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**Junior Beach Tour**

The USA Volleyball (USAV) Junior Beach Tour (JBT) is the premier domestic youth beach competition in the United States. USAV is the National Governing Body (NGB) for the sport of Beach Volleyball in the United States as recognized by the US Committee (“USOC”) and the Federation Internationale de Volleyball (“FIVB”).

Participation and performance in the JBT throughout the season earns athlete bids to the season ending USAV BEACH Junior National Championships. The JBT and BEACH Junior National Championships are a key step in the development of our elite athlete pipeline that could eventually lead to international competition and ultimately the Olympic Games. The journey begins here.

**Tour Locations**

The 2017 Tour is anticipated to have more than 80 events in 24 states and 26 USAV Regions. Refer to our Tour Schedule tab at [www.usavjuniorbeachtour.com](http://www.usavjuniorbeachtour.com) for the current schedule.

**Age Divisions**

The USAV Junior Beach Tour offers tournaments to boys and girls ages 10 to 18. The age divisions are 12-and-Under, 14U, 16U and 18U in Open and Club categories. Refer to our Age Divisions tab at [www.usavjuniorbeachtour.com](http://www.usavjuniorbeachtour.com) for specific age bracket criteria.

**Tournament Specifics**

Tournaments are 1-2 days with pool play and playoffs. Pools consist of 3, 4, or 5 teams. Players referee the opponents’ matches.

Tournaments normally begin at 8 a.m. with check-in at 7 a.m. local time. Some locations may have space limitations and/or weather restrictions so starting times may differ. Please check the individual event for times.

For two (2) day tournaments where pool is completed on the first day, the start times are normally 8 a.m. for the first session and 1 pm for the second session. Playoffs are on day two.

Coaching is allowed under specified guidelines. Refer to our Tour Rules tab at [www.usavjuniorbeachtour.com](http://www.usavjuniorbeachtour.com) for guidelines. Each coach must be a USAV member, SafeSport Certified, background-checked and Indoor or Beach Impact Certified.

The Molten Elite Beach Volleyball BV5000 is the official ball of the JBT and will be used at all events.

No competing sponsors of USAV are allowed a presence at the venue.

No awards other than JBT awards may be given out at a JBT Tournament.
**Team Specifics**

The teams are comprised of two male or two female players. No coed teams are allowed. Each player receives a T-shirt supplied by USAV BEACH. Uniforms are not required. The top three finishing teams per open division per gender receive a JBT medal.

With the goal to improve boy's participation, if there are 2 or less boy's teams per division, then the following adjustments in format are permitted:

1. Attempt to combine Boys division age groups (12U & 14U, 14U & 16U, 16U & 18U) to create minimum 3 team pools.
2. Check with girl’s teams to confirm if it is acceptable to let boys compete in their pool. It will not prevent the girls' teams from making the playoffs or affect their seeding out of pool.
3. Boy's teams will not advance outside of pool. The boy's teams that have registered will compete for medals. If there is only one team, then they will receive the Gold medal and bid for their division.

The foregoing are NOT rules but rather guidelines that hosts/directors can use to help build the boys program. If the host/director elects to follow these guidelines, they need to access the ability of the boys to determine which girls' age/division would be most appropriate for the boys to compete in.

**Bids and Points**

Players will have the opportunity to earn bids (invitations) to the USAV BEACH Junior National Championships. JBT Open events award three (3) bids per division per gender. JBT Grand Slam events award five (5) bids per division per gender. JBT Club divisions do not provide bids.

The USAV BEACH Junior Ranking System allocates a greater amount of ranking points to JBT events as opposed to non-JBT events.

If you are interested in placing or hosting USAV Junior Beach Tour event in your area, contact your Region (http://www.teamusa.org/usa-volleyball/membership/regions) or the USAV BEACH office at mark.paaluhii@usav.org, or 310 975 3927.

