are (they must be recorded on the scoresheet):</p> <p>23.2.1 MISCONDUCT WARNING: for unsportsmanlike conduct, no sanction is given but the team member concerned is warned against repetition in the same set.</p> <p>23.2.2 MISCONDUCT PENALTY</p> <p>for rude conduct or repeated unsportsmanlike conduct, the team is sanctioned with the loss of a rally.</p> <p>23.2.3 EXPULSION: repeated rude conduct or offensive conduct, is sanctioned by expulsion. The team member who is sanctioned with expulsion must leave the playing area and their team is declared incomplete for the set (Rules 7.4.3, 9.1).</p> <p>23.2.4 DISQUALIFICATION: for aggression, the player must leave the playing area and his/her team is declared incomplete for the match (Rule 7.4.3, 9.1).</p>	<p>sanctioned with a "DELAY WARNING".</p> <p>16.2.3 The second and subsequent delays of any type by any member of the same team in the same match constitute a fault and are sanctioned with a "DELAY PENALTY": a point and service to the opponent.</p> <p>Rule 20 Misconduct and its Sanctions</p> <p>20.1 MINOR MISCONDUCT</p> <p>Minor misconduct offences are not subject to sanctions. It is the first referee's duty to prevent the teams from approaching the sanctioning level.</p> <p>This is done in two stages:</p> <p>Stage 1: by issuing a verbal warning through the game captain;</p> <p>Stage 2: by use of a YELLOW CARD to a team member. This warning is not a sanction but a symbol that the team member (and by extension the team) has reached the sanctioning level for the match. It has no immediate consequences, but is recorded on the score sheet.</p> <p>20.2 MISCONDUCT LEADING TO SANCTIONS</p> <p>Incorrect conduct by a team member towards officials, opponents, teammates or spectators is classified in three categories according to the seriousness of the offence.</p> <p>20.2.1 Rude conduct: acting contrary to good manners or moral principles,</p> <p>20.2.2 Offensive conduct: defamatory or insulting words or gestures including any action expressing contempt.</p> <p>20.2.3 Aggression: actual physical attack or aggressive or threatening behaviour.</p> <p>20.6 SANCTION CARDS</p> <p>SUMMARY OF MISCONDUCT AND CARDS USED</p> <p>Warning :</p> <p>Stage 1: no sanction – symbol verbal warning</p> <p>Stage 2: no sanction – symbol Yellow card</p> <p>Penalty : sanction – symbol Red card</p> <p>Expulsion: sanction – symbol Red+ Yellow cards jointly</p> <p>Disqualification: sanction – symbol Red + Yellow card separately</p>
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23.3 SANCTION SCALE

MISCONDUCT is sanctioned as shown in the sanction scale (Diagram 7).

A player may receive more than one MISCONDUCT PENALTY in a set.

Sanctions are cumulative in nature only within an individual set.

DISQUALIFICATION due to aggression does not require a prior sanction.

21 REFEREE SIGNALS

21.2.3 Immediately after the referee blows the whistle to signal the completion of the rally, they have to indicate with the official hand signals:

21.2.3.1 If the fault is whistled by the 1st referee, he/she will indicate in order:

- a) the team to serve,
- b) the nature of the fault,
- c) the player(s) at fault (if necessary).

The 2nd referee will follow the 1st referee's hand signals by repeating them.