



PLAYER HANDBOOK 2026

Heritage Major, Heritage Contender, and League Qualifier Events

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1.0 INTRODUCTION

The AVP was established in 1983 and comprises the best men's and women's pro beach volleyball players in the U.S. and arguably, the world. The AVP now stands alone as the premiere pro beach volleyball organization in the country. The AVP's main goal is to promote the sport of volleyball and deliver its fans an unforgettable experience showcasing the world's best athletes.

1.1 2026 Schedule

To view the schedule, click [HERE](#).

1.2 Contract Year

The contract year shall be defined as a twelve (12) month period commencing on the first day of January, or any portion thereof in the event a player signs the player agreement after January 1st in the applicable contract year.

1.3 AVP Player Agreement

This Player Handbook shall be subject to all of the terms and conditions contained in the AVP Player Agreement. To the extent of any conflict between this Player Handbook and the AVP Player Agreement, the AVP Player Agreement shall control.

2.0 AVP's RESPONSIBILITIES

The AVP coordinates the entire production of the volleyball season including providing for the following: venues, prize money, fees, licensing, AVP personnel, professional officials, marketing, equipment, medical staff, security, television, sand, site inspection, scoreboard, entertainment, and many other aspects involved with running the AVP.

2.1 Prize Money Disbursement

The payment process is as follows:

- Prize money will be distributed via direct deposit ACH transactions via Payment Labs. Unless otherwise communicated, transactions will be made, in full, no later than 30 business days after the event.
- Prize money won by professionals will be paid to the player directly or, at the player's written direction, to an authorized agent, firm or corporation the player may delegate, unless in conflict with any law or court order.

- Independent Contractors. The parties hereto are independent contractors and shall be solely responsible for the conduct of their respective operations, employees and agents in connection with the performance of their obligations under this Agreement. Nothing in this Agreement will be interpreted to: (i) make any party a partner, joint venturer, agent or representative of any other party; (ii) grant any party any right or authority to assume or create any obligation on behalf of or in the name of any other party; or (iii) authorize any party to accept summons or legal process for any other party.
- Each athlete must create a Payment Labs account to collect payment, giving the platform personal and banking information.
- Players in college must provide a university compliance letter.
- Player information must be created/updated within Payment Labs if one of the following situations applies:
 - First time to ever qualify for an AVP Main Draw
 - If ANY information has changed - name, address, banking, etc.
 - Players will get paid within 30 days, but no later than 90 days. If an account has not been created or updated within 30 days after the event in questions, prize money will expire and the athlete will not be eligible to receive that year's winnings.

All relevant paperwork and questions should be directed to:
support@paymentlabs.io.

3.0 ORGANIZATIONAL REGULATIONS

3.1 Tournament Format

The format for each tournament is subject to change at the AVP's discretion, but the following illustrates the expected format for each tournament.

3.2 Main Draw Tournament

The Main Draw tournament details are as follows:

- The Heritage Majors will be a modified double elimination format (i.e. last 4 remaining teams after the double elimination schedule will play a semi-final and final match). This format is often referred to as the "Olympic Crossover" format.
- The Heritage Contenders at the \$60,000 prize purse will be modified pool play into single elimination format.
- The Heritage Contenders at the \$20,000 prize purse will be subject to space and time restrictions, thus various formats may apply.

- In general, all matches will be two sets to 21 and a deciding third set to 15 (if required). Further clarification on details can be referenced in the AVP Rulebook. This format may be altered at any time, including after the commencement of the event, for television, inclement weather or other reasons of force majeure.
- The AVP reserves the right to change formats and prize money at any time prior to an event, or during an event due to weather or other reasons of force majeure. AVP will use reasonable efforts to inform players of any changes, but it is a player's responsibility to regularly check the bracket board (or digital solution) at the tournament site, speak to AVP officers, and read their email for notices of any changes, especially during times when play may be affected by weather.

3.2.1 Qualification Tournament at AVP event site

The Qualification Tournament details are as follows:

- Format: Unless otherwise specified, single elimination format will be used to determine the number of teams who will gain entry into the Main Draw. No later than the completion of the registration for the applicable Qualification Tournament, AVP shall post how many teams from the Qualification Tournament shall receive entry into the Main Draw.
- Unless otherwise specified, the Qualification Tournament will start on the day immediately prior to the Main Draw Tournament.
- Teams will be seeded based on AVP ranking. In the event of ties, the following procedures will be adhered to in this order to break the tie:
 - The sum of the team's next highest point finish that was unused from the eligible window. If one of the athlete's eligible windows no longer has point totals, the athlete will use the average of their eligible window's finishes.
 - If the next highest result is an unused international result, this can be used for tie break protocol.
 - Sum of team's average 365 days ranking total
 - Coin Toss
- In the event AVP receives more registrations than available spaces in the Qualification Tournament, teams that are not placed in the Qualification Tournament will be placed on a Reserve List and contacted if a space becomes available. A team that is contacted on the Reserve List must respond within three (3) hours to secure its spot. If not, the spot may be given to the next highest-ranked team.
- The AVP reserves the right to change formats at any time prior to the Qualification Tournament.
- The AVP reserves the right to award four (4) Qualification Tournament Wild Cards per gender for an event.

3.2.2 Application based Main Draw Wild Cards

Unless there are special circumstances, AVP will keep the Wild Card number to two (2) per event. Whenever possible, Wild Cards will be decided as far in advance as possible, but AVP reserves the right to grant a Wild Card up to 24-hours prior to the first serve of the Main Draw. Teams granted a Wild Card will be seeded based on policy below.

Application Wild Card Seeding Policy: Teams granted a Wild Card will be seeded at the discretion of the AVP. In most cases, teams will be seeded no higher than 9th.

3.2.3 Earned Main Draw Wild Cards

AVP is offering a number of opportunities to earn Heritage Major Main Draw positions at the following events:

- AVP Heritage Contender Events
- Other select tournament series

These Wild Cards are awarded under the following conditions:

- All players that earn Wild Cards must satisfy the citizenship eligibility requirements which are outlined in section 4.7.1
- In events where Wild Cards are awarded, the qualifying teams will be granted an automatic Main Draw position (earned Wild Card) into a pre-agreed AVP Pro event.
- Teams with Wild Cards will not be considered for automatic entry as their Heritage Major spot is secured through the Wild Card.
- The team must enter the agreed Heritage Major by the registration deadline (section 3.4.1).
- Any changes to the team for unforeseen circumstances are subject to the approval of the AVP.
- Trickle Down of Earned Wild Cards - Bids can be trickled down in the following situations:
 - A team decides not to play as a team in the Heritage Major
 - A team has won a Wild Cards to the same event already.
 - One or both players do not satisfy the citizenship requirements
- Trickle Down bids will go to the next highest finishers and will be awarded based on highest entry seed

Earned Wild Card Seeding Policy: Teams granted a Wild Card will be seeded at the discretion of the AVP. In most cases, teams with an Earned Main Draw Wild Card will be seeded based on their current AVP Ranking.

3.2.4 Qualification Wild Cards

As stated above, section 3.2.1, the AVP reserves the right to grant Qualification Tournament Wild Cards in events where a Qualification Tournament may be capped due to limited spaces. Similar to Main Draw Wild Cards, teams must apply for a Wild Card prior to the registration deadline for the event that they are seeking the Wild Card.

Teams granted a Wild Card will be seeded at the discretion of the AVP. In most cases, teams will be seeded based on their current AVP Ranking.

3.2.5 Earned "Qualification Tournament" Wild Cards

AVP may offer opportunities to earn a Qualifier Wild Card for entry into a capped Qualification Tournament through a local promoter-run event or series.

These Wild Cards are awarded under the following conditions:

- All players that earn Wild Cards must satisfy the citizenship eligibility requirements which are outlined in section 4.7.1
- At the advertised tournaments, the winning team from each gender from each event will be granted an automatic earned Wild Card position into a pre-agreed AVP Pro Qualification Tournament event.
- The team must enter the agreed event by the registration deadline and complete payment of registration fees (section 3.4.1).
- Any changes to the team for unforeseen circumstances are subject to the approval of the AVP.