**Athlete Registration**

- Entry Deadline: 12 noon Pacific Time the Wednesday before each JBT event
- Early Registration Entry Fee: $60 closes on the Wednesday at 12 noon Pacific Time, two (2) weeks before the entry deadline.
- Regular Registration Entry Fee: $80 from the Wednesday two (2) weeks before the deadline at 12 noon Pacific Time until the Wednesday of the week of the event at 12 noon Pacific Time.
- Post Deadline & Walk-Up Registration Entry Fee: $100, paid by check made out to “USA Volleyball JBT”, from the entry deadline at 12 noon Pacific Time until close of onsite check-in at the event. *Registration accepted on a space
available basis only. No seeding with walk-up registration. T-Shirts provided only if still available.

Coach Registration

1. Coaches who coach athletes at JBT events and/or want access to the field of play, must be:
   a. USAV Members
   b. SafeSport Certified
   c. Background Checked
   d. Impact (indoor or beach) Certified
2. Early Registration Fee: $5 closes on the Wednesday two (2) weeks before the event, at 12 noon Pacific Time.
3. Regular Registration Fee: $10 from the Wednesday two (2) weeks before the event at 12 noon Pacific Time until the Wednesday the week of the event at 12 noon Pacific Time.
4. No Late or Walk-up Registration permitted.
5. Coaches will be required to wear wrist bands when interacting with athletes and/or on the field of play.
6. Coaches working with more than one team, need only register once per event.

Merchandise

Each player who registers by the Entry Deadline (Wednesday noon before the event) will receive a USAV Junior Beach Tour T-shirt provided by USAV.

Awards

1. The top three finishing teams per Open division only, per gender, will receive JBT medals.
2. The top three finishing teams per division, per gender in JBT Open events will receive a Bid to the USAV BEACH Junior National Championships.
3. The top five finishing teams per division, per gender in JBT Grand Slam events will receive a Bid to the USAV BEACH Junior National Championships.
4. A Player is eligible to earn multiple bids in different age divisions, but can accept only ONE bid for each age division.
5. Bids are individual and are awarded to each player on a team that places first, second or third place in a JBT Open event. If the player competes in another JBT event with a new partner in the same age division and places in the top three, then the new partner earns a bid and the remaining bid does not trickle down. If the player competes in another JBT event with the same partner or another partner who has also won a bid in the same age division, the bid will trickle down to the fourth place team. This trickle down of the bid will not go farther than the fifth place teams. If there are multiple 5th place teams, the bid will be offered to the team with the highest seed at the start of the tournament. If they are unable or choose not to accept the bid, then it will be offered to the next highest seeded fifth place team until the bid is accepted or there are no remaining 5th place teams.
Schedule

Refer to the information below for a suggested schedule leading up to the start of pool play. Please note that start times may vary due to facility availability and weather conditions. The Local Host will determine start times. Please check with the registration desk for start times.

7:00 a.m. Check-in Begins
7:30 a.m. Check-in Closes
7:45 a.m. Player & Parent Meeting Begins
7:55 a.m. Pools Sent to Courts
8:00 a.m. Pool Play Begins

For general beach rules, refereeing responsibilities, coaching guidelines, player and parent conduct (See Appendix A: Beach Volleyball Quick Guide).

Format

Minimum pool play format for all divisions:
Suggested formats to reach a minimum 84 points in pool play.
3 team pools play two games to 21, no cap, win by 2
4 team pools play one game to 28, no cap, win by 2.
5 team pools play one game to 21, no cap, win by 2.

A minimum of 84 points must be played by every team in a tournament.

If a team has not reached the 84-point minimum in pool play, they must be placed in a consolation bracket to reach or exceed their point minimum.

A minimum of 2 teams must advance out of pool play and be placed in the “Gold” bracket.

After pool play, teams advance into a single elimination bracket.

Elimination bracket games are one game to 21, no cap, win by 2.

Semi-finals, 3rd place and Gold medal matches should be played if time permits although playing all of these matches is subject to the discretion of the Tournament Director.

Match Format: Two sets to 21, no cap, win by 2.
In the case of a tie, third set to 15, no cap, win by 2.
**Tie-Breaker Procedures**

1. **Two teams tied and two teams advance:**
   In priority order: head-to-head match/set result; head-to-head point ratio; overall point ratio; overall seeding.

