

Beach Volleyball Terms

- **Ace (Pure)** - A served ball that lands within the playing boundaries, which is untouched by the receiving team and scores a point.
- **Ace (Statistical)** - A served ball that a player on the receiving team cannot handle or pass cleanly.
- **Antennae** - A flexible rod, 1.8 meter in length, placed vertically above the outer edge of the sidelines to mark the outer limit of the crossing space. The antennae are placed on opposite sides of the net. The ball must cross the net completely between the 2 antennae to be considered "in". Contrasting 10 centimeters colored strips are used to 80 centimeters height above net. The ball is ruled out if it makes contact with the antennae when in play.
- **Attack Hit** - The action of directing the ball into the opponents' court. Serving is not considered an attack hit. Considered completed when the ball completely crosses the vertical plane of the net or touches a block.
- **Ball mark** - The disturbance or movement of the sand created on the court surface by the contact of the ball with the sand. This mark may be checked to determine if the ball is "in" or "out".
- **Ball Mark Protocol** - A procedure initiated by the 1st referee for establishing whether the ball has landed in or out of the court.
- **Between rallies** - The time between the whistle to end the completion of a rally and the whistle to authorize the service to start the next rally. Under normal circumstances this is a maximum of 12 seconds.
- **Block** - An attempt by a player or players to interrupt the ball before, as or just after it crosses the net.
- **Bump (Pass)** - Technique of playing ball using forearms, hands together, to direct the ball.
- **Bump (Set)** - A forearm pass used as a set.
- **Carry** - A fault called if the ball comes to rest in the course of contact by one player.
- **Coin Toss** - The action of the 1st referee prior to the match where he or she requests the captains of each team to come to an area in front of the scorer's table. This process determines the team to serve the starting side of the court for each team and player service orders.
- **Contacted Ball** - A contacted ball is one that touches or is touched by any part of a player's body or clothing.
- **Court** - The playing surface divided into two equal areas by a net. In its official form, volleyball is played on a rectangular court 16 meters (52 feet, 5.921 inches) long and 8 meters (26 feet, 2.841 inches) wide.
- **Court Lines (boundary lines)** - These lines delimit the playing area. They are made of resistant material, contrast in color to the sand and are 5-8 centimeters wide. The ball must physically contact the line to be considered as "in".
- **Court switches (side changes)** - The interval in which the teams change their sides of the playing court. Occurs every 7 points (Sets 1 and 2) and 5 points (3rd Set).
- **Coverage** - Most often refers to a backing up a partner's hit when the block is up and the ball comes glancing back.
- **Cross Court/Cut Shot** - An offensive hit in which a player, instead of hitting with power, slices the ball just over and nearly parallel to the net.
- **Default** - Where a team is unable to commence the match legally with its players. It forfeits the match and gains no points.
- **Diagonals (Long / Short)** - The distance diagonally across the corners of the rectangular shaped 16 meters (52 feet, 5.921 inches) x 8 meters (26 feet, 2.841 inches) playing court (long) or across from one corner to the corner immediately under the net (short) of one side of the playing court (8 meters, 26 feet, 2.841 inches) x 8 meters, 26 feet, 2.841 inches).
- **Dig (Save)** - Ball brought up (saved) with any part of body, particularly from a spike attempt.
- **Dink** - Ball played just over net or blocker's hands, instead of spiking and is legal as long as it is not with open fingers.
- **Extension of sideline** - The imaginary line extended from the two sidelines in a straight line from the corners until the edge of the free zone. A service must be completed from within the area delimited by these imaginary lines.
- **Floater** - A serve that follows an uneven trajectory ("floats") over the net.
- **Foot faults** - The illegal action of a player, who at the time of serving or jumping to serve, contacts the line has their foot under the line, or their foot, contacts the playing court.
- **Hard Driven Ball** - Any spiked ball hit from above or level with the height of the net may be handled with double hit by any part of the body, so long as the hit is the first attempt to play the ball. A spiked ball touching the net does not disqualify a ball from being ruled hard driven.