3.2 League Qualifier Event

The League Qualifier Events will be single elimination format, best 2 of 3 sets to 15. Teams will switch sides every 5 points. There will be a technical timeout when the cumulative score is 15.

3.3 Official's Authority

3.3.1 AVP Commissioner

The AVP Commissioner is the ultimate authority over the AVP, including the Competition Director.

3.3.1 Competition Director

The Competition Director has absolute authority over players, the head official, game officials and spectators, on and off the court at a tournament where the

maintenance of order is concerned, and may impose disciplinary measures as needed. This includes imposing fines on players and officials.

3.3.2 Head Official

The head official is responsible for assigning all game officials at an AVP tournament. In addition, the Head Official will address and resolve disputes that occur during matches related to the AVP rules of play.

3.3.3 Officials

The officials have total authority on the court from the beginning of the warm-up to the completion of the match.

3.4 Player Registration Procedures

The only valid method of entry for AVP events is online through the approved AVP registration portal and corresponding Volleyball Life registration link. Phone and facsimile entries will not be accepted.

3.4.1 Registration Deadline

The registration process is as follows:

- All teams will need to register by the designated deadline dates and times. All entries and fees are due by these registration deadlines. Any changes to these deadlines will be sent via email to players and/or posted online. It is the player's responsibility to regularly check the Athlete Corner and their own email to check for changes in registration deadline. AVP's posting of the registration change on the AVP Athlete Corner and sending of an email will be deemed valid notice of any change.
- AVP reserves the right to accept a late registration. AVP may accept late registration until the entry list is released, and AVP will charge the player an additional fee for late registration. This charge is for costs and inconveniences associated with changing the tournament and to discourage players from late registration. Lower seeded teams need to know as early as possible if they are in the Main Draw in order to make the requisite and often costly travel arrangements to Qualifier events.
- If there is any disagreement about receipt of entry forms, a final decision will be made by the AVP based on physical evidence that registration and the accompanying fee were received prior to the registration deadline (e.g. Email confirmation, web log showing a completed or attempted registration).
- An Entry List with points verification status of teams registered for the applicable event will be sent to all athletes via the Volleyball Life messaging feature, within 24 hours of registration closing. It is the player's

responsibility to check their points and the registration list on VBL to verify that such a player's team is listed accurately; if not listed or if listed incorrectly, it is the player's responsibility to contact AVP at Points@avp.com within 24 hours with proof of registration. If a player fails to contact the AVP within 24 hours, the AVP reserves the right to exclude that player and their team from the tournament.

- A Final Seeding List for both the Qualification Tournament (if applicable) and the Main Draw Tournament will be posted on the AVP event pages within 48 hours of the registration deadline.
- In addition, emails with event information and confirmed entries will be sent to all participating teams.

3.4.2 Entry Fees

All teams must submit an entry fee when registering. For 2026, the entry fee is \$250.00 (plus payment processing fees) per team, unless otherwise specified. Entry fees are due upon registration and can be paid by credit card. Entries without payment will NOT be accepted. Late registration fees (if needed) must be paid at the time of the late registration.

3.5 Coaches

3.5.1 Player as Coach

A tournament player may not coach another tournament player during an event. Specifically, a tournament player entered into the Main Draw or the Qualification Tournament preceding the Main Draw shall not be eligible to coach another tournament team during the tournament's competition.

3.5.2 Coaching Guidelines

- All coaches must have a current AVP Silver or Gold membership.
- All coaches must register to coach in the Qualification Tournament or the Main Draw at an AVP event. Registration link can be found in their membership profile. Registration for Pro tournaments cost \$75 per event.
- All coaches must pass the AVP background screening. This screening can be found [here](#) and costs approximately \$35.
- There is no limitation to the number of teams an individual can coach at an AVP tournament. However, any AVP team is limited to only one designated coach at any particular AVP tournament.
- All coaches are under the direct authority of the Tournament Director during the tournament.
- All coaches must collect their accreditation upon entering the venue. Coaches must have their credential at all times and never let another

- individual wear it, subject to fine and removal or permanent suspension from future opportunities.
- All coaches must represent the AVP in a positive and professional manner or may be removed by the Tournament Directors.
 - Coaches are responsible for knowing all rules and regulations governing them.
 - If the coaches' behavior is demeaning to the AVP and/or its players, they can be barred from coaching on site.
 - All coaches shall remain outside the media tent unless invited in for media purposes.
 - Only a coach is allowed to drill his/her players on the playing court until the time at which there are seven minutes (when the referee conducts the coin toss) remaining in the warm-up period. At that point, the coach will leave the playing court. To participate in the warm-up a coach must have a coach accreditation for that event and have clearly indicated the team they are warming up. Coaches can stay for the duration of the warm-up if both teams have an accredited coach and all four players agree that both coaches can stay.
 - Players may have coaches at the League Qualifier Events with no fee, but all other requirements must be met.

In game coaching regulations are as follows:

- Coaches can offer instruction to their team from when the ball is dead until the next serve is authorized (whistle blown).
- Coaches may "walk and talk" during side changes and call time outs for their teams.
- Coaches are not allowed to interact with the opponent players or the opponent coach.
- Coaches (and other team members) are not allowed to receive information from external sources during an active match (including but not limited to audio, video, and text to a smart device ie: phone, tablet, or smartwatch).
 - Any coach who is deemed to be taking signals from the opposition and forwarding them and any message to their team will be given an automatic red card and be removed from the tournament site for the duration of that event. Such offense is subject to a fine and/or suspension.
- Coaches must observe the following conditions during play and dead ball times:
 - Coaches must be located on the same side of the court as their team. They must move during team switches to prevent stealing of signs from the opposition.
 - Coaches should be either seated in the provided player box or standing or kneeling within 4 feet of that player box.

- The only exception being able to go onto the court to attend to his/her players during an extended interruption in play or injury timeout if permitted by the referee and/or medical staff.
 - No coaching will be permitted from any other area on the site.
- Coaches are not able to interact with the officials at any time, other than to call a timeout:
 - Interaction with officials includes questioning judgment or similar outbursts during or between rallies.
 - Coaches are not allowed to attempt to influence officials under the guise of coaching their players.
- Interaction with the players can not in any manner delay the pace of play
 - Delays in pace of play or coach interaction with the officials will be dealt with administratively
 - Sanctions can range from a verbal warning to a yellow card or red card / monetary fine as the situation warrants
- Additional Coaching Responsibilities are outlined in Appendix B

4.0 COMPETITION RULES

4.1 General Competition Rules

Tournaments shall be conducted according to the rules set forth in the most recent version of AVP Rulebook (located in Athlete Corner). In the event of a conflict between the AVP Rulebook and the codes set forth in the AVP Player Handbook, the competition rules set forth in the AVP Rulebook shall prevail.

4.2 Time When Play is Dead/Player time outs

4.2.1 Player Request

A player or coach may ask for a time out only if the ball is “out of play”, or there is a “dead ball” (after the whistle stops play, and before the 5 second service whistle). Each team is permitted one time out per set. The referee will indicate a regular time out by signaling “time out” and pointing to the team requesting the time out, at that point, players will be given 15 seconds to get to their player box, 30 seconds in the player box, then finally another 15 seconds to exit the player box for the total “60 second time out.”

In sets one and two, one additional 60-second Technical timeout will automatically occur when the sum of points scored by both teams equals 21. There will be no Technical time out for set 3.

All of the above time outs may be modified, reduced, increased to accommodate live television or other time constraints.