2. **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). Head-to-head match/set result; head-to-head point ratio; overall point ratio; overall seeding.

3. **Three teams tied and two teams advance:**
   In priority order to determine 1\(^{st}\) team: point ratio between the three teams; overall point ratio; overall seeding. To determine 2\(^{nd}\) team: Head-to-head match/set result, head to head point ratio, overall point ratio, overall seeding.

4. **Three teams tied and one team advances:**
   In priority order: point ratio between the three teams; overall point ratio; overall seeding.

**Point Ratio** = Points for divided by points against. A higher number is better. (For example: A team plays 3 games in pool, 21-17, 17-21, 21-15. Take the total number of points a team has earned, 21 + 17+ 21= 59. Then add the points the team had scored against them, 17 + 21 + 15 = 53. Divide: 59 / 53 = 1.1132 (higher number is best).

**Alcohol Policy**

USAV prohibits the use of alcoholic beverages during all junior events. Even with this rule there are situations where alcohol might be present at a junior event due to the location of the event. Many facilities which have volleyball courts also have restaurants and bars located within or adjacent to the facility. When this occurs, the event director should take special precautions to limit alcohol reaching the viewing area of the courts and to limit junior access to the area where liquor is being sold. Below are recommendations for conducting a safe event for juniors where alcohol is present:

1. The viewing area where spectators are present should clearly denote alcohol is not permitted in the general viewing area.
2. Volunteers should be instructed to be on alert for patrons possessing alcoholic beverages and how to deal with the situation.
3. Ideally, there should be separate access for the juniors to access the playing area, separate from the area where alcohol is served.
4. There must be a clear pathway to restrooms that is clear of alcohol being served or sold.
5. If this is not possible, the area where alcohol is served and consumed should be roped off and clearly indicated that no juniors are allowed.
6. No alcohol is permitted in the areas where the junior event is held.
7. The facility must have its own liquor license and insurance which should be properly posted.
8. Alcohol signage should be removed or covered whenever possible, especially from court signage (net tapes, ball stops, etc.)
9. The event, the event director, USAV and the club should be included as additional insureds under the liquor license.

If you should encounter any additional questions regarding this issue, please contact the USAV BEACH office (Mark Paaluhi at Mark.Paaluhi@usav.org or 310-975-3927).

**Safety Standards for Severe Weather**

Athletes and coaches will be expected to continue in wind or rain that does not present a threat of danger to the participants. Under no circumstances will athletes be allowed to participate when lightning, tornados or other dangerous weather is present in the area. The following criteria will result in a postponed tournament:

1. **Lightning**: The Tournament Director must monitor the weather. When 30 seconds or fewer occur between seeing the lightning flash and hearing its associated thunder, all individuals should have left the athletics site and reached a safer structure or location. Before resuming athletics activities, 30 minutes must pass after both the last sound of thunder and the last flash of lightning. If lightning is seen without thunder being heard, it may be out of range and therefore less likely to be a significant threat (Source: ncaa.org). Weather should be monitored at: [www.weather.gov](http://www.weather.gov).

2. **Wind**: While all beach volleyball athletes must be prepared to contend with windy playing conditions, wind gusts of over 25 miles create a safety hazard at tournaments and equipment (poles, nets, etc.) may become unstable. When winds on the sand are measured at 25 mph or higher, the Tournament Director may postpone tournament activities or cancel the tournament entirely.

3. **Heat**: The Tournament Director is responsible for running a Wet Bulb Globe Test (WGBT) to assess the Heat Stress, a combination of temperature, relative humidity, and radiant heat, at the start of each tournament. The [American College of Sports Medicine](http://www.acsm.org) has produced guidelines regarding how an event should consider reacting to various weather conditions. The ACSM has purposely avoided creating a strict cancellation standard, stating that it does not want to handcuff an event director; rather it offers recommendations about the course of action that should be taken in various weather conditions. The temperatures in the ACSM guidelines are all WBGTs (wet bulb globe temperatures). The WBGT is an index that takes into account heat (dry bulb), humidity (wet bulb), and the ambient temperature (black bulb, which factors in additional variables such as reflected heat and wind). A WBGT thermometer can be purchased from a medical supply house for about $100.
ACSM Heat and Humidity Guidelines:

**WBGT >82° F (>28° C) Black Flag:** Cancel or recommend voluntary withdrawal. (Events that are always held in these conditions should acknowledge the extreme heat risk to the poorly acclimated and non-resident competitors in literature and announcements). The risk for developing heat illness is extremely high when the Wet-Bulb Globe Temperature is greater than 82° F (28° C). At these temperatures, athletes should consider rescheduling event for another day or moving it to early morning or late evening to avoid the hottest period of the day. If competition must occur in a hot, humid environment, proper hydration must be strongly encouraged and precautions such as longer and more frequent water breaks, removing equipment during breaks and taking breaks in cool, shaded areas must be taken to prevent heat illness.

**WBGT 73° F - 82° F (23° C - 28° C) Red Flag:** Recommend participants at increased risk for heat collapse withdraw from event and others slow pace to match conditions.

**WBGT 65° F - 72° F (18° C - 22° C) Yellow Flag:** Recommend participants at increased risk for heat collapse slow pace. Warn entrants of increased risk of heat collapse.

**WBGT <65° F (<18° C) Green Flag:** Collapse can still occur. Decreased risk of hyperthermic and hypothermic collapse.

**WBGT <50° F (<10° C) White Flag:** Increased risk of hypothermic collapse

(Source: [www.ACSM.org](http://www.ACSM.org)).

4. **Rain:** The Tournament Director is responsible to monitor rain to cancel or postpone a tournament, rainfall must be significant and pose a threat to the athletes by creating excessive puddles and hard divots in the sand.

**Safety Standards for Participants**

A medical kit should be available for use at every tournament. It is required that every tournament have a host staff member that is First Aid and CPR certified. Kit must contain the following minimum equipment:

1. Various size band aides
2. Saline solution or antiseptic wash for burns, wounds, abrasions etc.
3. Athletic tape
4. 4x4 gauze
5. Alcohol wipes, hydrogen peroxide
6. Latex gloves
7. Ace bandages for ankles, wrist, elbow and knee.
APPENDIX A

Beach Volleyball Quick-Guide v6.1

For the complete beach rules, see the USAV Doc (Rulebook) or study online at volleyballreftraining.com
For further information about Rules or Referee Certification, please contact us at info@beachcommission.org

Rules Changes are flagged as NEW. Points of emphasis are highlighted.

Equipment and Area:
- Net 28’ long. Height at center: Women 7’ 4½” and Men 7’ 11½”. Antennas are required. Posts and referee stands should be padded.
- Court 26’3” x 52’6” square to 37’1” short diagonal. (8.0m x 16.0m with 11.31m short diagonal)
- Lines 2” wide are inside the court. (Buckles for adjusting the length of the lines, in all four sides, are suggested.)
- Ball: light-colored, 9-10 oz. weight, with approx. 26” circumference, at 2.5 to 3.2 psi
- When possible, the playing boundaries for each court should be established by banners, nets, curtains, etc.

Teams and Uniforms:
- Two Players with no substitutes. Only the team Captain may interact with the referees, to request Time Out or explanation of rule.
- Uniforms may or may not be required, as per event requirements. Bathing suits or “shorts & tops” are typical requirements.
  - When uniforms are required, they should be worn so that player numbers are visible at the coin toss and thereafter.
  - Legal uniform numbers are 1 or 2, in traditional beach doubles.
  - Cold weather gear (sweats suits, Lycra undergarments etc.) may be allowed. (Guideline temperature: “below 60 degrees”)

Spirit of the Game:
- Teams play without outside intervention or assistance of any type.
  - Spectators, including parents and club-mates, are encouraged to cheer, but may not assist at any time. (ex: “calling shots” is prohibited)
  - Coaches, when present, may cheer the exceptional play, but may only instruct during timeouts, court-switches, and between sets.

