

GUIDELINES FOR BEACH (OUTDOOR) VOLLEYBALL TOURNAMENTS

MATCH WARM-UP

Ten minutes are allowed for warm-up. Formally, this period includes three minutes of free ball handling, the coin toss, and five minutes of formal timed warm up. Teams share the entire court throughout the 10-minute period. Coaches are not allowed on court once the 10-minute period begins.

In Regional play, a less formal procedure may be used. Tournament Directors are allowed to adjust these protocols as necessary. (As a general guideline, allow no more than 10 to 12 minutes between matches.)

Formal Warm-Up Protocol

- 10 Teams on shared court (in uniform, without coaches)
- 7 Coin toss
- 6 Start five-minute timed warm-up (shared)
- 1 End warm-up, teams to benches, referee to stand.
- 0 Teams to end-lines
R1 invites teams to net to shake hands.
Start match

FORFEIT PROCEDURES

When the match start has been called up, a late or incomplete team forfeits set 1. The late or incomplete team will have 10 minutes before forfeiting set 2 and the match. If the late or incomplete team arrives with sufficient players before the 10-minute period has elapsed, they will be allowed to warm up during the remaining time.

These procedures should be published and announced to the participating teams.

TEAM OFFICIATING PROCEDURES

In pools, the refereeing duties are assigned. In an elimination bracket, the losing team referees the next match.

During pool play, referee duties are pre-scheduled along with the play schedule. During elimination (bracket) play, use the “losing team refs the next match on their court” as a guiding principle.

Failure to referee should have pre-announced penalties.

Each court should have a clipboard, pool chart and pencil, and a team on that court in charge of posting the match results. The work team should return the pool sheets to the Tournament Director.

OPTIMUM POOL DESIGNATIONS

Waiting list teams should not be accepted unless the addition creates a desirable number of teams. In large events (30 or more teams), only four-team pools should be used or very good court supervision is required.

While pools of four are the ideal number, you can put more teams on a court, using pools of five, if space is limited. Many tournaments have four-team pools that play only two sets to 21 points instead of best-two-of-three matches.

When the same division has pools with different numbers of teams, the point differential should be calculated as the average point differential per set. This will account for the pools playing different numbers of sets during pool play.

Four-team pool

- 1 vs. 4 (2)
- 2 vs. 3 (1)
- 1 vs. 3 (4)
- 2 vs. 4 (3)
- 3 vs. 4 (2)
- 1 vs. 2 (3)

Five-team pool

- 2 vs. 5 (4)
- 3 vs. 4 (2)
- 1 vs. 5 (3)
- 2 vs. 3 (5)
- 1 vs. 4 (2)
- 3 vs. 5 (1)
- 2 vs. 4 (3)
- 1 vs. 3 (5)
- 4 vs. 5 (1)
- 1 vs. 2 (4)

Six-team pool (on two courts)

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|-----|-------------|-------------|
| (1) | 1 vs. 6 (4) | 2 vs. 5 (3) |
| (2) | 3 vs. 4 (2) | 1 vs. 5 (6) |
| (3) | 4 vs. 6 (5) | 2 vs. 3 (1) |
| (4) | 1 vs. 4 (6) | 3 vs. 5 (2) |
| (5) | 2 vs. 6 (4) | 1 vs. 3 (5) |
| (6) | 2 vs. 4 (1) | 5 vs. 6 (3) |
| (7) | 1 vs. 2 (4) | 3 vs. 6 (5) |
| (8) | 4 vs. 5 (3) | |

SUGGESTED TIE-BREAKER PROCEDURES

Teams are tied if they have the same match win-loss record (if pool used match play) or same set win-loss record (if pool did not use match play). In case of ties, use the following recommended tie-breaking procedures. Teams should not be eliminated from assignment to championship competition on a point or any other non-competitive system.

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 15-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 15-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 (15 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. Tie-breaking procedures for situations involving four or more teams should be written and announced in advance to the participating teams.