4.2.2 Injury Timeout

If a player is injured, play continues until there is a stoppage. The referee will then determine the nature of the injury. A time out for an injury shall not exceed 5 minutes. Time will begin when medical assistance arrives on the court. If a player elects not to have the medical assistance on the court, the clock will immediately begin. A later request for the doctor will not reset the clock. At the conclusion of the five-minute time out, the referee will whistle and request that the player continue. At this time, the player **only** shall make final judgment whether he/she is fit to play.

If a player is unable to return to the playing area at the conclusion of the 5-minute timeout, their team **will forfeit the current set**. If the team does have a timeout remaining, they can in fact take a regular timeout immediately after a medical timeout, if needed.

The medical professional called to the medical timeout has authority to end a medical timeout after their full assessment once courtside. If the medical professional does not see that a valid medical timeout is needed, they have authority to conclude the medical timeout immediately.

Each team is limited to one medical timeout per athlete, per day.

4.2.3 Player Request for Rules Clarification/Protest Procedure.

A player has the right to request the presence of the Tournament Director and/or Head Official on-court for the expressed purpose of initiating a protest. Protests can occur regarding one of the following scenarios:

- Clarifying a rule or the application/misapplication of a rule.
- Playing conditions (temperature, light, sand conditions, etc.).
- Scoring Error

Prior to calling the Tournament Director or Head Official, the referee will speak to both captains and confirm exactly what is being formally “protested.” When the Tournament Director and/or Head Officials arrive at the court, he/she will first speak to the governing official, then speak to each captain separately to hear the situation and render a final decision.

The specific rule or issue being protested cannot change at any time during this process. This requires the referee to confirm the specific issue prior to the inviting of the Tournament Director and/or Head Official.

In no case shall such privilege be extended to situations where the referee’s judgment is solely in question.

Procedure – When a player requests a protest, the referee will suspend play so the Tournament Director and/or the Head Official can make a ruling on the protest. The Tournament Director and/or Head Official's ruling will be final and binding. Immediately after the Tournament Director and/or the Head Official have rendered the protest decision, the referee will invite players to take their position on the court for play to resume immediately.

4.3 Player Sideline Areas

Player sideline areas will be available with one player box on each side of the court, totaling 2 boxes per court.

4.4 Gender Competition Guidelines

The AVP adheres to USA Volleyball's [Gender Competition Guidelines](#).

4.5 Television

For those events produced for television, AVP players will comply with all apparel and signage guidelines enforced by either the network or non-network broadcast companies. Notification of guidelines will be made to all players as far in advance as is practical.

Should weather delay the tournament play throughout the majority of the event scheduled, and a live television broadcast is scheduled, the top two seeds left in the tournament will be required to play the final match for the television broadcast, weather permitting. Any player that refuses to comply with this stipulation will be subject to severe fines and/or suspension and/or expulsion. Participants will be subject to 4.10.3.

If a team in the finals is unable to compete, a replacement team will be required to participate in an exhibition match against the remaining finals team. This team will be compensated \$1,000 per/player for their participation.

4.6 Withdrawals/Partner Changes/Defaults

4.6.1 Withdrawal from Main Draw or Qualification Tournament

- Prior to 72 hours before the first serve of a Main Draw:
 - Teams may withdraw without being subject to a \$500.00/team fine.
 - No penalty will be enacted for withdrawals prior to 72 hours before the Main Draw begins, but the AVP still requires a written reason for withdrawing.

- Teams who withdraw after the registration deadline will not be refunded their entry fee unless their submitted reason is a validated injury or approved extenuating circumstance.
- Withdrawals within 24 hours of the first serve will not be reimbursed, regardless of the reason.
- Within 72 hours of the first serve of the Main Draw
 - In the case of a withdrawal by a team for any reason other than a verified injury or approved extenuating circumstance, the AVP will apply a \$500.00/team fine (separate from the non-refundable entry fee), which will be taken from future winnings (either in that season or the next season).
 - Another volleyball event will not be an approved extenuating circumstance.
 - If a withdrawal is due to an injury, players must submit a letter from a licensed physician to the AVP office attesting to the existence of the injury and why the injury prevented participation. A player withdrawing because of an injury must submit to an examination by a physician of AVP's choosing, if requested, in order to verify the injury.
 - Such a fine is in addition to any other sanctions that may be applicable hereunder (e.g., a player participating in a conflicting event in lieu of an AVP event).
- **For withdrawals within 72 hours of AVP events with an on-site Qualification Tournament:**
 - If a Main Draw team withdraws before 12pm the day before the Qualifier, the #1-seed in the Qualifier will be promoted to the Main Draw. The first team on the Reserve List of the Qualifier will be promoted to the Qualifier, and it will be reseeded.
 - If a Main Draw team withdraws after 12pm the day before the Qualifier, another qualifying opportunity from the Qualification Tournament will be added to the Main Draw to fill the position.
 - The AVP will randomly draw from the teams who lose in the last round of the Qualifier. The team drawn will advance to the Main Draw. This is known as the "Lucky Loser" method.
 - If more than one team withdraws from the Main Draw after the Qualifier bracket has been released adding more than one qualifying opportunity, the AVP will draw Lucky Losers until those spots are filled.
 - If more than four Main Draw teams withdraw after the Qualifier Brackets have been released, the Qualifier will be reseeded.
 - If a team in the Qualifier withdraws even after the Qualifier brackets have been released, the first team outside of the Qualifier will be promoted to the Qualifier, and it will be reseeded.

- A team in the Main Draw that withdraws after 8:00 pm local time the day before the commencement of the Main Draw (approximately 12 hours before the first serve of the Main Draw) will not be withdrawn from the tournament and therefore will forfeit all scheduled matches. They will still be fined \$500.00.
- In the same manner - a team in the Qualifier that withdraws after 8:00 pm local time the day before the commencement of the Qualifier (approximately 12 hours before the first serve of the Qualifier) will forfeit all scheduled matches in addition to the fine.
 - AVP will make every effort to replace this team in the same manner as 4.6.1 above.
 - The withdrawing team will not earn a finish or points in that event and may be subject to the provisions of Section 4.6.1 above.

4.6.2 Partner Changes

As a general rule, players may not change partners after the entry deadline. If a team is unable to compete together in the tournament after the deadline, such team shall be deemed to have withdrawn from the event and the provisions of Section 4.6.1 above shall apply.

Notwithstanding above, in the case of injury (where an athlete provides a letter from a licensed physician, Injury Form from the Athlete Corner, and if the AVP requests, submits to an examination) or an approved extenuating circumstance, participants may request a partner change provided the below guidelines are followed. AVP reserves the right to deny any change.

Example: A team signs up and is initially in the Main Draw

For events with an off-site Qualification Tournament (i.e. Contender Event weeks prior):

1. If an injury occurs before the Qualification Tournament registration deadline, the healthy player can bring in a substitute of their choosing that is not already registered in the Heritage Main Draw event. However, if the replacement player's points are not enough to keep their team's initial HS Main Draw position, then they will be moved down and off the Main Draw entry list and need to register for the Contender Event.
 - If they are unable to make the Qualification Tournament because of late travel notice then they will effectively be withdrawn from the event.
 - However, the AVP reserves the right to grant a Wild Card to this new team regardless of point total so that they may stay in the Main Draw without going through the Qualification Tournament, but will

still be reseeded after qualification is completed. Wild Card would be granted as justification that the presence of this team enhances the overall event and welfare of the AVP.

2. If an injury occurs after the Qualification Tournament registration deadline, the healthy player can bring in a substitute of their choosing that is not scheduled to participate in the Qualification Tournament. This new team will be reseeded for Main Draw play.
3. If an injury occurs after the Qualification Tournament event has concluded, the healthy player can bring in a substitute of their choosing that is not scheduled to participate in/or qualified for the Main Draw. This new team will be reseeded for Main Draw play.