Coaches:
- Number of Coaches allowed: USAV: A coach and no more than one assistant coach.
- During the official timed warm-up, coaches may instruct from the sideline, but may not engage in drills.
- During play, coaches observe from the player area.
- Instruction may only take place during timeouts, between sets, and (non-disruptively) during side-changes.
- NEW: Coaches in age groups 18 & under may call time out for their team;
- Coaches may not influence or question the official’s judgment at any time.

Match Format:
- Official timed warm-ups: The four players (only) share unlimited access to the entire court (Use good sportsmanship)
  - USAV: 3 min on court, coin toss at -7, then “5 minutes” formal warm-up. Event may reduce warm-up to -3 or -5
  - Beach volleyball is played as Match Play, best-of-three sets played to 21, 21, (15). Rally scoring; win by two.
  - Scoring may be modified by Tournament Directors for specific events, (ex: JBT “one set to 28,” or “two sets only to 21, without deciding set”) Winner of the toss chooses server, receive or side. Other captain chooses from remaining options. Both captains state service order for the set.
  - All matches should utilize the etiquette of pre-match and post-match handshakes at the net.
  - Officials identify the correct server for each rally, and actively prevent wrong-server faults.
- Service Order: Players alternate terms of service.
- Position Faults: Players (other than server) must be on court at moment of service (no other requirement).
- Screening: Serving team must take positions so that the receiving team is able to see either the server or the flight of the ball.
  - In the spirit of fair play, impeded receivers should use the “raised hand” signal & the serving players should adjust position, without delay
- Delay: The routine time between rallies should be 12 seconds.
  - In locations without banners or ball-retrievers, this guideline may be extended.
  - Violations result in Delay Warning, with subsequent occurrences leading to Delay Penalty.
- Hand Signals: Both Referees should use a “full Signal Sequence:” Whistle, award rally, & show nature of fault. (R2 with clip-board is exempt)
- After 7 points of play, indicate that teams should switch sides. This is not a time out. Teams do not go to their player areas.
  - Coaches may offer brief instruction during the court switch, but must not delay the match.
- Each team may call one Timeout per set. Total duration of a Regular Timeout is 60 seconds, as follows:
  - 15 seconds to move to player areas, 30 seconds at player area, (whistle at 45 sec), 15 seconds to return to play.
- A “Technical Timeout” (TTO) after the 21st point of sets 1 and 2 is suggested in most formats. Event may opt to add or reduce number of TTos
  - TTO not usually used in a single set format (JBT)
The interval between sets is 1 minute.
  o During that interval, a referee offers “first choice for set 2” to the captain of the team that lost the first coin-toss.
  o Then the other captain makes the remaining choice, and both captains declare their service order for the set.
  o If there is a deciding (3rd) set, the 1st referee should conduct another coin toss, and offer these same choices.
  o Deciding sets: Play to 15 points, win by two. Switch sides on multiples of 5. There is not a TTO in the (3rd) set.
  o At the end of the match, all players meet at the net near the referee stand to shake hands with each other, then with the officials.

Disputes:
  ▪ A Captain may occasionally approach the referee to request an explanation of a call (not judgment related).
  ▪ The referee(s) should be approachable, and must offer an explanation based upon the Rules, but without prolonged discussion.
  ▪ A Captain has the right to protest rules misinterpretations/misapplications, but not judgment calls or sanctions.

Warnings and Sanctions: **ALL WARNINGS AND DELAY SANCTIONS REMAIN IN FORCE THROUGHOUT THE MATCH**
  ▪ **Delays** are sanctioned by showing “Card on Wrist”: Yellow = warning  Red = Penalty (point and loss of rally)
    o 1st Delay by a player should result in a Team Delay Warning. Any further delay by that team, in the match, results in delay penalty.
    o Multiple Delay Penalties may be assessed within a match.
  ▪ **Misconduct** by any player should be managed when possible through verbal warning(s).
    o Referee may offer one Formal Warning (Yellow Card) to a player guilty of misconduct.
    o Subsequent minor misconduct by either player on that team in that match must be sanctioned by Penalty (Red Card).
  ▪ **Rude Conduct** is sanctioned by Penalty (Red Card). Maximum two Penalties per player per set:
    o If a player reaches the level of a third Penalty in a set, they are instead Expelled for the set (Red & Yellow together)
    o AGGRESSIVE action by any player at any time results in Disqualification (Red and Yellow apart)
  ▪ **Coaches** are subject to individual sanctions as listed below; those sanctions apply through the match:
    o 1st per match: Yellow (Warning)  2nd per match: Red Card (Penalty)  3rd per match: R+Y cards (EXPULSION)