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- **Hit Ball** - A ball that is clearly hit and does not come to rest upon contact.
- **Illegal server** - When a player serves contrary to the service order recorded on the score sheet and advice of the scorer. The other team gains the right to serve and a point.
- **Incidental contact** - Contact by a player with an opponent that did not have an effect on that player's ability to complete a subsequent play on the ball freely.
- **Injury Timeout** (5 minute recovery period) - The time allowed for the player to recover from an injury. Controlled by the 2nd Referee.
- **Interference** - When a player through physical contact or threat of contact prevents an opponent from a potential play on the ball. It may be the next shot or a subsequent shot.
- **Joust** - A classic confrontation above the net featuring hitter and blocker where the two players simultaneously contacting the ball with open fingers.
- **Jump Serve** - The action of a serving player, who at the time of the service is not in contact with the ground. The action of jumping must commence legally from within the service zone but on landing may contact any part of the playing court or free zone.
- **Line judges** - Auxiliary officials responsible for assisting the referees in determining faults esp. ball "in" "out" and "touched". Either 2 or 4 people can be used, situated at corners of the court.
- **Match format** - The format for FIVB competition is best of 3 sets, the first 2 being played to 21 (with 2 point advantage) and the 3rd set to 15 (with a 2 point advantage), both with no maximum score.
- **Momentarily overhand with fingers/beach dig/beach defense** - A playing action (receiving a ball) that may be legally used if the ball is hard driven. Players are allowed legally to hold or carry the ball overhand slightly longer than is usually allowed. The hands must be held with fingers up, i.e.: not inverted to point downwards.
- **Net** - The piece of equipment consisting of many small square meshes hung between two posts that separate the two sides of the court. Dimensions are 8.5 meters x 1 meter. For men, the net height is 2.43 meters (seven feet, 11.669 inches) high. For women, the net height is 2.24 meters (seven feet, 4.189 inches) high.
- **Net area** - An area is immediately below the bottom of the net between the posts. It consists of the playing surface and imaginary space above it.
- **Normal playing conditions** - Playing conditions which are free from external interference from weather (e.g.: wind, rain). Generally based on whether players can accurately hand set the ball.
- **Off Hand Side** - Right hand player, playing right side. The ball comes across the body on a set to hit.
- **Offensive player** (attacking player) - The player(s) from the team who currently have committed the last contact. The player(s) on the same side of the court as the ball.
- **Olympic Crossing** - A double-elimination format until the final four teams remain. At this point, the winner's bracket final two teams cross with the contender's bracket final two teams.
- **On Hand Side** - Right hand player, playing left side. The ball is in front of a player on a set to hit.
- **Out of Bounds** - The ball is out of bounds when it touches any surface, object or ground outside the court. Any part of the ball touching a boundary line or inside the poles of the net is not out of bounds. If the ball is caught or is contacted by a player before landing out of bounds, it is not out of bounds.
- **Overhand finger action** - The playing action of setting the ball or passing the ball with 2 hands fingers spread, contacting the ball. It is not legal to carry the ball with underhand finger action (i.e.: wrists inverted)
- **Perpendicular trajectory** - A ball that travels in a straight line from the player's shoulders either forwards or backwards. The player's position at the time of first contact determines the trajectory the ball should legally follow.
- **Play over** - The act of putting the ball in play again without awarding a point.
- **Point** - If the serving team sends a ball that is not returned or lands in the receiving team's court, a point is an awarded to the serving team. If the receiving team returns a ball that is not returned or lands in the serving team's court, a point is an awarded to the receiving team.
- **Protocol** - The time from the end of the previous match to the commencement of the next match.
- **Rally** - The time that the ball is legally in play, from the contact with the ball by the server, to the time of a fault by either team or when the ball hits the ground.

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- **Replay** (Tie ball replay) - When the referee authorizes a service to be made again with no point or side out being made to either team. This could be as a result of simultaneous fault, incorrect decision or external interference.
- **Roll shot** - Legal technique using rigid, closed fingers in an overhead single hand action to complete an attack hit. Usually travels a short distance into the opponent's court.
- **Rubber booties/sand-shoes/socks** - Personal player's equipment for protection of their feet. Usually used if sand is too hot / cold or player is injured. Requires the referee's permission before use.
- **Rules** - All players must know and abide by the "Rules of the Game."
- **Sand** - The material composing the court surface. Must be flat, uniform, and safe for participants and at least 40 centimetres in depth.
- **Sand Anchors** - The device, which secures the lines, by use of a cord, to the court, surface (50 centimetres below the ground minimum). Material must be soft and flexible.
- **Screen** - The action of preventing the player(s) receiving serve from having a clear and unobstructed view of the serving player. A screen is illegal and a screening player must move if requested to move.
- **Screening** - An attempt by a player to conceal the start of a teammate's serve by obstructing an opponent's line of sight. Screening is illegal.
- **Serve** - The act of putting the ball into play by a player who hits the ball with her hand or arm.
- **Service order** - The order in which players can legally serve. Recorded on the score sheet after the coin toss has been made. Must be maintained throughout the match.
- **Service Zone** - The area in which the player serves the ball. Bounded by the base (back line), the extension of the two sidelines and the outside of the free zone (usually delimited by panels).
- **Shoot** - Two-handed set shot used as dink or deep placement shot.
- **Simultaneous Contact** - Contact of the ball made by two players at the same instant. This also called a joust.
- **Spike** - The play action of jumping and striking the ball with one hand as an attack hit.
- **Spiked Ball** - A ball (other than a served ball) hit forcibly from a height not less than the top of the net. Also known as bury, crush, hammer, kill, put away or slam.
- **Technical Timeout** - An official 30-second interruption to the match that occurs in sets 1 and 2 when the sum of both teams points is 21.
- **Three Hits Per Side** - A team may contact the ball no more than three times before sending the ball over the net and into contact with either an opponent or his/her court. Successive hits or contacts by the same player are illegal unless the player blocks at the net.
- **Time Outs** - When the ball is dead, a player may request a time out. Each team will be allowed one, 30-second timeout per set per team. Each timeout must be approved by the officials.
- **Tip/Dink** - Illegal technique using open fingers (spread fingertips) to complete an attack hit.
- **Toss** - The action of releasing the ball from the player's hands in the service zone with the intention of hitting a service.
- **Warm up Period** (Official warm up) - The time before the match officially allocated for teams to prepare on the court for the match. Commences at the whistle (signal) of the 1 st referee after the signing of the score sheet.
- **Wind** - Weather condition. Strength should be low enough to enable normal playing conditions.