For events with an on-site Qualification Tournament:

1. If an injury occurs before the Qualification Tournament bracket is released, the healthy player can bring in a substitute of their choosing that is not already registered for the event. However, if the replacement player's points are not enough to keep their team's initial Main Draw position, then they will be moved down and need to play in the Qualification Tournament.
 - If they are unable to make the Qualification Tournament because of late travel notice then they will effectively be withdrawn from the event.
 - However, the AVP reserves the right to grant a Wild Card to this new team regardless of point total so that they may stay in the Main Draw without going through the Qualification Tournament, but will still be reseeded after qualification is completed. Wild Card would be granted as justification that the presence of this team enhances the overall event and welfare of the AVP.
2. If an injury occurs after the Qualification Tournament finishes, the healthy player can bring in a substitute that is not currently registered for the event or a player from the final round of the Qualification Tournament, pending below evaluations.
 - The injured player must be evaluated/verified from on-site medical staff. Tournament Director's decision (with consultation of physician) will be used to grant substitution or removal.
3. If an injury occurs within a Qualifier Team before 12 PM noon the day before the Qualifier takes place, the healthy player can bring in a substitute that is not currently registered for the event. The Qualifier will be reseeded.
4. If an injury occurs within a Qualifier Team after 12 PM noon the day before the Qualifier takes place, the healthy player can bring in a substitute who is not currently registered for the event and has fewer points than the injured player. The Qualifier will not be reseeded.

*Any player/s found to be in violation of the following rules shall be automatically fined \$2,000.00 and shall also be subject to loss of points and/or possible suspensions.

4.7 Player Eligibility

Any player shall be eligible to participate in an AVP Qualification Tournament or Main Draw Tournament (subject to verification by AVP) if such player is either (1) a U.S. citizen; or (2) otherwise granted approval by the AVP. All teams who wish to participate in an AVP Main Draw Tournament must first sign the AVP Player Agreement and provide verification of eligibility. Any team in the Main Draw Tournament (either through entry or qualification via the Qualification Tournament) who refuses to sign the AVP Agreement or fails to provide verification of eligibility will be disqualified from the Main Draw Tournament.

If a Main Draw team is disqualified for failure to sign the AVP Player Agreement or failure to provide verification of eligibility by 8 a.m. on their first day of play, they will be withdrawn from the tournament and no substitute team will take their place. The team in question will forfeit all matches and their opponents will advance through those matches.

4.7.1 Foreign Players

Participation in AVP events generally is open to qualified players who are legal residents of the United States, who are eligible to work in the United States and who have entered into an AVP Player Agreement. International players who are in the process of obtaining work authorization from U.S. immigration authorities may be granted the right to participate in AVP events, as long as such participation otherwise complies with applicable immigration laws.

Additionally, in very specific circumstances (e.g., when AVP enters into an international television deal which requires participation by international players), international players may be invited, at the AVP's discretion, to participate in AVP events, provided that participating international players must sign the same AVP Player Agreement as every other AVP player. AVP will use reasonable efforts to notify all AVP players in advance of any international player's participation in an AVP event.

Finally, in situations where an international player who is a registered member of a National Federation outside the USA wishes to participate in an AVP event, the international player must obtain the appropriate approval/signatures/other processes to compete. The AVP will retain the sole discretion on allowance to participate in their events. Additionally, any international player granted permission to play in an AVP event must sign the same AVP Player Agreement as every other AVP player, as stated in section 4.7 above.

4.8 Entry and Seeding

Criteria:

- Entry into a Tournament will be determined by the combined point total (ranking) of the two players on a team.
- An athlete's best three (3) results (domestic or international) amongst all AVP and USAV platforms within the last 365 days defines their point total (ranking).
- A maximum of two (2) international results will be counted toward a player's ranking.

Additional Components:

- All finishes not within the eligible window will expire and cannot be used for entry or seeding purposes.
- In 24-team draws
 - a. Teams finishing with an 0-2 record are assigned 17th place points
 - b. Teams finishing with a 1-2 record are assigned 15th place points
- In the event of ties for entry/seeding position, the following procedures will be adhered to in this order to break the tie:
 - a. Sum of the team's next highest point finish that was unused from the eligible window. If one of the athlete's eligible windows no longer has point totals, the athlete will use the average of their eligible window's finishes. International results may be used.
 - b. Sum of team's average 365 days ranking total
 - c. Coin Toss
- A player's result in a Heritage Major or Contender event with 16+ Main Draw teams will apply towards a player's seeding and entry points. Any event with less than 16 teams will not count towards seeding or entry points.
- AVP reserves the right to modify the seedings at its discretion.
- Due to the large scale diversity of results being submitted to our comprehensive AVP Rankings system, points will be added to the database within 72 hours after the conclusion of the event. Any requests to fast track or manually override this timeline will be considered by AVP Competition Department, but no guarantee can be made.

4.9 Weather

In the event that a portion of competition at a scheduled tournament is canceled due to weather conditions, an act of God, fire, flood, war, public disaster, strikes or labor difficulties, governmental enactment, regulation or order, or any other cause beyond the control of the AVP, AVP reserves the right to cancel or modify the format of the tournament.

The decision to cancel the tournament is solely within the discretion of the AVP. AVP reserves the right to attempt to play the tournament for two consecutive days up to and including the first Tuesday following the scheduled tournament if the site is available.

The finals may be moved to a different location and completed another day if all four athletes agree. The match must be officiated by AVP-approved officials, including R1, R2, and two line judges. If all four players do not agree to a relocation and the event cannot be finished, the tournament will be considered discontinued.

AVP reserves the right to cancel any event for any reason whatsoever and at any time.

4.10 Discontinued Tournament

4.10.1 Completed Match – Pending and Final

Play will be suspended when inclement weather warrants. The Tournament Director will deliver the decision and will determine if and when play is to continue. When play again commences after play has previously been suspended, all matches will continue at that point at which they were discontinued. If the format of the tournament has changed, and the interrupted match is still in the first set, when play resumes, that match will continue in the format in which it finished. If a match has completed one set, the winner of the first set may be declared the match winner at the discretion of the AVP Commissioner.

The above tentatively completed matches will be deemed final if the Tournament Director cannot reschedule such matches at a reasonable time.

4.10.2 Prize Money Distribution

Teams will be awarded prize money according to their respective finish after the last game they have played.

Prize money awarded in a discontinued tournament and/or shortened tournament will be prorated based on the number of rounds played. If all teams are unable to complete a round, they will equally divide the prize money and points applicable to that round. For example, if the tournament is canceled before the final four commences, all four teams will equally divide the money and points

4.10.3 Tournament Title

No team may claim the title to any tournament that is not completed.

4.11 Incomplete Tournament Play

The Tournament Director, with consultation of AVP, will determine whether or not it is safe to continue tournament play because of questionable weather conditions.

4.11.1 When Play Stops

When the Tournament Director stops play, both officials shall immediately:

- Mark down the score
- Note which team was serving
- Note the person who was serving
- Note the side of each team
- Note time of end of play

Upon discontinuation of play, a break will automatically take place. It is the players' responsibility to be available at any time to resume play.

After a break of more than 10 minutes, players will be granted a 5-minute warm up. However, if all 4 players are in agreement, play can resume immediately or with a shortened warm up. After a break of more than one hour, a full warm up of 10 minutes duration is permitted. An exception will be if the Tournament Director properly informs players of the need for accelerated warm up requirements. In this instance, the break cannot be less than 5 minutes.

4.11.2 Accelerated Tournament Policy

The Tournament Director will have the authority to establish an accelerated tournament policy, where the player warm-ups and games may be shortened in an effort to finish the tournament. A PA announcement concerning such changes must be made by the Tournament Director and reiterated by the court referee at the start of warm up.

4.12 Pregnancy, Injury, or Extenuating Circumstance Points

An athlete may request a Frozen Ranking for pregnancy, injury, or an approved extenuating circumstance. The AVP, in its sole discretion, can approve or deny a Frozen Ranking request.

4.12.1 Date of Frozen Ranking

An athlete's AVP ranking (not their points) will be frozen the day their request is approved by the AVP.