Playing Actions and Faults:
  ▪ **Plane of Net:**
    o Players must initiate contact with the ball within their own playing space (follow-through after contact is legal).
    o Blockers may contact the ball in the opponent’s space only after the attack hit or if opponents are unable to play the ball.
    o It is always illegal to attack a ball in the opponents’ space.
  ▪ **Blocks:**
    o The block contact counts as first team contact; either player may make the 2nd team contact.
    o **Blocked balls may rebound in any direction.** If the blocker clearly catches or throws the ball, they may be whistled for a fault.
    o “Joust” between opponents is legal. Any player may make the next play, as their team’s 1st contact.
  ▪ **Tips:**
    o “Open hand tipping” is illegal. (use “illegal attack” signal)
    o Knuckles may be used to “poke” the ball, provided that the ball **rebounds** (is not caught or thrown).
    o Finger tips (including thumb) may be used to “poke” the ball only if those in contact with the ball are “rigid and together.”
  ▪ **Ball Under the Net:**
    o Players may contact any part of the ball until it has passed completely through the plane below the net.
  ▪ **Simultaneous Contact by Teammates:**
    o If teammates touch the ball simultaneously it counts as 2 team contacts. Either player may make the 3rd contact.
  ▪ **Net Contact:**
    o It is a fault to contact any part of the net between (and including) the antennas, **during the action of playing the ball.**
  ▪ **Play Under the Net, and Interference:**
    o There is no centerline. Players may contact any part of the opponents’ court as long as they do not interfere with the opponents.
    o A player who interferes with an opponents’ ability to make their next play must be called for the fault.
      > Point to the court under the net with your index finger, and say “interference.” (this will generally require explanation)
    o Interference is a fault that results in a point, **not a replay.**
    o Note that this is sometimes a delayed call (the referee must wait to see if the opponents are truly hampered in their next action)
    o Incidental contact between opponents does not constitute interference, (bump knees, step briefly on toes, etc).
    o Interference can occur without physical contact. (ex: fallen player under net prevents defender covering short).
- **Pursuit:** Is legal in beach volleyball.
  - Only balls which pass “over or outside” an antenna are eligible to be pursued.
  - A player may pursue the ball by any route, including under the net and/or through the opponents’ court.
  - Opponents may not interfere with legal pursuit.
  - The ball must be played back “over or outside” the same antenna.
  - Third contact must send the ball legally through the crossing space (between the antennas).

- **Ball Marks:**
  - The ball is “in” if it lands in bounds, or touches a boundary line
  - **If the first referee is in doubt of a line call, s/he should immediately initiate a “ball mark protocol”**
    - Players may not insist on a ball mark review.
    - Relevant line-judge(s) may assist as the referee views the mark from the sand.
    - The referee must be careful to inspect the correct ball mark, to consider ball trajectory, and to understand “splash” of soft sand.
    - Lines moved during the play should be replaced by the referee before judging the result.

- **Hand setting:**
  - There are two types of ball handling faults: “Catch Balls” and “Double Contacts.”
    - The ball must be played with one quick motion.
    - Balls which significantly move downwards, or visibly come to rest, are “Catch Ball” faults. (aka “deep dish,” “held-ball,” or “lift”)
    - Clearly distinct and separate contacts of the ball constitute a “Double-Hit.”
      - Spin is not a fault... but spin may be an indication that a “double-contact” fault has occurred.

- **Serve Receive:**
  - Double hits are allowed in serve receive attempts, unless finger action is employed. In that case, judge the contact as you would any set.
  - It is legal to use techniques such as clenched fist(s), or the heels of the hands, in serve receive attempts
    - This is legal whether the hands/fists are together or apart.
  - It is also legal to receive serve “open-handed with finger action,” but strict hand-setting judgment must be applied to the contact.