4.12.2. Return to Play

An athlete with a Frozen Ranking must notify the AVP of their desire to sign-up for and return to AVP-sanctioned competition at least 30 days prior to their return to competition. The athlete will then receive the same number of AVP points as the active athlete with the returning athlete's Frozen Ranking.

4.12.3 Frozen Results

The returning athlete's new point total will be divided by 3 and considered 3 separate Frozen Results. The athlete's result from participation in the following levels of event will always be used to replace 1 Frozen Result:

AVP League

AVP Heritage Major

AVP Heritage Contender

For the first 5 total events participated in upon returning to play, the athlete's result in an event below the level of AVP Heritage Contender (or an internationally-sanctioned and AVP-approved event) will only be used to replace a Frozen Result if the new points earned are equal to or greater than the Frozen Result it is replacing. The exception to this rule is that if an athlete reaches the end of their 2 Year Clock (see below) and these results would then benefit them, they will then replace Frozen Results. After 5 total events played (including international events), the result for any event will always be used to replace a Frozen Result.

Once an athlete has replaced all 3 Frozen Results, they will be considered fully returned to play and will exit this protocol.

4.12.4 2-Year Clock

The 2 Year Clock is the time period during which an athlete can return to play and replace Frozen Results. At the end of their 2 Year Clock, an athlete will lose any Frozen Results not replaced. The athlete will then be considered fully returned to play and will exit this protocol.

- Pregnancy — The athlete's 2 Year Clock will begin the day she gives birth.
- Injury — For an acute injury, the athlete's 2 Year Clock will be considered having begun on the date the injury occurred; if a date of injury can not be substantiated to satisfy the AVP in it's sole discretion, then the athlete's 2-Year Clock will have begun on the date of their last played AVP-sanctioned event before a Ranking Freeze was requested. For a

chronic injury, the athlete and the AVP will communicate to determine an appropriate start date of the 2 Year Clock; the AVP, in its sole discretion, will make a final decision.

*Regardless of when an athlete's 2 Year Clock begins, their ranking will be frozen the day the AVP approves their Frozen Ranking request.

*During a player's absence due to pregnancy or injury, a player must seek dispensation from the AVP prior to participating in any other beach volleyball events. Requests for such dispensation must be submitted to the AVP at least 21 days prior to their participation.

Practical Example:

- An athlete sustains an acute injury on April 2, 2026. The athlete requests a Frozen Ranking on April 7. The AVP approves the request on April 8, and the athlete's ranking on April 8 is 12th.
 - The athlete's Frozen Ranking is 12th
 - The athlete's 2 Year Clock runs from April 2, 2026-April 2, 2028
- The frozen athlete notifies the AVP 30 days before their first event that they want to sign-up for and return to AVP-sanctioned competition. The AVP recognizes this communication the same day. The active athlete ranked 12th on the date the athlete notifies the AVP of their return to play has 4,800 AVP points. Now, the returning athlete also has 4,800 AVP points.
- The returning athlete now has 3 Frozen Results worth 1,600 AVP points each. The athlete earns the following points in their first 6 events back:
 1. AVP America — 1320
 2. Norceca Qualifier — 1621
 3. AVP Heritage Major — 1990 (replaces 1 Frozen Result)
 4. AVP Heritage Contender — 1254 (replaces 1 Frozen Result)
 5. AVP America — 1621
 6. AVP America — 971
 - The 6th event takes the player off the injured track back to the normal track. The athlete is considered fully returned to play and exits the protocol.
 - The highest result of a non AVP Heritage Major or Contender replaces a frozen result
- Assuming the above events were played before the expiration of the 2 Year Clock, this athlete's point total would now be 4865 (1990+1254+1621).

4.13 Emergency Reschedule of Matches

If due to unforeseen circumstances a significant period of dead time exists on a televised court, the Tournament Director may request an emergency reschedule

of matches. Teams will have 25 minutes from when they are notified to start this match.

5.0 PLAYER'S CONDUCT, RIGHTS AND RESPONSIBILITIES

5.1 Travel Expenses

- In general, players shall be responsible for all their own travel expenses, including hotel, air, and per diem. Players are encouraged to coordinate travel with other players in order to cut down on costs.
- The AVP shall not be required to make any contributions toward expenses of players competing in an AVP tournament.
- For the Heritage Series, Main Draw athletes will receive \$500 to assist with their expenses.

5.2 Player Performance

5.2.1. Appearance

All AVP players shall at all times conduct themselves with due regard to social conventions and decency at and away from AVP Events, and will not commit any unlawful act or become involved in any situation or occurrence which degrades them in society, or which brings them into public disrepute, contempt, scandal or ridicule or which shocks, insults or offends the community or reflects unfavorably upon the AVP. AVP players who violate this clause shall be subjected to fines, suspension and/or expulsion from the AVP.

5.2.2. Health

- Players agree to report to AVP Events in good health and physical condition, and prepared to play.
- If a player becomes injured or ill during the Contract Year and is unable to compete in one or more AVP Events as required herein, the player shall be required to present a medical release form signed by a licensed medical practitioner to the AVP in order to be released from contractual obligations and/or avoid fines. AVP reserves the right to have an AVP physician examine the player to verify such injury or illness.
- Players seeking injury/pregnancy points must inform AVP of an injury/pregnancy subject to the guidelines in 4.13.

5.2.3 Knowledge of the Rules

Each player shall maintain a comprehensive knowledge of the AVP rules. Players shall also maintain knowledge of the player's standards and policies as outlined in this Player Handbook and as discussed at any coordinated tournament meetings.

5.2.4 Players Area

The player area is for athletes, AVP approved medical staff, coaches, and AVP staff only. No family members, friends, personal attendants, personal medical staff or anyone else is allowed in the player area. Food and beverages are for players, AVP approved medical staff, and coaches only. Players removing food or beverages for parties other than players are subject to fines.

5.2.5 Player Apparel

- AVP players will comply with all apparel and signage guidelines enforced by the AVP and/or network television, non-network television, or streaming broadcast companies. Notification of guidelines will be made to all players as far in advance as is practical.
- All playing partners participating in the Main Draw are encouraged to wear the same colors. The apparel can be different in design and can be from any manufacturer but should be the same color such that it is clear the players are a team. In the case of patterned swimwear, all colors in the pattern must match your partner. If you have any questions, please contact avpplayers@avp.com.
- Main Draw teams must submit a list of all sponsors that will be activating with the team during an AVP event. The AVP reserves the right to review and approve or deny such activations.
- Teams may not conduct sponsorship activations that conflict with an existing or prospective AVP sponsor or otherwise violate AVP sponsorship agreements or policies. AVP reserves the right to reject any player endorsements or sponsorships in its sole discretion.
- The AVP will notify the team if a submitted sponsor or activation presents a conflict or is not permitted.
- Coaches are subject to the same sponsorship and activation requirements as athletes and must comply with all applicable AVP policies and agreements.
- Failure to comply may result in consequences for the team, including a \$2,500 fine, removal from the competition and a one-year suspension from all AVP events.

5.2.6 AVP Mailing Address

A player may not use any AVP mailing list for personal or business related matters. The list is for competition exclusively.

5.3 Team Default (“No-Show”)

A team is considered to have ‘defaulted’ on their commitment to play if they were entered in the Qualification Tournament or Main Draw Tournament and if one or both of the players do not arrive in time for any match without notifying the AVP or receiving an approved absence. Match times displayed on the Qualification bracket for the first two rounds and the Main Draw bracket, are guaranteed earliest start times. If your court is delayed or does not have a start time, your match WILL START 10 minutes after the previous match ends. If one or both players are not present at the start of the match there will be a ZERO TOLERANCE POLICY and will result in an immediate forfeit. It is the player’s responsibility to confirm their final seeding and start time. AVP reserves the right to change start times at its discretion. Accordingly, players should arrive at the event at least thirty minutes prior to the scheduled start of competition each day. In the event of an unapproved “No Show”, the player(s) shall be subject to the following:

- The defaulting team’s players will be sanctioned with a Default Fine of \$150.00 each. If one of the defaulting team’s players is ready to compete at the scheduled time then the fine for that player may be waived. The other player who was not ready to compete at the scheduled time will be fined.
- This fine must be paid prior to the registration deadline for the next event that the player(s) wishes to enter. If the fine payment is not received by the registration deadline for that event, the entry will not be accepted.
- If a player(s) defaults for a second time, the player(s) will be sanctioned with an increased Default Fine of \$1,000.00, and, in AVP’s discretion, may be suspended from playing for one or more subsequent events.
- Teams who default will NOT receive prize money, a finish, or ranking points for the event.
- Players not otherwise bound by the contract must follow the protocol outlined above and shall be subject to the same fines and penalties. This includes players not signed under the AVP contract who have entered the Qualification Tournament.

5.4 Team Default Once Competition Commences

- Once a tournament commences, any player who is scheduled to compete but fails to return to the competition will not receive any AVP points or prize money for the tournament, unless excused by the AVP Tournament Director. Players who leave the event due to medical reasons must get approval from both the AVP Tournament Director and AVP medical personnel at the event.

- If a team defaults (without approval) a match during competition, such team shall be disqualified from the tournament, subject to fine and shall forfeit all prize money earned at said event. In addition, such team faces possible suspension.
- A team may default a set in the finals and continue participating in the match.

5.5 Conduct/Fines

A player is subject to a red card penalty¹ at the referee's discretion for committing the following violations:

- Players shall not persistently address the official with regard to decisions during play.
- Players shall not make derogatory remarks about or to an official, either on or off the court.
- Players shall not make personal or derogatory remarks about or to opponents or spectators.
- Players shall not taunt an opponent on or off the court of play during a match.
- Players shall not use profanity.
- Players shall not kick or hit the ball out of playing area during play, during a side change or after the game.
- Players shall not intentionally damage tournament equipment, hang on the net, kick banners or throw any objects.
- Players shall not physically assault or intimidate officials, opponents, AVP staff or spectators.
- Players shall not act in a manner that intentionally slows the game.
- Physical assault of any referee, tournament official or any other tournament participant by any player, may result in automatic disqualification, a fine and immediate disqualification from participation in any future sanctioned tournaments of the AVP for a period determined by the AVP in its sole discretion. Depending on the nature of the assault, a player may be disqualified for life.
- Any other actions that are deemed by the referee to greatly fall below the level of positive and professional conduct required of players, or actions that offend the traditional norms of the AVP community or the community in which the Event is being held.

In addition to the automatic \$250.00 fine for a red card, AVP shall have the discretion to impose additional fines, suspensions and/or expulsion for any and all of the behaviors set forth in AVP Rulebook.

¹ A red card is a penalty that results in an automatic fine of \$250, which will be deducted, from prize money. A red card results in the loss of a rally. When a team is penalized with a red card, the opposing team is awarded a point.

5.5.1 Drug Control and Testing

The AVP does not support the use of banned or restricted substances or methods for the purposes of performance enhancement. Players shall not use any illegal drugs during competition or while representing the AVP. To see the list of banned and restricted substances, please consult the United States Anti-Doping Agency (USADA) Guide to Prohibited Classes of Substances and Prohibited Methods of Doping available online at the USADA website. Additional USADA materials will be handed out separately to all players. Medically necessary medicines can be petitioned to AVP if a player finds them to be in conflict with this list.

All athletes participating in AVP Events shall be subject to drug testing by the USADA at AVP Events on a random basis.

Penalties shall be imposed in the discretion of AVP for positive tests for prohibited substances and/or prohibited methods of doping. In addition, for the use, condoning the use, or counseling the use of banned substances and/or banned methods of doping:

- First violation – Up to a one (1) year suspension from all AVP activities.
- Second violation – Up to a three (3) year suspension from all AVP activities.
- Third violation – Lifetime suspension from all AVP activities.
- FIVB restrictions, sanctions and fines will be applied to those players found in violation while competing internationally. The AVP reserves the right to apply its own fines and suspensions for violations at such international events as determined by the above rules.

5.5.2 Gambling and other Unsportsmanlike Conduct

All participants (players, coaches, officials, and management) in tournaments and meetings under the authority of AVP have a duty to conduct themselves in a reasonable and acceptable manner. They must avoid all unsportsmanlike conduct, acts or practices that are, in the opinion of AVP, detrimental to the sport.

A player found to be in violation with any of the following rules shall be subject to suspension and possible permanent expulsion from the AVP:

- A player shall not bet money or anything else of value on a formal volleyball competition in which the player is a competitor.

- A player shall not offer or give a bribe, gift, payment, reward or anything of value to any other player with the intention of influencing the player efforts in a competition; nor shall a player solicit, agree to accept a bribe, gift, payment, reward or anything of value offered or given with the intention of influencing the player's efforts in competition.
- A player must report promptly to the AVP any known or suspected violations by anyone of the rules enumerated in subsections (1) and (2) above.
- Players shall not gamble in any manner related to AVP pro beach volleyball.

5.5.3 Unlawful Harassment

AVP shall take all reasonable steps to prevent discrimination and harassment from occurring. In addition to prohibiting other forms of unlawful discrimination, AVP maintains a strict policy prohibiting sexual harassment and harassment because of gender, genetic characteristics or information, race, color, national origin, ancestry, religion, creed, physical or mental disability, medical condition, marital status, veteran status, sexual orientation and age, or any other basis protected by applicable law. All such harassment is prohibited. AVP's anti-harassment policy applies to all AVP employees, players and independent contractors involved in the operations of AVP and prohibits harassment by any employee of AVP including independent contractors.

Sexual Harassment

Federal and state law defines sexual harassment as unwanted sexual advances, requests for sexual favors or visual, verbal or physical conduct of a sexual nature when: (1) submission to such conduct is made a term or condition of employment; or (2) submission to or rejection of such conduct is used as basis for employment decisions affecting the individual; or (3) such conduct has the purpose or effect of unreasonably interfering with an player's work performance or creating an intimidating, hostile or offensive working environment.

This definition includes many forms of offensive behavior. The following is a partial list:

- Unwanted sexual advances.
- Offering employment-related benefits in exchange for sexual favors.
- Making or threatening reprisals after a negative response to sexual advances.
- Visual conduct: leering, making sexual gestures, displaying sexually suggestive objects or pictures, cartoons or posters.
- Verbal conduct: making or using derogatory comments, epithets, slurs, sexually explicit jokes, comments about an individual's body or dress.

- Verbal or physical sexual advances or propositions.
- Verbal abuse of a sexual nature, graphic verbal commentary about an individual's body, sexually degrading words to describe an individual, suggestive or obscene letters, notes or invitations
- Retaliation for reporting harassment or threatening to report harassment.

It is unlawful for males to sexually harass females or other males, and for females to sexually harass males or other females. Sexual harassment on the job is unlawful whether it involves employees of AVP who are co-workers or supervisors, or by persons doing business with or for AVP, including independent contractors.

5.5.4 Preventing Sexual Harassment

AVP's Complaint Procedure:

- AVP's complaint procedure provides for an immediate, thorough and objective investigation of any sexual harassment claim, appropriate disciplinary action against one found to have engaged in prohibited sexual harassment, and appropriate remedies to any victim of harassment.
- Players who believe they have been sexually harassed, including by persons doing business with or for AVP, should provide a written or verbal complaint to the Chief Operating Officer of AVP as soon as possible. The complaint should include details of the incident(s), names of individuals involved and the names of any witnesses. Supervisors and managers must immediately refer all harassment complaints to the Chief Operating Officer.
- All incidents of sexual harassment that are reported shall be investigated. The Chief Operating Officer will immediately undertake or direct an effective, thorough and objective investigation of the harassment allegations. The investigation will be completed and a determination regarding the harassment alleged will be made and communicated to the player(s) who complained and the accused harasser(s). If AVP determines that sexual harassment has occurred, AVP will take effective remedial action commensurate with the circumstances. Appropriate action will also be taken to deter any future harassment. If a complaint of sexual harassment is substantiated, appropriate disciplinary action, up to and including discharge, will be taken. Whatever action is taken against the harasser will be communicated to the individual who complained, and AVP will take appropriate action to remedy any loss to the individual resulting from the sexual harassment.