- **Defense:**
  - It is legal for any first-team-contact to strike two or more parts of a defenders’ body during a single attempt to play the ball.
    - Includes serve-receive (hands do not have to be together)
    - Includes a double contact without finger action
  - First-team-contact with finger action should be judged just as any setting contact. (The referee can call double-hit.)
    - **Exception: …unless the double contact was in defense of a “hard-driven attack”**.
      - It is legal to momentarily catch or double-contact a “hard driven” ball.
      - In judging an attack as “hard-driven,” the referee must consider the following:
        1) Player’s action: “reactive” (double allowed) or “intentional handset” (not allowed)
        2) Speed and trajectory of the ball
        3) Distance between attacker and defender.
  - A serve is not an attack; therefore, the “hard-driven” exception does not apply.

- **Outdoor Safety:**
  - Stay hydrated. Use sunscreen, as well as clothing and headgear that protects from sun exposure.
  - Be prepared for cold or wet weather as well as for heat and sun! Play usually continues through wind or rain.
  - Tournament directors should be familiar with local regulations regarding lightning safety.
**Frequently Asked Questions**

1. **How do I register for a tournament/event?**
   A: Go to [www.usavjuniorbeachtour.com](http://www.usavjuniorbeachtour.com). Remember that you need a partner and both participants must have a current USAV membership. One participant registers the team.

2. **If I play on a club team indoors in my USAV region, can I use that current membership for USAV Junior Beach Tour events?**
   A: Yes

3. **What is the Refund Policy?**
   A: Refunds for a team that withdraws no later than noon Pacific Time on the Wednesday before the event will be processed less a $20 administrative fee. Late cancellations after that time will be handled on a case-by-case basis but may not be refunded.

4. **What time is the tournament?**
   A: Tournaments normally begin at 8 a.m. local time and check-in begins at 7 a.m. Some locations may have space limitations or weather restrictions and starting times may differ. Please check the individual event for times.

5. **What levels of play are offered?**

6. **What is the difference between Open and Club divisions?**
   A: Open divisions offer bids to the USAV BEACH Junior National Championships. Club divisions don’t offer bids and are designed for players who may be new to the beach game or are looking for recreational play.

7. **Can coed teams play?**
   A: No coed teams are allowed. Teams are comprised of two male or female players.

8. **Can I play in any division?**
   A: You can play in the age level your birthday assigns you to or higher. You cannot play below your age level. Players who knowingly play in the division under their age risk suspension.

9. **How long does my USAV BEACH Junior Ranking hold?**
   A: Rankings hold for one (1) year with points falling off after 365 days. Your ranking is based on your five (5) best finishes in the previous 365 days. If an event falls off after 365 days, and you now have four (4) finishes, it is replaced by your next best finish not currently counted from the 365-day period. If you have no other event, you will have to wait until you have a fifth event to add a score.

10. **How long is my USAV membership valid?**
11. Can a team or player win multiple bids?
A: A Player can earn multiple bids in one or different age divisions, but can only accept one (1) bid for each age division. For more information, please see “Awards” on page 5 #5 in this Manual.

12. Can an athlete, who has earned a bid, partner with someone who has not earned a bid, participate in Junior Nationals?
A: Yes

13. What age division should I register for?
A: Visit the Age Divisions tab at www.usavjuniorbeachtour.com and then click on the PDF to view the chart.

14. We won a bid, how do we accept it?
A: Register your team for the USAV BEACH Junior National Championships in the Open division at www.usavjuniorbeachtour.com; Junior Beach Championships; Bid Winners.

15. Do bids trickle down?
A: Yes

16. What if the event is canceled because of severe weather?
A. If weather necessitates that an event be canceled, the Host will notify all participants immediately. It is the responsibility of the Host to maintain contact with the JBT participants and update them of any potential or actual cancelation.

17. Can boys play in girls’ divisions?
A. With the goal to improve boy’s participation, we will accept boys playing with girls under limited circumstances. For more information, please see “Team Specifics” on page 3 of this Manual.