5.5.5 Additional Enforcement Information

In addition to AVP's internal complaint procedure, players should also be aware that the Federal Equal Employment Opportunity Commission (EEOC) and the California Department of Fair Employment and Housing (DFEH) investigate and prosecute complaints of sexual harassment in employment. The addresses and telephone numbers of these agencies can be found in the telephone directory.

5.5.6 Other Types Of Unlawful Harassment

In addition to sexual harassment, AVP's policy prohibits all types of harassment which are based on a player's gender, genetic characteristics or information, race, color, creed, sex, marital status, age, national origin or ancestry, physical or mental disability, medical condition, veteran status, sexual orientation or any other basis prohibited by federal, state or local law. All such harassment is prohibited. The policies and procedures described above apply to all types of unlawful harassment and players should feel free, without fear of retaliation, to follow the procedures set forth above if they believe they have been unlawfully harassed.

5.6 Disciplinary Action Continued – Fines, Penalties, Suspension, Expulsion

5.6.1 Right to Discipline

AVP has the right to impose fines, penalties, suspensions, expulsions and any other disciplinary action it deems necessary or appropriate in its sole discretion, and deduct the amount thereof, if any, from any monies due or that will become due to player.

5.6.2 Player's Opportunity to Address Disciplinary Action and/or Air Grievances

If a player believes he/she has been unfairly disciplined or has a general grievance, the player must first contact the Director of Player Development to seek clarification of the relevant rule or guidance with regard to the grievance. The Director of Player Development, in their discretion, may then discuss the matter with the AVP, except in instances involving infractions related to section 4F of the Player Agreement. The AVP will in good faith consider the matter, and render its opinion or decision in a timely manner.

5.6.3 Payment of Fines - Payment Deadline

- All imposed fines must be paid to AVP prior to entering a tournament.
- Failure to pay fines on time will result in additional fines and suspensions from tournaments as determined by the AVP.

- Fines, including any failure to pay penalties, which are not paid before the end of the Contract Year, may result in subsequent player suspension from AVP membership.
- If a fine is not paid at the tournament in question, AVP shall have the right to deduct such fine from the player's winnings from the tournament. If the player has no winnings, and the fine is not paid before entering another tournament, the player will be suspended from all AVP events until the fine is paid. (To this end, each player who enters a tournament is subject to the player's fine being deducted from the player winnings). The player thereby consents to the payment of the player's prize money directly to the AVP to the extent of such a fine or fines, and releases any and all persons from any liability for failure to pay the prize money to the player instead of to the AVP).
- All automatic fines will be deducted from prize money earned without prior written notice to the player provided verbal communication of such offense has been given to the player at the time the offense occurred.

6.0 PERIODIC AND DISCRETIONARY CHANGES TO THE HANDBOOK

AVP will update this handbook periodically and will make every effort to communicate this to all interested parties. It is the responsibility of any interested parties to continually monitor this document and be aware of any changes.

AVP reserves the right to make discretionary changes to this player handbook at any time.

7.0 AVP CONTACTS

General Inquiries: contact@avp.com

Participant Matters: avplayers@avp.com

Points Inquiries: points@avp.com

Director of Player Development: kim.schuermann@avp.com

Appendix A : **COACHING PROCEDURES AND POLICY**

II. COACHING PROCEDURE

The Coach and his/her Team(s)

There is no limitation to the number of teams an individual can coach at an AVP tournament. However, any AVP team is limited to only one designated coach at any particular AVP tournament, unless otherwise cleared by the Tournament Director.

Registration and Payment

A prospective coach can **only** register as a coach online prior to an AVP event. The charge to coach per event on the AVP is \$75 for one tournament or \$300 for the entire season. Payment can be made upon registration at coaching link provided to all players that register. Coaches must also be a member of the AVP and complete AVP Coach Orientation Course.

Credentials

Each accredited coach will pick up a credential from the information booth (qualifier coaches please pick up from the bracket board) at each tournament. The credential is to be worn and visible at all times while you are on site as it will provide you access to the event, the playing courts at which your team plays and the player tent. Coaches are not to let anyone other than them wear their credential at any time.

Food and Drinks

Coaches will eat their meals and snacks in the player tent.

Player and Referee Tents

Coaches may use the player tent for shade, relaxation and food. Coaches will always handle themselves in a thoroughly professional manner while in the player tent. It is never appropriate for a coach to be in the referee tent.

Filming & Photography

Coaches are permitted to film matches. Once a match at which you are coaching has started, you are not permitted to be involved in the filming in any way thereafter until the match is over. You are not allowed to attend to your camera during the match. A coach may film matches in which his/her team is not

participating, however such filming must be done in a manner that is not in any way intrusive to the participants or spectators.

Coaches are not allowed to conduct still photography during a match they are coaching.

Coaches found to be utilizing video or photography content captured at AVP events for proprietary, commercial or other purposes outside of scouting and training will be subject to disciplinary fines, suspensions and possible expulsions from future events.

Coaching (“Drilling”) Players on the Court

A coach is allowed to drill his/her players on the playing court until the time at which there are seven minutes (when the referee conducts the coin toss) remaining in the warm-up period. At that point, the coach will leave the playing court. To participate in the warm-up a coach must have a coach accreditation for that event and have nominated the team they are warming up.

Coaches can stay for the duration of the warm-up if both teams have an accredited coach and all four players agree that both coaches can stay.

Coaching and Playing

An individual cannot participate in an AVP event, “event” to be inclusive of the Qualification Tournament, as both a player and a coach. Each AVP event is considered individually and separately in this regard, so an individual may participate as a coach *or* as a player, but not both, at any particular AVP event as he or she chooses.

Gambling and Unsportsmanlike Conduct

- All participants (players, coaches, officials, and management) in tournaments and meetings under the authority of AVP have a duty to conduct themselves in a reasonable and acceptable manner. They must avoid all unsportsmanlike conduct, acts or practices that are, in the opinion of AVP, detrimental to the sport.
- A coach found to be in violation with any of the following rules shall be automatically fined \$1,000.00 and shall also be subject to suspension and possible permanent expulsion from the AVP:
 - A coach shall not bet money or anything else of value on a formal volleyball competition in which the coach has a team competing.
 - A coach shall not offer or give a bribe, gift, payment, reward or anything of value to any other coach or player with the intention of influencing the coach or players efforts in a competition; nor shall a

coach solicit, agree to accept a bribe, gift, payment, reward or anything of value offered or given with the intention of influencing the participants efforts in competition.

- A coach must report promptly to the AVP any known or suspected violations by anyone of the rules enumerated in subsections (1) and (2) above.
- Coaches shall not gamble in any manner related to AVP pro beach volleyball.
- A coach may not use any AVP mailing list for personal or business related matters. The list is for competition exclusively.

III. COACHING POLICY DURING A MATCH

Dress / Appearance

- A coach **must** wear his/her credential while coaching a match.
- A coach will at all times wear minimally a shirt and shorts / bathing suit bottom.

Behavior

- A coach may not address the Tournament Director, Director of Officials, match officials, or opposing players before, during, or after a match while on site with regard to officiating, player conduct, playing conditions or any other subject matter that impacts the competition. A coach is **not** considered a team spokesperson by tournament officials and will not be allowed to take on that role.
- A coach may not use an audible obscenity or make an obscene gesture within the precincts of the tournament site.
- A coach will not abuse (verbally or physically) tournament officials, players (their players or opposing players), other coaches, spectators, or other persons within the precincts of the tournament site.

Misconduct and Sanctions

- The players a coach represents are responsible for the conduct of their coach. Consequently, officials are instructed to address the coach's players and not the coach if a coach engages in misconduct.
- If coach misconduct occurs during a match, the team will be warned and penalized in accordance with normal yellow and red card procedures.
- The players will be responsible for the payment of any fines suitably assessed by the Tournament Director due to the misconduct of their coach.

- In circumstances that are deemed flagrant or particularly injurious to the success of the tournament, the Tournament Director may at his/her discretion order the coach to be removed from the site of the match or the precincts of the tournament site and upon the coach's failure to comply with such order may declare an immediate default of the coach's team.
- A coach will be subject to having his/her AVP coaching credential revoked by the Tournament Director for a term to be determined by the AVP, including permanently, due to conduct the AVP determines is detrimental to the AVP or the sport of Beach Volleyball.

Appendix B: **PLAYER CONDUCT**

I. UNSPORTSMANLIKE CONDUCT

Players shall not conduct themselves in an unsportsmanlike manner and shall give due regard to the authority of officials and the rights of opponents, spectators and others.

- **Ball Abuse**
 - A player shall not violently, dangerously, recklessly, with loss of temper or with negligent disregard of the consequences kick or throw a volleyball within the confines of the tournament site.
 - Violation shall subject a player to a fine of up to \$200 for each violation.
- **Equipment Abuse**
 - A player shall not violently, dangerously, recklessly, with loss of temper or with negligent disregard of the consequences, throw or strike any AVP equipment or other object within the confines of the tournament site.
 - Violation shall subject a player to a fine of up to \$200 for each violation.
- **Verbal Abuse**
 - A player shall not, at any time, verbally abuse any official, opponent, spectator or other person within the confines of the tournament site. Verbal abuse will constitute a statement directed at an official, opponent, spectator or other person that implies dishonesty, or is derogatory, insulting or otherwise abusive.
 - Violation shall subject a player to a fine of up to \$300 for each violation.
- **Additional Unsportsmanlike Conduct**

- A player shall not engage in any behavior which can be considered abusive or detrimental to the sport and which does not fall within the specific categories above on or off the court.
- Violation shall subject a player to a fine of up to \$300 for each violation.

II. OFFENSIVE CONDUCT

Players shall not conduct themselves in a manner that could be categorized as offensive to reasonable people.

- **Profanity**
 - A player shall not use any audible profanity within the confines of the tournament site. Profanity in this instance shall be any words which are commonly understood to be profane and are audible to the Tournament Director, Head Referee, referee, down official, linesmen, ball retrievers or spectators.
 - Violation shall subject a player to a fine of up to \$300 for each violation.
- **Visible Obscenity**
 - A player shall not make obscene gestures of any kind within the confines of the tournament site. Such an obscenity would constitute a physical signal by a player with his/her hand, body or any equipment that is commonly thought of as obscene by reasonable people.
 - Violation shall subject a player to a fine of up to \$500 for each violation.

III. AGGRESSIVE CONDUCT

Players shall not conduct themselves in a manner that can be considered intimidating, threatening or physically abusive to officials, opponents, spectators or other persons.

- **Aggressive Confrontation**
 - A player shall not aggressively or in an intimidating manner confront an official, spectator, opponent, spectator or other person within the confines of the tournament site.
 - Violation shall subject a player to a fine of up to \$500 for each violation.
- **Aggressive Confrontation at the Officials' Tent**
 - A player shall not aggressively or in an intimidating manner confront an official at the officials' tent.
 - Violation shall result in the player receiving an automatic fine of \$500.

- **Player Shaking Referee Stand**
 - A player shall not at any time shake the referee stand in the course of “discussion” with the referee.
 - Violation shall result in the player receiving an automatic fine of \$500.
- **Verbal Threat**
 - A player shall not overtly or subtly verbally threaten an official, opponent, spectator or other person within the confines of the tournament site.
 - Violation shall subject a player to a fine of up to \$1,000.
- **Physical Threat**
 - A player shall not by his/her actions engage in behavior that can be construed as physically intimidating or threatening to any official, opponent, spectator or other person within the confines of the tournament site.
 - Violation shall subject a player to a fine of up to \$2,500. In circumstances that are flagrant and particularly injurious to the success of a tournament, or are singularly egregious, a single violation of Physical Threat shall also constitute the player Major Offense of Aggravated Behavior.
- **Physical Abuse**
 - A player shall not physically abuse any official, opponent, spectator or other person within the confines of the tournament site. Physical abuse can constitute the mere unauthorized touching of an official, opponent, spectator, or other person.
 - Violation will subject a player to a fine of up to \$5,000. In circumstances that are flagrant and particularly injurious to the success of a tournament, or are singularly egregious, a single violation of Physical Abuse shall also constitute the player Major Offense of Aggravated Behavior.
- **Leaving the Playing Court**
 - A player shall not leave the playing court during warm-ups, during a match or immediately following a match to aggressively confront an official, opponent, spectator or other person.
 - Violation will subject a player to a fine of up to \$5,000. In circumstances that are flagrant and particularly injurious to the success of a tournament, or are singularly egregious, a single violation of leaving the Court shall also constitute the player Major Offense of Aggravated Behavior.

IV. MAJOR OFFENSE OF AGGRAVATED BEHAVIOR

No player at any AVP event shall engage in Aggravated Behavior as follows:

- **Singular incident**

- One incident of behavior that is flagrant, singularly egregious, and particularly injurious to the AVP or AVP Tournaments.
- Violation will subject a player to a fine of up to \$10,000 and/or suspension from the AVP for a minimum period of seven days and a maximum period of one year.
- **Multiple Incidents**
 - A series of two or more violations within a twelve-month period which singularly do not constitute aggravated behavior, but when viewed together establish a pattern of conduct that is collectively egregious and is detrimental or injurious to the AVP or AVP tournaments.
 - Violation will subject a player to a fine of up to \$10,000 and/or suspension from the AVP for a minimum period of seven days and a maximum period of one year.

Appendix C : **POOL PLAY PROCEDURES**

To increase the guaranteed amount of matches the AVP development platforms may adopt the following formats. These tournaments will consist of the Pool Phase and the Elimination Phase.

The Pool Phase can be completed in the following ways:

MODIFIED POOL PLAY

The highest seeded team will play the lowest seeded team in the same pool, while the 2nd highest seeded team will play the 3rd highest seeded team in the same pool. The winners of the above two matches will play each other, with the winner to top the pool and the loser as 2nd ranked team from the pool phase. The losers of the above two matches will play each other, with the winner as the 3rd ranked team from the pool phase and the loser eliminated from the Pool Phase.

POOL PLAY

All teams in a pool will play each other. They will be ranked in order of number of wins. The tie breaker procedure will be as follows:

- 2 way tie: If two teams have the same amount of wins the winner of the match between those two teams will be allocated the higher position.
- 3 or more way tie: relative record between the tied teams. The team that performed best against the tied teams receives the top finish of the tie. Match ratio is compared first (when possible), then set ratio, then point ratio. If a tie still exists between any or all of the teams those teams will then be compared by their set ratio and point ratio from all pool results. If still tied the positions will be awarded in seed order.

PROGRESSION FROM POOL PLAY INTO PLAYOFFS

Teams will be placed in playoffs using a pool based crossover seeding. For example:

- 1st in pool 1 will be the #1 seed for the elimination bracket.
- 1st in pool 2 will be the #2 seed for the elimination bracket.
- 1st in pool 3 will be the #3 seed for the elimination bracket.
- 2nd in pool 3 will be the #4 seed for the elimination bracket.

Teams from the same pool cannot play each other in the 1st round of elimination. The lower ranked of the affected teams will be swapped with a team of an approximate equal ranking.

